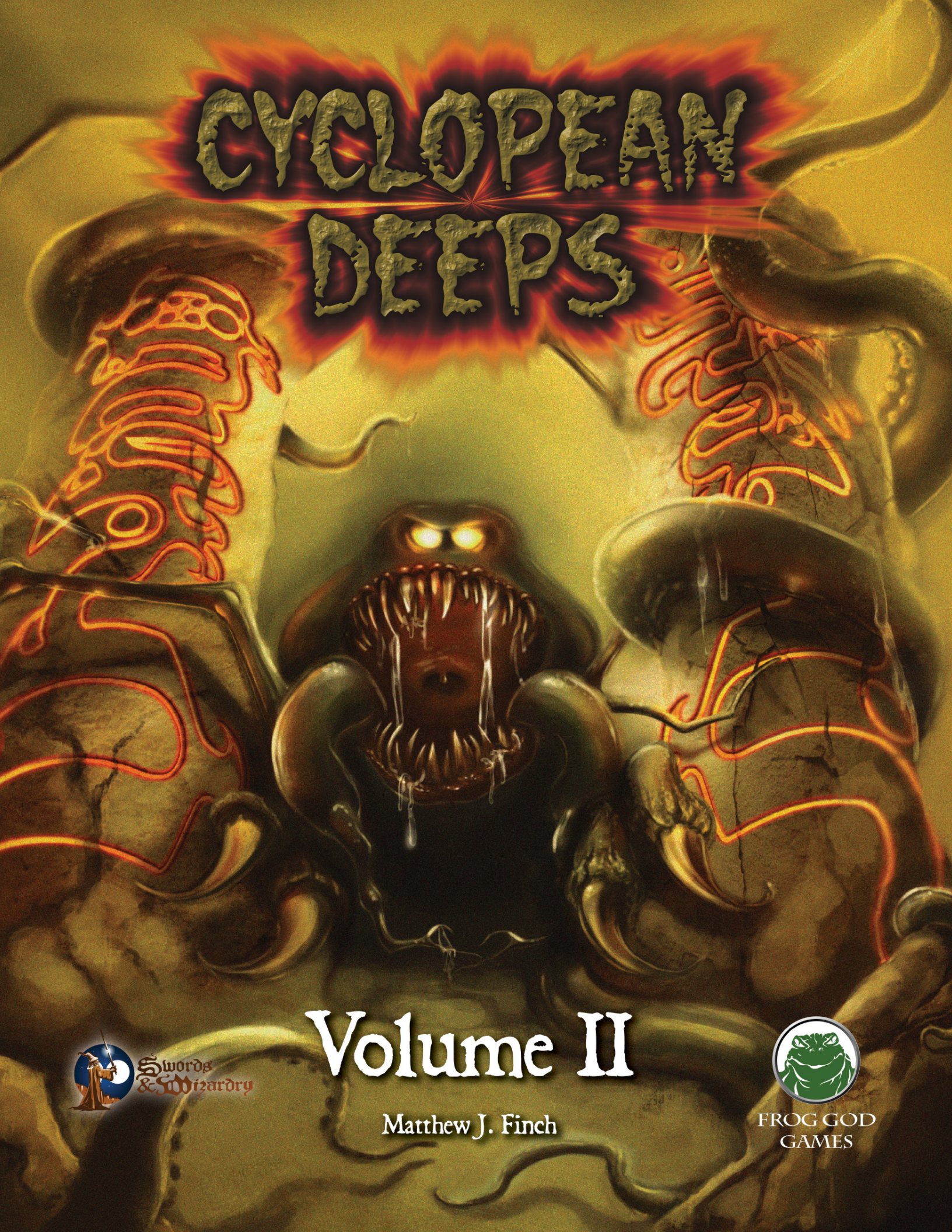

CYCLOPEAN DEEPS
Volume II
Swords & Wizardry
Matthew J. Finch
FROG GOD GAMES

Cyclopean Deeps Volume II

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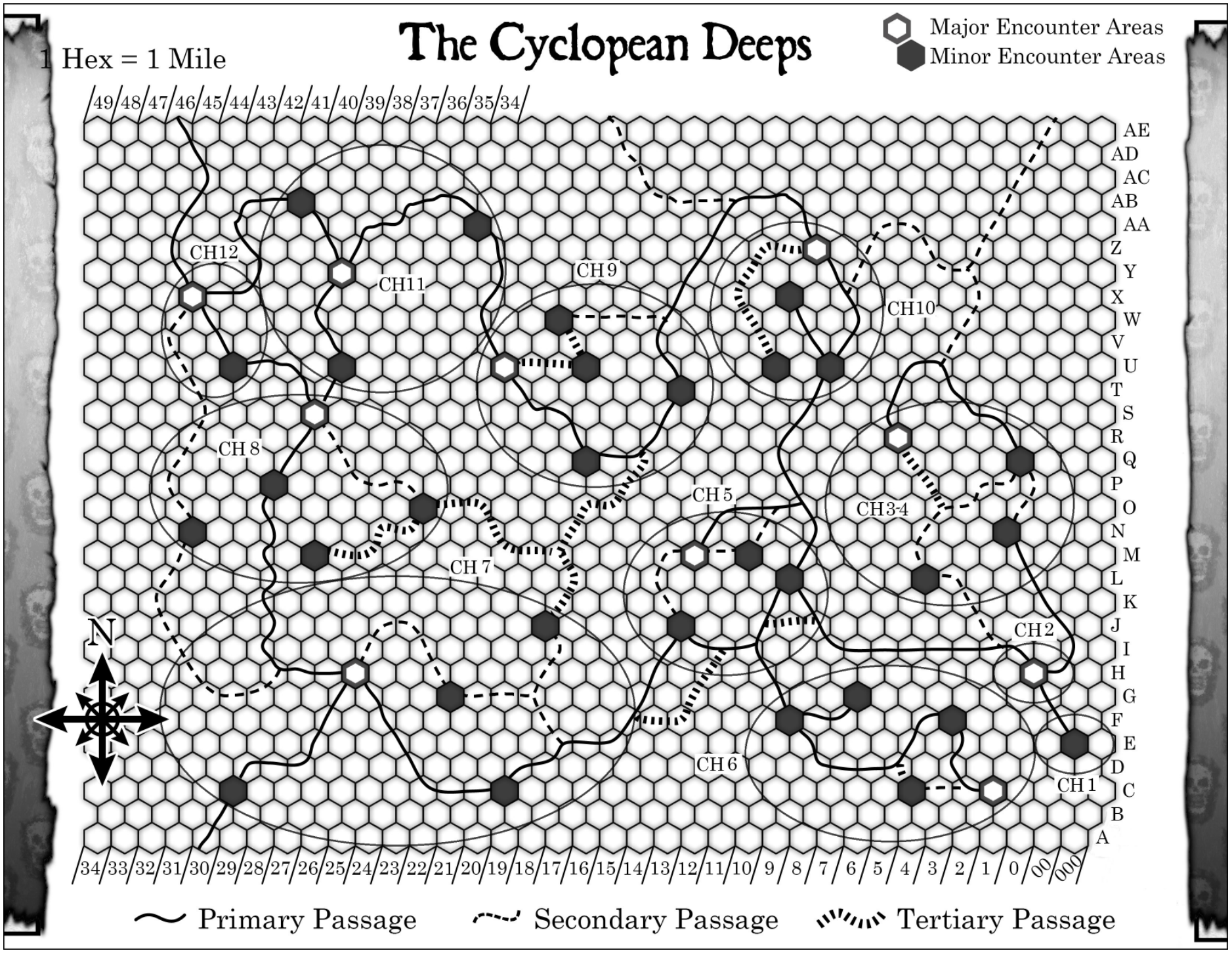
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The Cyclopean Deeps
1 Hex = 1 Mile
Major Encounter Areas
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Chapter 7: Narrows of Braath

Introduction

This chapter begins the second volume of the Cyclopean Deeps, a series of adventures that, taken together, comprise an entire subterranean campaign area in the Under Realms. Each of the chapters is designed to be usable as a standalone module, but when they are used in coordination with each other, the whole is greater than the sum of its parts. Whether the adventures are used as standalone modules or collectively as a large "sandbox" for gaming, each of the areas in the Cyclopean Deeps is potentially very, very deadly. The nature of the threat varies from area to area, but it should be understood that when characters adventure into such places, *some of them will die* unless the players are very skilled or very lucky … or manage to achieve a felicitous combination of both. Since it is unlikely that low-level characters would even reach these environs alive, it is to be assumed that these higher-level characters will be holding a *raise dead* scroll or two in reserve for such contingencies. Players that manage to successfully run a character through the Cyclopean Deeps are to be congratulated as the best of the best; for these adventures offer devious and deadly threats alongside legendary treasures.

The Cyclopean Deeps and the Under Realms

The Cyclopean Deeps is the name of a large subterranean region of the Under Realms. Fans of the Rappan Athuk megadungeon will be pleased to learn that the Cyclopean Deeps is the region into which the deepest levels of Rappan Athuk intrude. For more information about Rappan Athuk, refer to **Frog God Games *Rappan Athuk*** sourcebook. It is definitely not necessary to have a copy of ***Rappan Athuk*** in order to run adventures in the Cyclopean Deeps, but having a deep dungeon (whether of your own design or a purchased module) with physical entrances into the Under Realms should prove very useful for managing the long-term campaign type of adventuring that is likely to take place in this vast area.

Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants that have established themselves in strategically important areas. Characters entering this area expecting to find drow, deep gnomes, and other "normal" features of the Under Realms swiftly discover the error of their thinking. The Vaults of the Sunless Sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture.

Unlike the dungeons of Rappan Athuk, which are largely the product of excavations by surface creatures over the course of centuries, the Cyclopean Deeps are for the most part naturally formed caverns and tunnels. These extend over hundreds of miles, in which any excavations are generally the work of subterranean beings rather than surface creatures — and may easily be thousands of years old. Humans and their ilk are entirely alien in these great depths of the world, intruders with a morality completely foreign to the denizens of the Under Realms.

To a great degree, the set of Cyclopean Deeps modules may be viewed as a "sandbox" campaign, one in which no story arc is forced upon the players, allowing them to travel from one area to another whenever they like and however they can. Many of the modules in the series contain clues or information about other modules in the series, and players are likely to follow up on clues most of the time. However, the series is not designed to come to any particular climactic ending — several endings are, in fact, quite possible depending on the players' decisions.

Character Level

The Cyclopean Deeps, as a campaign, is appropriate for a party of 4+ characters with an average level of 10–12, or 8+ characters with an average level around 7. Because the area is not designed as a pathway, but rather as a region for the characters to explore in any order, some places may be deadly (requiring a rapid retreat), and some places may be rather easy by the time leveled-up characters choose to go there. It's up to you how to handle a sandbox-type adventure such as this: You might decide to adjust the difficulty to the characters' level, or you might decide to let the adventures offer these different risk levels as the characters encounter them. The author recommends the latter: A large area such as the Deeps ought to have considerable variation in difficulty!

Placing the Cyclopean Deeps in your Campaign

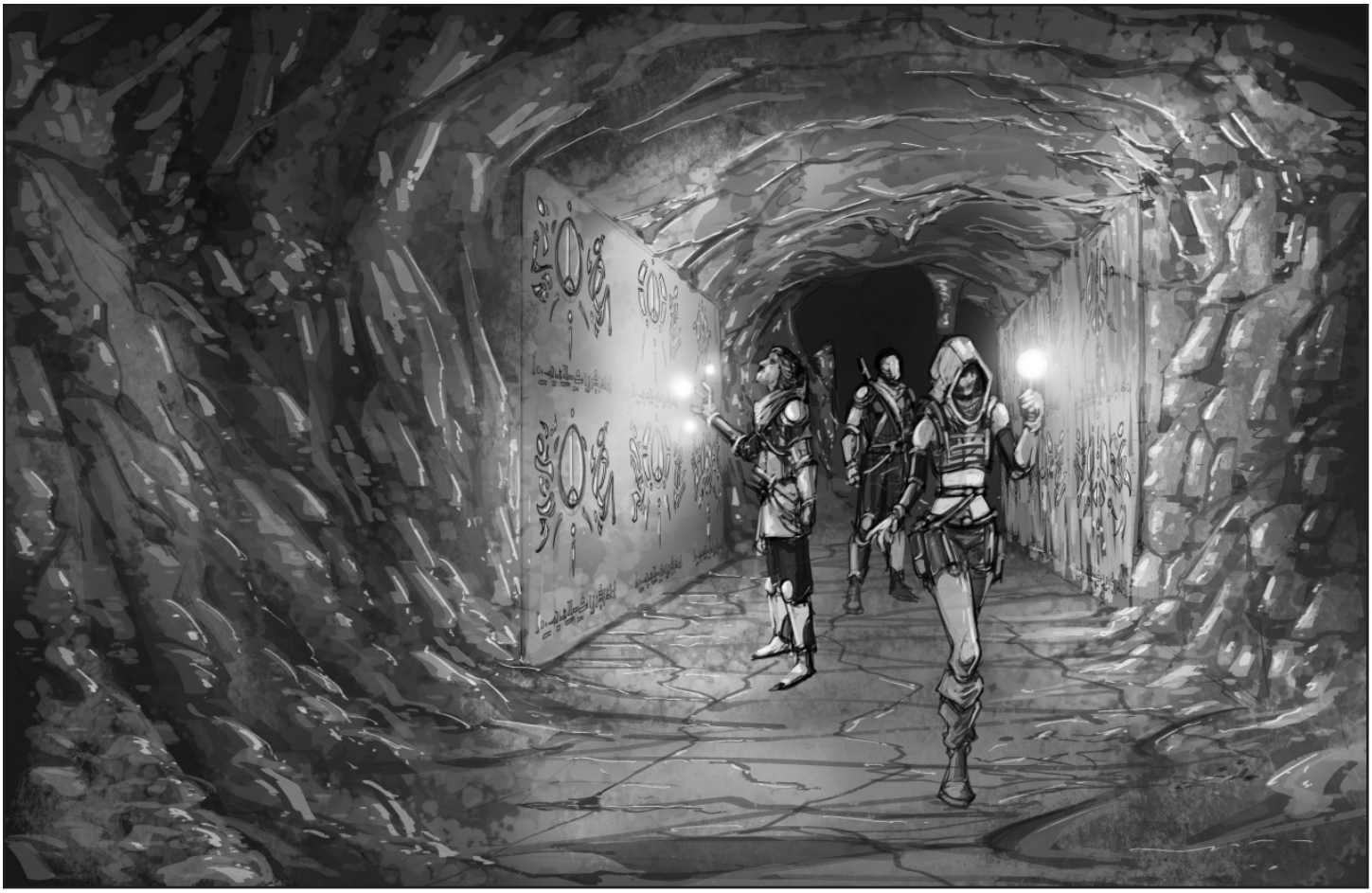
Because the Cyclopean Deeps are located deeper than most traditional dungeons, it is extremely easy to locate them anywhere in a campaign world. The bizarre underground cultures of the Deeps are not expected to "mesh" with anything in the surface world, and the entrances and exits are generally unknown to surface dwellers. Certain mentions are made in this series of the Vaults of the Sunless Sea, located generally to the north of the Deeps themselves. This area refers to a very famous series of adventure modules from the 1980s, which shall not be specified by name. However, anyone familiar with these modules will recognize the hints included in the name and general description of that area. It is, of course, not necessary to link the Cyclopean Deeps up with any modules from the "old days" … but it can be a lot of fun!

Cyclopean Deeps Main Map

The Main Map of the Cyclopean Deeps is on a hexagonal grid, and the locations of various adventure locations are identified by cross-referencing the letters and numbers that run along the sides of the grid. The default starting location is in the southeast corner of the map, at the coordinates **0E** (zero from the numbered "X" axis, E from the lettered "Y" axis).

Passageways in the Deeps

A considerable amount of time may be spent in the navigation of the passageways between the main encounter areas of the Cyclopean Deeps, although this may depend heavily on how much attention the Referee



decides to focus upon the traveling aspect of the adventure. Travel between the various encounter areas can be reduced to little more than crossing off any resources that are used up during the time required to cover the distance (see below). In the case of many high level parties, the management of such resources is of no concern, since all of them can be supplied by the use of magic. It is, however, very important that you as the Referee communicate a sense of the distances involved, or a great deal of the "feeling" of this area will be lost, and it will be little more than a dungeon with time gaps between the rooms. Other than the sense of distances, the main feature of the passageways is the potential for encountering wandering monsters. Unlike wandering monster encounters in a traditional dungeon adventure where the monsters are relatively easy to defeat and carry little treasure with them, most of the wandering monsters in the Deeps are traveling on long treks. They are tough enough to survive journeys in the Under Realms, and they carry their possessions (if any) along with them.

Movement

Travel in the subterranean passageways can be managed at a rate of 1 mile (hex) per day per point of movement rate. Thus, a party in which the slowest character has a movement rate of 9 can move through 9 miles of passages per day. Obviously, the party can only travel at the rate of the slowest member without leaving the slower characters behind. Wagons and other wheeled conveyances are limited to 1d2 miles per day due to the difficulties involved in negotiating drop-offs and other irregularities in the tunnel floors. Mules, camels, and oxen can travel at normal speed due to their relative sure-footedness (or, in the case of oxen, the fact that they are slow moving in the first place). Horses can move only at half speed through the treacherous footing of the Under Realms.

Types of Passageways

As an approximate characterization, passageways in the Cyclopean Deeps are divided into 3 categories for the purposes of wandering monster checks and other events. These categories are: primary, secondary, and tertiary.

Primary passages are normally 30ft wide and have ceilings about 20ft high (although the ceilings appear lower due to the large number of stalactites).

Secondary passages are generally 20ft wide and have ceilings 1d10+4ft in height.

Tertiary passages are approximately 10ft wide and are 1d8+3ft high.

Wandering Monsters

Detailed descriptions and stat blocks follow the tables (found on the following page) in *alphabetical* order, not in the order of their appearance on the tables.

Beetle, Giant Fire: **HD** 1+3; **AC** 4[15]; **Atk** bite (1d4+2); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: light glands.

Black Pudding: **HD** 10; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 11/1700; **Special**: acidic surface, divides when hit with lightning, immune to cold.

Caravan: See the detailed section on caravans, below.

Dark Creeper: **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves tools, 1d6gp, magic item 15% (01–75 dagger, 76–80 ring, 81–00 potion)

Primary Passage, 1-in-10 chance of encounter

1d20	Encounter
1	**1 giant slug** (01–50%) or **1 purple worm** (51–00%)
2	**1d6+10 giant fire beetles**
3	**1d4 trolls** (groups of 4 or more have 50% chance for a big **8HD leader**)
4	**1d4+1 giant fire beetles** (01–50%) or **demon** (51–00%); roll 1d3 for demon to determine **first**, **second** or **third** category.
5	**1d4 cavern lizards**
6	**1d8+8 ghouls** led by **1d4+1 ghasts**
7	**2d10+10 troglodyte raiders** with **5HD chieftain**
8	**1 black pudding** (01–50%) or **1 grey ooze** (51–00%)
9	**1d6 wights**
10	**1d2 xorn**
11	**1 khryll**
12	**1 neh-thalggu** (10HD)
13	**1d2 shrooms** with **1d4+1 night-ghoul servants**
14	**4d6 fungus-bats**
15	**1 leng-spider**
16	**1 syanngg**
17	Leng-troop (**1d4 denizens of Leng**)
18	Duergar squad of **1d6+6 duergar** plus **3 sergeants** and **1 leader**
19	Caravan
20	Caravan

Dark Stalker: **HD** 6+2; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: short sword with poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 2d6gp, magic item 15% (01–75 short sword, 76–80 ring, 81–00 potion).

Demon, Glabrezu (Category III): **HD** 10; **AC** –4[23]; **Atk** 2 pincers (2d6), 2 claws (1d3), bite (1d6); **Move** 9; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special**: immune to fire, magic resistance (60%), magical abilities.

Magical Abilities: at will—*darkness 10ft radius*, *fear*, *levitate*, *polymorph self*; 1/day—*gate* 30% (roll 1d4 for category).

Demon, Hezrou (Category II): **HD** 9; **AC** –2[21]; **Atk** 2 claws (1d3), bite (4d4); **Move** 6 (fly 12); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: immune to fire, magic resistance (50%), magical abilities.

Magical Abilities: at will—*darkness 15ft radius*, *detect invisibility*, *fear*; 1/day—*gate* 20% (1 hezrou).

Demon, Marilith (Category V): **HD** 7; **AC** 7[12]; **Atk** 6 weapons (1d8), tail (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 13/2300; **Special**: +1 or better weapon to hit, immune to fire, magic resistance (80%), magical abilities.

Magical Abilities: at will—*charm person*, *levitate*,

Secondary Passage, 1-in-12 chance of encounter

1d20	Encounter
1	**1d6+10 giant fire beetles**
2	**1 giant slug**
3	**4d6+3 fungus-bats**
4	**1d4+2 shriekers**
5	**1d2 xorn**
6	**1 denizen of Leng** with **3d6 night-ghouls**
7	**1 syanngg**
8	**1d2 khryll**
9	**1 black pudding** (01–50%) or **1 grey ooze** (51–00%)
10	**2d10+20 troglodyte raiders** with a **5HD chieftain**
11	**1d8 giant spiders (6ft diameter)**
12	**1 demon** (roll 1d3 to determine **first**, **second** or **third** category)
13	**1 Leng-spider** (01–50%) or **1 purple worm** (51–00%)
14	**1d8 cavern lizards**
15	**1 black dragon** (adult)
16	**1d4+1 trolls** plus a big **8HD leader**
17	**1 neh-thalggu** (10HD)
18	**1d2 dark stalkers** each leading **1d6+2 dark creepers**
19	**1d4 denizens of Leng** with **1d6 night-ghouls**
20	Caravan

Tertiary Passage, 1-in-12 chance of encounter

1d20	Encounter
1	**1d6+10 giant fire beetles**
2	**1 giant slug**
3	**4d8+4 fungus-bats**
4	**1d4+2 shriekers**
5	**2d10+20 troglodyte raiders** with **2 5HD chieftains**
6	**1 demon** (**nebunorne**)
7	**1 syanngg**
8	**1d3 khryll**
9	**1 black pudding** (01–50%) or **1 grey ooze** (51–00%)
10	**1 demon** (roll 1d3 to determine **third**, **fourth** or **fifth** category)
11	**2d6 giant spiders (6ft diameter)**
12	**1 purple worm**
13	**1 Leng-spider**
14	**1d8 cavern lizards**
15	**1 black dragon** (adult)
16	**1d4+1 trolls** plus a big **leader** with **8HD**
17	**1 neh-thalggu** (10HD)
18	**1d2 dark stalkers** each leading **1d6+2 dark creepers**
19	**1d2 wraiths** with **1d4 wights** and **1d6 ghouls**
20	**1d4 two-headed trolls**

polymorph self; 1/day—*gate* 50% (roll 1d12; [1–3] I, [4–6] II, [7–8] III, [9–10] IV, [11] VI, [12] demon lord or prince).
Equipment: combination of 6 swords & battle-axes; magic sword (95%; 1d4 for bonus).

Demon, Nalfeshnee (Category IV): **HD** 7d10; **AC** 4[15]; **Atk** 2 claws (1d4), bite (2d4); **Move** 9 (fly 14); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special**: +2 on attack rolls, +1 or better weapon to hit, immune to fire, magic resistance (65%), magical abilities.
Magical Abilities: at will—*dispel magic*, *fear*, *polymorph self*; 1/day—*symbol of discord*; 1/day—*gate* 60% (roll 1d6 for category).

Demon, Nebunorne: **HD** 10; **HP** 68; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon). (**Monster Appendix**)
Magical Abilities: at will—create *darkness 10ft radius*; 3/day—create *darkness 50ft radius.*

Demon, Vrock (Category I): **HD** 8; **AC** 0[19]; **Atk** 2 foreclaws (1d8), 2 rear claws (1d8), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special**: immune to fire, magic resistance (50%), magical abilities.
Magical Abilities: at will—*darkness 5ft radius*; 1/day—*gate* 10% (1 vrock).

Denizen of Leng: **HD** 8; **AC** 5[14]; **Atk** 2 claws (1d4+1), bite (1d3 plus lassitude), **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), , magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)
Magical Abilities: constant—*ESP*; 1/day—*mirror image*.
Equipment: 2d6 rubies (1d6x100gp each), 10% of any magic item.

Duergar: **HD** 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* [attack as 4HD, 50% heal damage], *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% of gem (1d4x100gp).

Duergar Sergeant: **HD** 3+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* [+2 to-hit bonus, 50% heal damage], *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 20% of gem (1d6x100gp).

Duergar Leader: **HD** 5+2; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 12; **AL** C: **CL/XP** 6/400; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* [+2 to-hit bonus, 50% heal damage], *invisibility*.
Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts, 4d6gp, 1d2 gems (1d6x100gp), 25% of magic armor (01–50%) or weapon (51–00%).

Dragon, Adult Black (7HD): **HP** 28; **AC** 2[17]; **Atk** 2 claws (1d4), bite (3d6); **Move** 9 (fly 24); **Save** 9; **AL** C: **CL/XP** 9/1100; **Special**: acidic breath weapon (3/day, 5ft wide, 60ft long, 28 damage, save half).

Fungus-Bat: **HD** 3; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 3 (fly 12); **Save** 14; **AL** N; **CL/XP** 5/240; **Specia**l: non-lethal poison (save at +4 or helpless for 2d6 rounds). (**Monster Appendix**)

Ghast: **HD** 4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 14; **Save** 13; **AL** C; **CL/XP** 5/240; **Special**: immune to *sleep* and *charm*, stench (save or suffer –2 on attack rolls), touch causes paralysis for 3d6 turns upon failed save. (***Monstrosities*** 189)

Ghoul: **HD** 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: immune to sleep and charm, touch causes paralysis for 3d6 turns upon failed save.

Grey Ooze: **HD** 3; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: acid, immune to spells, heat, cold, and blunt weapons.

Khryll: **HD** 8; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits); **Move** 9; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: liquefy internal organs of grabbed victim, mental blast, magic resistance (80%). (***Monstrosities*** 275)
Equipment: a piece of jewelry (1d10x1000gp)

Leng-Bat: **HD** 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: 1d6 auto damage upon first bite, immune to spells, magic weapons receive no bonus. (**Monster Appendix**)

Leng-Spider: **HD** 15; **AC** –1[20]; **Atk** bite (2d6 plus poison), flail (1d6+6); **Move** 18; **Save** 3; **AL** C; **CL/XP** 17/3500; **Special**: hallucinogenic and rotting poison (1d3 charisma drain and 1 level loss for 3d20 hours upon failed save), magical abilities, web flail. (**Monster Appendix**)
Magical Abilities: at will—*dispel magic*; 3/day—*invisibility*, *phantasmal force*; 1/day—*charm monster*.
Equipment: 1d4 rubies (1d6x1000gp each).

Lizard, Cavern: **HD** 4; **AC** 5[14]; **Atk** bite (2d4); **Move** 9 (climb 6); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: bite latches for automatic damage each round. (***The Tome of Horrors Complete*** 363)

Neh-thalggu: **HD** 10; **AC** 0[19]; **Atk** 2 claws (1d8), bite (1d10 plus poison); **Move** 9; **Save** 5; **AL** C; **CL/XP** 12/2000; **Special**: lethal poison bite, telepathy 100ft, spells MU7 (4/3/2/1). (**Monster Appendix**)
Spells: 1st—*charm person*, *magic missile* (x2), *sleep*; 2nd—*invisibility*, *mirror image*, *phantasmal force*; 3rd—*fireball* (x2); 4th—*dimension door*;
Equipment: any 1d2 magic items, 1d3 jewelry (1d3x1000gp), 1d4 gems (1d4x100gp), 3d6gp.

Night-Ghouls: **HD** 4; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)
Equipment: 1d4 gems (never rubies) 1d2x100gp each.

Purple Worm: **HD** 15; **AC** 6[13]; **Atk** bite (2d12), sting (1d8 plus poison); **Move** 9; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: lethal poison, swallow whole (4 or greater than minimum attack roll or natural 20).

Shambling Mound: **HD** 7; **AC** 1[18]; **Atk** 2 fists (2d8); **Move** 6; **Save** 9; **AL** N; **CL/XP** 11/1700; **Special**: electricity increases hit dice by +1, enfold (hit with both arms and victim with suffocate in 2d4 rounds unless freed), half damage from cold and any weapon, immune to fire.

Shroom: **HD** 6+1; **AC** 6[13]; **Atk** staff (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: control plants, plant growth, spells (3/2). (***Monstrosities*** 424)

Spells: 1st—*charm person* (x2), *magic missile*; 2nd—*invisibility*, *web*.

Equipment: staff, 1d3x1000gp, 1 magic item (10%).

Slug, Giant: **HD** 12; **AC** 3[16]; **Atk** bite (1d12); **Move** 6; **Save** 3; **AL** C; **CL/XP** 13/2300; **Special**: acid spittle (6d6), immune to blunt weapons.

Spider, Giant (6ft diameter): **HD** 4+2; **AC** 4[15]; **Atk** bite (1d6+2 plus poison); **Move** 4 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special**: lethal poison, web.

Syanngg: **HD** 8+20; **AC** 2[17]; **Atk** up to 6 heads (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special**: magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)

Magical Abilities: 1—*slow* (range 40ft); 2—*lightning bolt* (5d6, range 60ft); 3—*dispel magic* (level 12, range 40ft); 4—*flesh to stone* (range 30ft); 5—*hold monster* (range 30ft, duration 3d6 turns); 6—*charm monster* (range 20ft).

Equipment: necklace pouch with 3d6gp, 1d4 gems (1d4x100gp), 1d3 jewelry (1d3x1000gp), any 1d2 magic items.

Troglodyte: **HD** 2; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d4+1) or stone-axe (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Equipment: stone-axe, 1d10gp each.

Troglodyte Chieftain: **HD** 5; **AC** 3[16]; **Atk** stone battle-ax (1d10+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special**: chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Equipment: stone battle-axe, shield, 2d20gp, any magic item (5%).

Troll: **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate 3hp/round;

Equipment: sack with 1d100gp, 1d10 gems 1d10x100gp, 5% of any magic item.

Troll Leader: **HD** 8; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d10); **Move** 12; **Save** 8; **AL** C; CL/XP 10/1400; **Special**: regenerate 3hp/round;

Equipment: sack with 1d100gp, 1d10 gems 1d10x100gp, any magic item (20%).

Two-headed Troll: **HD** 10; **HP** 40, 43; **AC** 3[16]; **Atk** 2 claws (1d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special**: rend if both claws hit for additional 2d6, regenerate 1hp/round, surprised only on a 1 in 8. (***The Tome of Horrors Complete*** 573)

Wight: **HD** 3; **AC** 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level per hit, silver or +1 or better weapon to hit.

Wraith: **HD** 4; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special**: drain 1 level per hit, silver (half-damage) or +1 or better weapon to hit, resistant to silver and magic arrows (1hp/hit).

Xorn: **HD** 7; **AC** –2[21]; **Atk** 3 claws (1d3), bite (4d6); **Move** 9; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: immune to fire and cold, half damage from electricity, travel through stone. (***Monstrosities*** 521)

Caravans

The concept of a "caravan" in the Under Realms is not the same as the cooperative, free-trading association of merchants that one finds in the surface world. A "caravan" in these underworlds means nothing more than a large, armed group that is traveling together. There is virtually no concept of free trade in the Under Realms — most exchanges of goods are more in the nature of tribute, or are part of arrangements between leaders and warlords, with the "merchants" being little more than armed couriers. Along the way, of course, those armed couriers take whatever they are strong enough to take, enslave anyone they are strong enough to enslave, and hope to be strong and fast enough to avoid those who would steal their goods or enslave them in turn.

Types of Caravans in the Cyclopean Deeps

Caravans in the Cyclopean Deeps region of the Under Realms are always the property of a single leader, almost always a **denizen of Leng** (01–80%), although occasionally a **drow merchant** (80–85%), a **duergar** (86–90%), a **serpentfolk wizard** (91–95%), or a **powerful dark stalker** (96–00%) may have organized a trading expedition. Details of the various caravan types are listed below.

Cargo

All caravans carry 1d100gp worth of ordinary merchandise, plus additional variable treasure as shown on the table below:

Variable Cargo

1d20	Cargo
1–3	2d10 bars of platinum worth 250gp each
4–5	3d10 gems worth 200gp each
6–7	1d4 rolls of silk, unearthly quality, worth 2000gp each
8–9	Cage of 1d4+4 adorable, furry little pet-things of unknown species or origin, worth 1000gp each
10–11	1d6+1 potions (determine randomly from tables in rulebook)
12–13	1d6+8 potions (determine randomly from tables in rulebook)
14–15	1d4 scrolls (determine randomly from tables in rulebook)
16–17	1 magic item of any kind (determine randomly from tables in rulebook)
18	2 magic items of any kind (determine randomly from tables in rulebook)
19	3 magic items of any kind (determine randomly from tables in rulebook)
20	Roll twice

Slaves

All types of caravans are accompanied by slaves, either carrying goods or intended for sale. Slaves are normal specimens of the racial type (each 1d6 roll identifies 2 slaves at a time, for convenience):

1d6	Race
1	Troglodyte
2	Human
3	Bugbear
4	Duergar
5	Orc
6	Dwarf or elf (50%/50%)

Dark Stalker Caravan

Darkfolk caravans mainly trade with other darkfolk in their hidden communities, and in Izamne (see **Chapters 3–4**). Just as the darkfolk are physically weaker than most races of the Under Realm, relying mainly on stealth and subterfuge as survival tools, so too are their caravans less inclined to raid or enslave those they encounter when traveling. Of course, if a darkfolk caravan runs across an obviously weaker group, they use their darkness and stealth to enslave or steal. Note that dark stalker caravans do not use pack animals; bugbears carry all cargo. All will be from one of the darkfolk civilizations (50% for either). See **Chapter 3** for more details.

A dark stalker caravan normally is composed of **3 dark stalkers**, **1 dark stalker shaman**, **4d6 dark creepers**, and **2d6+1 bugbear guards**.

Dark Stalkers (3): **HD** 6+2; **HP** 44, 36, 30; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 2d6gp.

Dark Stalker Shaman: **HD** 6+2; **HP** 35; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills, spells (2/2/1). (***Monstrosities*** 84)

Spells: 1st—*magic missile* (x2), 2nd—*web* (x2), 3rd—*dispel magic*.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves' tools, 2d6gp. (***Monstrosities* 84**)

Dark Creepers (4d6): **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves' tools, 1d6gp, magic item 15% (01–75 dagger, 76–80 ring, 81–00 potion)

Bugbear Guards (2d6+1): **HD** 3+1; **AC** 5[14]; **Atk** bite (2d4) or morningstar (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: surprise on 1–3.

Drow Caravan

Drow are not native to the Cyclopean Deeps regions, but their caravans do occasionally pass through on the way to other areas, and to trade at Ques Querax.

Drow caravans are composed of **1 merchant**, **1d6+6 drow guards**, **1d6 bugbears**, **1d6+6 slaves**, and **1d6 cavern lizards**.

Merchant Drow: **HD** 4; **HP** 20; **AC** 2[17]; **Atk** +*1 longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 10 (includes +2); **AL** C; **CL/XP** 10/1400; **Special**: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1-in-8 surprise chance, magic resistance (50%), magical abilities, spells MU4 (3/2). (***Monstrosities*** 146)

Magical Abilities: at will—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*.

Spells: 1st—*charm person* (x2), *magic missile*; **2nd—** *detect invisibility*, *invisibility*.

Equipment: +2 *chainmail*, drow cloak & boots (75% to surprise), *+1 longsword*, hand-crossbow, 15 bolts coated in sleep poison (–4 on save).

Drow Guards (1d6+6): **HD** 2; **AC** 3[16]; **Atk** +*1 longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 6/400; **Special**: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1-in-8 surprise chance, magic resistance (50%), magical abilities. (***Monstrosities*** 146)

Magical Abilities: at will—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*.

Equipment: *+1 chainmail*, drow cloak & boots (75% to surprise), *+1 longsword*, hand-crossbow, 15 bolts coated in sleep poison (–4 on save). 50% have hand crossbows.

Bugbear Guards (1d6): **HD** 3+1; **AC** 5[14]; **Atk** bite (2d4) or morningstar (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: surprise on 1–3.

Lizards, Cavern (1d6): **HD** 4; **AC** 5[14]; **Atk** bite (2d4); **Move** 9 (climb 6); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: bite latches for automatic damage each round. (***The Tome of Horrors Complete*** 363)

Duergar Caravan

Duergar merchants are, out of all the races of the Under Realms, the most similar to normal merchants of the surface world in that they actually plan on doing repeat business with the same customers — which somewhat restricts their dishonesty. Their sharp business practices would likely be sufficient cause for hanging in most kingdoms, but in the Under Realms they are paragons of trustworthiness.

A duergar trading party is composed of **1 duergar merchant**, **10 duergar guards**, **1d4+4 ogre guards**, and **1d6+6 pack-slaves**.

Duergar Merchant: **HD** 6; **HP** 30; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 13; **AL** C: **CL/XP** 8/600; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 attack bonus, 50% heal damage), *invisibility*.

Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts.

Duergar Guards (10): **HD** 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 18; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts.

Ogre Guards (1d4+4): **HD** 4+1: **AC** 5[14]; **Atk** spiked club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Leng Caravan

The caravans of the denizens of Leng are unpredictable and dangerous — one of the reasons that the Cyclopean Deeps are often avoided by other inhabitants of the Under Realms. If the adventurers encounter a group of the denizens of Leng, virtually anything could happen.

Leng-caravans generally include **1 merchant** (normal denizen), **1d2 denizen guards**, **1d4 Leng-Bats**, **1d6 night-ghoul guards**, **1d6+6 slaves**, and **1d6 cavern lizards**.

Denizen of Leng Merchant: **HD** 8; **AC** 5[14]; **Atk** 2 claws (1d4+1), bite (1d3 plus lassitude), **Move** 12; **Save** 8; **AL** C; **CL/XP** 15/2900; **Special**: immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round), spells (4/2/2). (***Monstrosities*** 116)

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.
Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*phantasmal force*, *web*; **3rd—***haste*, *protection from normal missiles*.

Denizens of Leng (1d2): **HD** 8; **AC** 5[14]; **Atk** 2 claws (1d4+1), bite (1d3 plus lassitude); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.

Leng-Bats (1d4): **HD** 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 4 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: 1d6 auto damage upon first bite, immune to spells, magic weapons receive no bonus. (**Monster Appendix**)

Night-Ghouls (1d6): **HD** 4; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Lizards, Cavern (1d6): **HD** 4; **AC** 5[14]; **Atk** bite (2d4); **Move** 9 (climb 6); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: bite latches for automatic damage each round. (***The Tome of Horrors Complete*** 363)

Serpentfolk Caravan

The serpentfolk usually appear, at first glance, to be far more civilized than most denizens of the Under Realms, but it is wise to remember that they consider all other races to be inherently inferior to themselves. They are intelligent enough not to remind others of this fact until it is too late.

Serpentfolk caravans generally include **1 merchant** (6HD serpentfolk), **1d4 serpentfolk guards**, **1d10+6 troglodyte guards**, **1d6+6 slaves**, and **1d6 cavern lizards**.

Serpentfolk Merchant: **HD** 6; **HP** 32; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3); **Move** 12; **Save** 10; **AL** C; **CL/XP** 9/1100; **Special**: immune to mental domination, mild venom (save or additional 1d4+1 damage), spells MU6 (4/2/2). (**Monster Appendix**)

Spells: 1st—*charm person* (x2), *magic missile* (x2); **2nd—***invisibility*, *mirror image*; 3rd—*fireball*, *slow*.

Serpentfolk Guards (1d4): **HD** 4; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special**: immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Troglodyte Guards (1d10+6): **HD** 2; **AC** 4[15]; **Atk** stone-axe (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Lizards, Cavern (1d6): **HD** 4; **AC** 5[14]; **Atk** bite (2d4); **Move** 9 (climb 6); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: bite latches for automatic damage each round. (***The Tome of Horrors Complete*** 363)

Language

Virtually all denizens of the Cyclopean Deeps can communicate in Undercommon, although it is not a language well suited to abstract or complex concepts. For those who do not speak the language, the next most common languages are elven (the drow), dwarven (the duergar), and darkfolk (dark stalkers and dark creepers).

Background

Deep beneath the ground, in those regions where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos — for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of cruelty and hatred.

The Narrows of Braath is the entire region of tunnels in this part of the Cyclopean Deeps, not any particular one of the encounter areas. The main encounter area is known as the Mortuaries of the Mantis-Priests.

Migratory Gricks

The Narrows are a main channel in the migratory path of the almost-mindless monsters known as "gricks." Like salmon, these wormlike creatures travel to a distant breeding ground, and their path takes them directly through the Narrows. When the characters enter the area for the first time (and until the Referee decides conditions have changed) it is considered to be the middle of the migratory period, and any encounter rolled on the random encounter tables has a 20% chance of being replaced with the result of **1d20+4 gricks**.

Grick: HD 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (***Monstrosities*** 230)

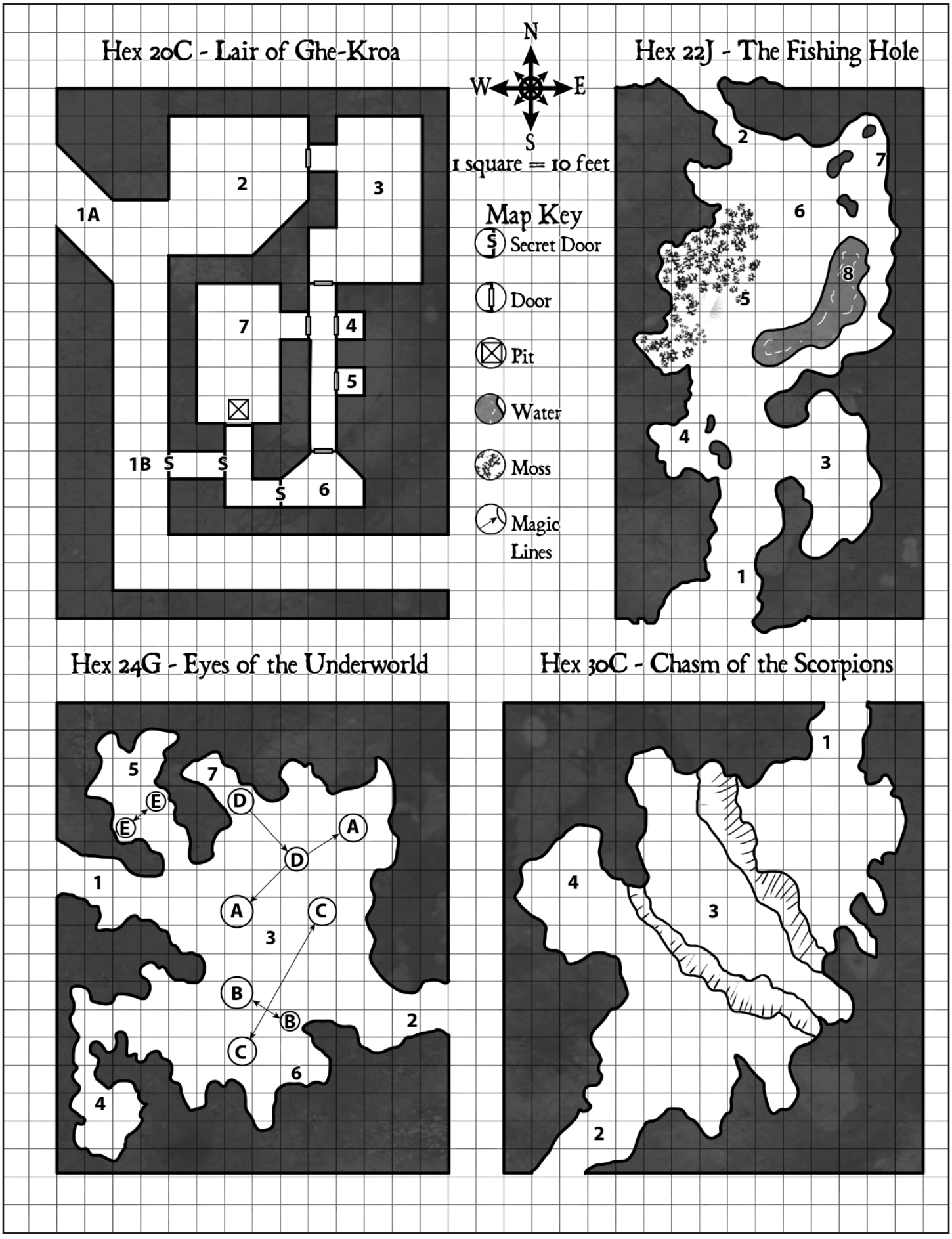
Hex 20C: Lair of Ghe-Kroa

20C-1. Main Corridor

This is a primary corridor between **Hex 28H** (Mortuary of the Mantis Priests) and **Hex 17J** (The Prison, as detailed in **Chapter 5**).

A. Side Chambers

At this point, the corridor turns slightly. To the east a 20ft archway leads into an open chamber.


Hex 20C - Lair of Ghe-Kroa
1A
1B
2
3
4
5
6
7
S
Hex 22J - The Fishing Hole
N
W
E
S
1 square = 10 feet
Map Key
Secret Door
Door
Pit
Water
Moss
Magic Lines
Hex 24G - Eyes of the Underworld
Hex 30C - Chasm of the Scorpions

B. Secret Door

Several of the stones making up the wall are false here, and if the characters press a hidden button directly across from the door, the stones slide upward to reveal the passageway beyond. From the inside, the secret door is also opened by pressing a button, which is hidden in the stones of the passageway's north wall.

20C-2. Antechamber

A vaulted chamber opens out to the east of the main corridor. A single door is in the chamber's eastern wall.

If the adventurers look closely at the door before opening it, they find that it is studded all over with nails, each of which bears a tiny rune carved into its flat head. The door itself is stone, and the nails can easily be removed from their little holes — all but one of them, which cannot be physically removed at all.

Anyone trying to open the door other than by magical means (e.g., a *knock* spell) finds that the nails are part of a magical trap. When the door opens, the nails animate and fly to the attack, all except one, which remains in the door. This one nail is the master nail, a magic item that controls the rest of the trap. It can be temporarily negated if subjected to a *dispel magic*, although it eventually recovers (in 1d8 days).

The master nail is imprinted with a powerful rune that gives it just enough of a rudimentary intelligence to defend the door when someone tries to open it from the west. If anyone actually pronounces the rune's name, the nail thereafter allows that one person to walk through the door without danger. Ghe-Kroa the khryll has already spoken the rune to the nail and can pass through the door without springing the trap. A magic-user has a 5% chance per level over 7th to know the rune's name, and a *read magic* spell allows it automatically.

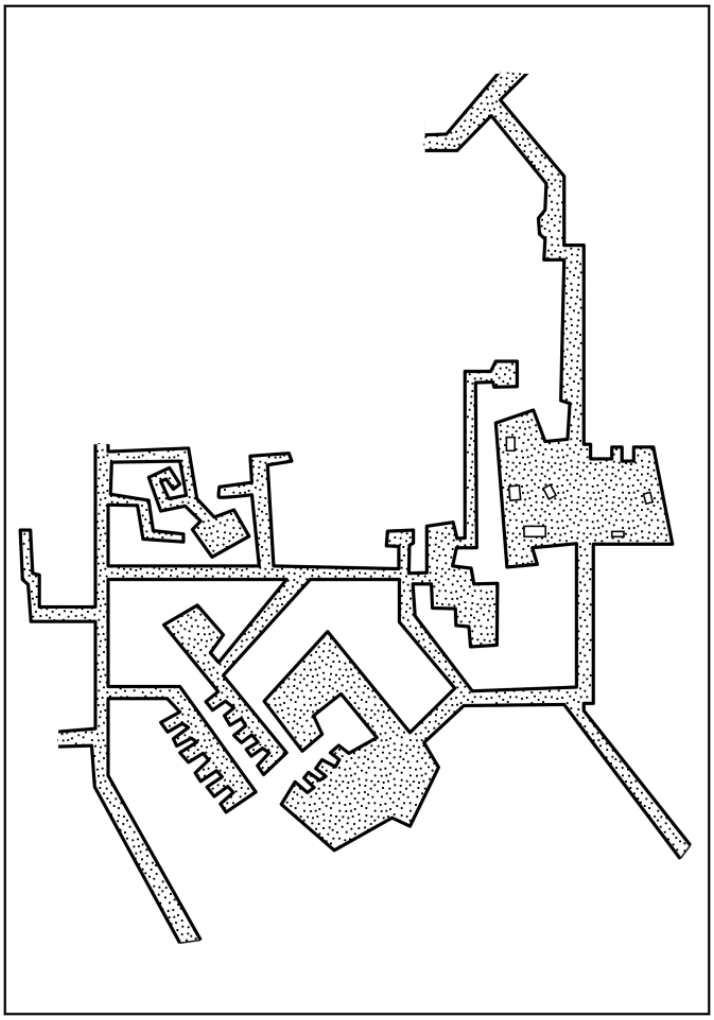
If the master nail springs the trap and the nails begin flying, they cause a total of 1d6x1d6 points of damage anywhere in the room. Randomly determine which two characters suffer the damage, then roll 1d3. If the result is 1, then the first character takes all but 1 point of the damage, and the second character takes only that 1 hit point. If the result is 2, then the characters share the damage from the nails equally. If the result is a 3, then the first character takes only 1 hit point of damage and the second character takes the rest. Only an *anti-magic shell* or a *shield* spell prevents damage from the nails. They can be stopped only by a *dispel magic* spell cast on the door or the master nail (or by some ingenious method that players often manage to concoct; determine success at the Referee's discretion). The nails stop their attacks after 10 rounds; getting through the door still leaves them buzzing around in this chamber, but they do not follow characters through the door to the west.

20C-3. Map of the Small Spies

The walls of this room are painted white, but a strange pattern of lines and shapes is on the east wall.

This pattern is a map of part of the Leng-spider's lair in the Mortuaries of the Mantis Priests, in **Hex 28H**, bitten into the paint by thousands of ants. A player map is provided that can be photocopied and handed out to the players. *Do not refer to it as a map*, however, unless the players have already figured this out on their own.

If the characters explore more closely, they find that the pattern on the eastern wall is not something that has been painted on. It appears to be the product of millions upon millions of tiny pinpricks in the thick white paint. Each person examining the wall has a 20% chance to notice the ants, and that chance doubles for each additional person (thus, 10% for the first character, 20% for the next, 40% for the next).



Every couple of minutes, a small ant emerges from underneath the room's south door and makes its way slowly across the floor and then onto the pattern on the east wall. It follows every curve of all the existing marks of the pattern until it reaches the end of one of the passageways depicted on the map. At that point, it bites and digs at the paint until it manages to create an infinitesimal mark, lengthening the map by an almost microscopic degree. It then returns to the crack in the wall and disappears. In the (somewhat likely) event that one of the characters sees the ant and swats it — to the probable annoyance of the more investigative-minded of the other players — another ant appears in about a minute and performs the same routine one bite farther along. All told, millions of ants are along this particular trail.

Ghe-Kroa the khryll confused the ants using his mental blast then created this trail of strangely behaving ants by effectively reprogramming them using his telepathy and a spell that allowed him to speak the "language." Once the ants were controlled, Ghe-Kroa set them to the task of creating a map of the Leng-spider's lair. The map has been in process for more than 5 years, but khryll are, if nothing else, patient in their plans. The ants travel miles through the cracks and channels in the stone, eventually arriving in the Mortuaries of the Mantis-Priests. There, they follow the hive-memorized pathway through the corridors of the Mortuaries until they take a single step beyond the memorized area. With the memory of this one step firmly in mind, the ant makes the miles-long return journey to **Area 20C-2** and marks it into the map with a bite of its mandibles.

Particularly acute inspection of the map reveals that the bite-craters near the floor, at the very beginning of the map, are quite a bit larger than the ones being created by the smaller ants now. Originally, Ghe-

Science!

The human body has an average density almost identical to that of water*. A kilogram's weight in water occupies 1 liter of space. Thus, an average adventurer weighing 68 kilograms (150 pounds) occupies almost exactly a volume of 68 liters**.

The cracks and crevices between **Area 20C-4** and the Mortuaries of the Mantis-Priests are, on average, no greater than a millimeter across. A volume of 68 liters, instantaneously extruded through an area a millimeter wide and a millimeter tall, travels … how far?

Without complicating matters by wondering if the cracks are a tube (cylinder), or whether they have an upward or downward slope, the question is a simple matter of using the well-known formula for determining the volume of rectangular solids. Width x Length x Height = Volume. Here, the height and the width are both a tenth of a centimeter (in other words, a millimeter). The total volume is 68,000 cubic centimeters (68 liters is 68,000 milliliters, and a milliliter is the same as a cubic centimeter). Our formula, since we're calculating for length, is Length = Volume / Width * Height. All of our measurements are in centimeters, so it looks like this:

L (in centimeters) = 68,000 (cubic centimeters) / .01
(which is 0.1 x 0.1 centimeters)
L = 6,800,000 centimeters.
L = 68 kilometers
L = 42.25 miles

Therefore, in the simple case this hapless adventurer would instantaneously fill up 68km (about 42 miles) worth of the fissures and cracks in the rock. If the adventurer's entire volume is at the dead magic area (e.g., magically reduced in size, turned incorporeal, or shifted into the ethereal plane to follow an ant), and there aren't many side channels in the system of ant tunnels, then a forceful jet of liquid adventurer exits from the pinprick-sized holes at both ends.

If, however, the adventurer is in gaseous form, then by the same token not all of the adventurer's body *has even entered the fissure-system yet* when his or her leading edge reaches the dead magic area. In this case, when the adventurer changes state from gaseous to solid, there will actually be a very slight reduction in the amount of the person's volume. The adventurer's leading edge would have traveled only a distance of 1.6km (160,000cm) before changing, occupying a volume of 1600cc, or 1.6 liters. That would represent only a fraction even of the adventurer's liquid volume. Unfortunately, this 1% of volume would come entirely from the head. The ordinary brain is no larger than 1300cc, so – purely for convenience – we shall round the volume of adventurer located in the fissures to the amount of one head or brain.

In Summary: An adventurer magically shrunken in size (or turned incorporeal or ethereal) to follow the ants squirts violently from the middle of the pentacle in **Area 20C-4** (and also from the corresponding hole in the Mortuaries of the Mantis-Priests). Not all of the liquefied character is ejected, of course; the rest of the adventurer's body remains as a thread of liquid running several miles through the rock, eventually draining away. But there is another possibility! If the adventurer is in *gaseous* form to follow an ant through the cracks, reaching the dead area causes no more than the adventurer's head to squeeze itself into a thread. The body re-solidifies inside **Area 20C-4**, absent the head. A wet string of solid substance would connect the hole in the wall to the headless body, a sad reminder to the other characters of the perils of adventuring.

*the human body contains bodily tissues with a variety of different densities, but at roughly 65% water the average density remains closer to water than anything else.

**the density of a character's equipment is effectively canceled out from these calculations since its weight is not included in the starting assumption of a 150-pound character weight. Referees who opt to calculate a precise result may do so by adding the equipment into the initial volume.

Kroa used giant ants, but they kept being eaten on the journey through the Deeps.

If the characters follow the ants, they find themselves in **Area 20C-4**.

20C-4. Ant-Channel

This room is empty. A pentacle is cut into the east wall, with runes inscribed around the outer circle. A small ant climbs the wall to the pentacle.

In the middle of the pentacle is a small hole (pinprick-sized, so it is not immediately obvious) drilled into the wall. It is from here that the ants emerge to make their marks on the wall in **Area 20C-3**. Tunnels and crevices cut a twisting path through the native rock all the way through to the Mortuaries of the Mantis-Priests. It would be possible for a person in gaseous form to follow an ant down the trail all the way through, with only one problem. A mile into the crevices, there is an area of dead magic where the cracks lead through the fossil of a dead chaos-creature that died here a million years ago, killed in another dimension and thrown into this material reality by the force of the Chaos death-magic. Any enchantments or spells that have been cast on the character cease to function in this area, as do all magic items. Unless the character detects the area ahead and finds a detour (without the help of the ants, who go right through the dead magic area), the sudden return to full size in a millimeter-wide tunnel of unyielding rock is certain to be fatal (see the **Sidebox** titled **"Science"**).

The runes around the pentacle are magical. They register in the presence of *detect magic*, and can be read only by the use of *read magic*. They read: "To the Mortuaries of the Mantis Priests." If the runes ever had a magical power, it no longer functions.

20C-5. Side Room

This room is empty, and dust lies thick on the floor.

The room is indeed empty.

20C-6. Chamber with Secret Door

This room is empty, but looks recently traveled.

Other than the secret door in the west wall, this room is unremarkable. It does, however, complete a circle of corridors and rooms that Ghe-Kroa can use as an escape route if the necessity arises.

20C-7. Lair of Ghe-Kroa



This room is luxuriously furnished with carpets on the floor and lamps hanging from the ceiling. Whatever substance burns in the lamps casts a bluish light and smells faintly like lemon. A creature floats in the middle of the room, levitating in front of a narrow desk set upon a 6ft-tall pedestal. It has a curving, jointed shell like a lobster — but instead of legs, squid-like tentacles emerge from each segment of its 10ft-long, armored body.

This is the lair of the **khryll Ghe-Kroa**. Unless this chapter is being used as a standalone adventure, it is almost certain that the characters have met khryll before this encounter. Those earlier encounters likely affect the way in which the characters react to Ghe-Kroa; they might immediately perceive him as a monster to slay, or possibly as an opportunity to negotiate as a way to achieve other goals. It is possible that they bear a letter to him from the City of Izamne (see **Chapters 3** and **4**, particularly **Area 13R-3**). Ghe-Kroa often receives messages from his brethren in Izamne and Ques Querax, so he does not attack visitors who immediately identify themselves as couriers.

The khryll rewards characters that deliver letters to him from Izamne, and he might offer them further employment if he thinks they look trustworthy. As a telepath, Ghe-Kroa can determine a fair amount about the characters' intentions unless they are using some sort of protective magic, or are trained in mystical disciplines of self-control such as those used by yogis, monks, and sadhus.

The lemony scent of Ghe-Kroa's lamps causes mental suggestibility, and eventually complete mental submission, in humans and halflings (not other races) if they breathe it for more than 5 minutes. A saving throw is permitted to negate the effect; those failing the saving throw are initially *charmed* (per the spell) and within a day they become Ghe-Kroa's helpless, telepathically controlled marionettes.

If the players inquire further about the area's contents:

- A 10ft-tall corner shelf runs floor to ceiling, and contains 10 jars of a clear fluid. All have wax tops to seal them.
- A 5ft section of the ceiling is made of wood and has hinges on one side.
- The desk in the middle of the area does not have drawers; it is really just a tall table or lectern. Two globes of glass are placed on top of it, directly in front of the levitating khryll.

Nine of the wax-sealed jars contain liquefied internal organs of various creatures, mixed together and alchemically purified. Known to the khryll as "khe-nantak," it is less nutritious than organs directly liquefied and eaten directly from the living victim, but it is tastier. In effect, it is junk food for khryll. There is a lively trade in khe-nantak that goes on in the Cyclopean Deeps, mainly to supply the khryll living in Ques Querax and Izamne.

The tenth wax-sealed jar contains transparent crawn poison (see **Sidebox**). The glass prevents the poison from having an ambient effect, but anyone opening the jar by hand immediately feels the effect.

The glass spheres on the lectern are mnemopods (see **Sidebox**) like the ones in the lair of the Khryll cult described in **Chapter 2**.

Mnemopod #1: Anyone touching this mnemopod sees two glass spheres sitting on Ghe-Kroa's lectern, and sees a tentacle (Ghe-Kroa's) reach out to touch one of the spheres, which has a slight chip in it. As the tentacle touches the sphere, a thought rises in the viewer's mind in the language of the khryll: "This is ninety years old." The tentacle moves to the other sphere: "From this year. Notice the woman. Remember the titan." And then the memory fades. None of the words are intelligible (unless the listener has somehow learned to speak Khryllic). It would be possible to repeat the phrases, and there are those in the City of Izamne who could translate from Khryllic. If the party asks a khryll to translate the sentences, however, they are in serious trouble due to the last phrase in the message. "Remember the titan" is Ghe-Kroa's salutation to the cult members who work beneath the Fortress of Ques Querax (Chapter 2). It conveys no real meaning to the characters unless they have already discovered the titan. The translating khryll, however, does not know how much the characters have discovered, and construes them to be a major threat to khryll-kind. Fortunately for the characters, there is a 95% chance that such a khryll attacks immediately and, if it is killed, then the knowledge of the party's danger dies with it. If the khryll waits to alert other khryll before attacking the characters, as many as 2d6 of them hunt the characters as a pack.

Note: This mnemopod is in the nature of a cover letter that goes with another, earlier, mnemopod. The vision does not contain the image of the woman, just the other mnemopod.

Mnemopod #2: Anyone touching this mnemopod suddenly sees a vision of a line of khryll floating one by one through a white door — the one creating the memory is toward the end of

Mnemopods

These glass spheres are magic items that allow a telepath to record a few moments of direct thought for another to "read" later on. These are used by the Eye's khryll servants to leave messages for each other; as telepathic creatures, they find written communications to be utterly inadequate. Non-telepaths cannot use them, but a non-telepath under the influence of a spell that allows the projection of a telepathic message can mentally command the sphere to remember an image. The spheres are worth 1000gp each.

the line, and it is seen from his/its perspective. The building's surface ripples with curvilinear designs, and if the characters have been in Ques Querax they may recognize this as the Palace of Ques Querax (as described in **Chapter 2**, **Area 3H-15**). The line of khryll enters the building, where, directly opposite, the Eye of Gaaros (a huge eyeball encased in ornate metal) floats before them over the top of its circular pit. The eyeball moves aside, and the line of khryll levitates, one by one, down the pit. Each of the khryll pauses in front of the eyeball for a moment, bowing, before floating down into the hole.

Potential Missions on Ghe-Kroa's Behalf

If the characters end up adopting Ghe-Kroa as a patron, there are various possibilities for missions on his behalf. He pays small sums of money for virtually any tidbits of information they can gather about goings-on in the rest of the Deeps; all information is grist for the mill. In specific, he is interested in the Mortuaries of the Mantis-Priests, but he also pays well in exchange for information about Jupiter Kwan (**Chapter 9**) or current events in the cavern of the Death God's Flagon (**Chapter 8**). If the characters are on their way back toward the Fortress of Ques Querax, he might entrust them with a mnemopod message for Bhan-Rka (**Chapter 2**, **Area 13H-14**), or for Phy-Re in the City of Izamne (**Chapter 4**, **Area 13R-9**).

Ghe-Kroa (Khryll): HD 8; **HP** 57; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits); **Move** 9; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: liquefy internal organs of grabbed victim, mental blast, magic resistance (80%). (***Monstrosities*** 275)

Equipment: pouch slung across underbelly contains 10 takkas, an emerald worth 500gp, and a Leng-ruby worth 200gp (5000gp to a Leng-creature).

Ghe-Kroa

Observer-of-Future-Homelands
Long-term Goals: Observe the areas nearby, particularly for moon-beast activity
Current plans: Enjoy the wandering delicacies. He is also tracing the activities of the succubus Siaphela as part of his general intelligence-gathering mission.
Allies: Other khryll, mainly in Ques Querax. Ghe-Kroa's immediate superior, in the way khryll think of such things, is Phy-Re, in the City of Izamne (**Area 13R-9**).
Enemies and Rivals: Moon-beasts and encephalon gorgers.

Treasure: The 5 carpets in the area are worth 100gp each, and the 3 lamps are gold (50gp each). The trapdoor leads to a treasure chamber with numerous items. The treasure-loft contains 5 hours' worth of the lemon-smelling substance that causes mental weakness. A pouch contains 6 gems: 3 are worth only 250gp each, but 2 are worth 500gp and the 6th is a Leng-ruby worth 100gp but worth 2000gp to a creature of Leng such as a denizen or a Leng-spider. A silver candelabrum with carved figures of dark elves and tentacles is worth 500gp. A delicate glass case contains 6 potion bottles (*levitation, healing* x2, *heroism, invisibility, gaseous form*). The case is not locked, but it is smeared all over with crawn poison (see **Sidebox**).

The treasure chamber also contains 3 mnemopods, as described in **Chapter 2** (and the **Sidebox**). One of them is chipped (this is one of the two pictured in mnemopod #1).

Mnemopod #3: Anyone touching this mnemopod immediately sees a vision of a stunningly beautiful woman standing beside what is obviously a powerful demon. The demon is wreathed in fire, and its skin coruscates like molten lava. Smoke peels away from it as it burns, so the woman, who is snuggled up to the demon's side, drifts in and out of view. Her smooth skin is unharmed by the fire. The huge demon speaks to whatever person whose memory this is, saying, "… to make the acquaintance of Siaphela, you filthy lobster." At this point the vision ends. This mnemopod was recorded by Ghe-Kroa himself in the City of Izamne, at the Fortress of Pareetha Pra (**Chapter 4**, **Area 13R-8**). The vision is 90 years old, if the characters have a way to determine this fact. The two individuals are the baalroch Hajjirtha and the succubus Siaphela. Hajjirtha is described in that area; Siaphela is further described later in this chapter and in **Chapter 11**.

Mnemopod #4: Anyone touching this mnemopod has a vision of the wall map in **Area 20C-3**. It is the same as the adventurers already have seen, assuming they came from that direction, but it shows much less. The mnemopod was remembered/recorded when the map was less complete. Essentially this was Ghe-Kroa's way of sending a copy of the map to another khryll, but it was never sent.

Mnemopod #5: Anyone touching this mnemopod has a vision of the same woman seen in mnemopod #3, but here she is standing behind a throne. The person on the throne is a dwarf with utterly black skin — not just dark, but true black. The characters are likely to have met duergar already in the Deeps, and this is apparently a member of the duergar nobility. He wears a crown and holds a scepter; the scepter's top appears to have broken off. After the person memorizing this scene takes note of the woman and the broken scepter, the memory ends. This mnemopod came to Ghe-Kroa from another khryll; Ghe-Kroa has never personally visited the Mines of the Duergar. It is a more recent image than the one in mnemopod #3, showing Siaphela in her later task of seducing and directing the king of the duergar, Okarm Etekk. If the characters discover a way to determine the age of the mnemopods, they find that this one is less than a year old.

Crawn Poison

Crawn poison is a byproduct of the egg sacs of khryll, a transparent slime that is highly poisonous to most species other than, of course, the khryll themselves. Crawn poison is so toxic that it poisons at a range of 6 inches, not even requiring direct skin contact. Anyone who fails a saving throw against crawn poison (required for anyone coming within 6 inches of contact with the invisible slime) flees as if affected by a *fear* spell for 1d6+3 rounds, and then falls unconscious, dying after another 1d6+3 rounds.

Hex 22J: The Fishing Hole

22J-1. Southern Cavern Entrance

This is a naturally-formed tunnel through the limestone rock, 20ft wide.

The tunnel leads southward, maintaining roughly a 20ft width along the way.

22J-2. Northern Cave Entrance

This is a slightly forbidding tunnel; it is 10ft wide, but filled with numerous stalactites and stalagmites that are obviously going to force you into single file along the way.

This corridor allows the characters to make their way north, into the maze of tertiary corridors that honeycomb the central regions of the Cyclopean Deeps.

22J-3. Campsite Cavern

This cavern appears to be empty, although droplets of water occasionally fall from the ceiling high above. The cavern floor is slick and wet.

This cavern is currently empty. It is often used as a campsite by creatures visiting the pool in **Area 22J-8**, so a search reveals bits and pieces of gear: a candle stub, a couple of broken links of chainmail, the chewed stub of a jhoat-stick (see **Chapter 5**), and perhaps even a bent copper piece.

22J-4. Concealed Area

The area behind the curtain of stalagmites and stalactites is empty, but shows signs it may have been used as a campsite. Part of the stone floor is scorched, and several bones, marked by fire, are tossed to the cavern walls.

The bones are only those of small animals: stirges and rats, if anyone chooses to inspect them so closely.

22J-5. Harmless Moss

The cave floor on the western side of the cavern is carpeted with pinkish moss. Slender white tendrils rise from the mass of fluffy pink vegetation like tufts of hair.

The moss is harmless; indeed, walking through it is far safer than going around it. The cave fishers have learned that most passers-by avoid the moss and walk through the 30ft-wide path between the moss and the stalagmites in **Area 22J-7**.

22J-6. Cave Fisher Ambush

Roll for initiative.

The ceiling here is higher than in the rest of the cavern, and it contains a nest of **8 cave fishers**. Having almost certainly heard the characters moving about (or using light sources) in the cavern, they have reeled out their filaments, ready to haul in some prey.

Cave Fishers (8): HD 3; **HP** 20, 19, 17, 16, 12x2, 11, 10; **AC** 3[16]; **Atk** filament and 2 claws (1d6); **Move** 6; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** filament (if struck, sticks and drags prey 10ft closer/round, AC 2[17], 10hp). (***The Tome of Horrors Complete*** 87)

22J-7. Trash and Treasure

You discover that this curtain of stalagmites and stalactites is hiding a section of open cavern behind it.

This is the discard pile of the cave fishers. They eat bones, but toss away the bits of armor and other metal that their prey often wears. A pile contains 23 suits of chainmail (11 are drow mail with a +1 bonus, that corrode in sunlight), 3 suits of plate mail, 34 longswords (5 are +1 drow weapons), 15 short swords, 17 unbroken shields, 24 broken shields, a huge pile of clothing (a shoe — worn on the right foot — is magical, but only with an anti-blister charm), pouches containing a total of 29 takkas, 205gp, 1418sp, and 7476cp. In addition, characters can find a slim sword engraved with the word "Vulture." Vulture is a *+2 longsword, +3 vs. undead*. Moreover, it can hit undead creatures, demons, demi-gods, and gods even if these creatures can ordinarily be hit only by magical weapons more powerful than +3. Vulture is slightly intelligent, and can speak telepathically with anyone who has wielded it and drawn blood in a battle. It can detect the presence of invisible enemies, and direct the wielder's arm (slightly) to offset the attack penalty by half. (Thus, in the ***Swords & Wizardry*** rules, Vulture's wielder would have only a –2 penalty to hit an invisible creature, and would "know" its general location well enough to attack.) Vulture likes to cut off heads after a battle, and always suggests this to its wielder. It has no power to compel the wielder, other than persuasion, but the sword would be very happy if its owner cut off a few enemy heads after the end of a skirmish. Nothing big, just a couple of heads. That's all it asks, in return for all the help it gives …

22J-8. The Fishing Hole

A dark pool. The water ripples slightly as a fish moves near the surface.

The fishing here is excellent, although the fish have no eyes and are usually slightly malformed. The little pool connects far below its surface to a much larger reservoir, which is where the fish live and breed. It is fairly common for the weaker creatures that dwell in side-passages and dead ends to come here to fish, thereby offering a reliable food supply for the cave fishers. These creatures include goblins, bugbears, fungus-bats, and troglodytes. If the characters establish a base camp here with the objective of ambushing caravans, they indeed find that caravans head here for the water and the fishing (see **Chapter 1** for details about caravans in the Deeps).

The only thing that can be found by fishing in this pool is a single (left) shoe. It is the match of the shoe found in **Area 22J-7**, and if the two are paired together they become *shoes of leaping* (per *boots of leaping*).

Hex 24G: Eyes of the Underworld

Passage through this hex is required for any traveler trying to circumvent **Hex 20C**. There is a trick to it, and if the characters are traveling with a

guide, such as a merchant caravan, the merchant certainly knows how to get through without harm.

24G-1. South Tunnel

This is a secondary-type passage to **Hex 28H**.

24G-2. Northwest Tunnel

This is a secondary-type passage.

24G-3. Chamber of the Statues

This is a large cavern containing a number of tall statues placed seemingly at random intervals. They are almost like totem poles, reaching all the way to the top of the cavern's 30ft ceiling. All of them are demonic-looking.

You, as the Referee, might choose to give the players a full list of the statues, or reveal them based on the range of the characters' light sources. Listing all the statues at one time almost certainly alert the players to the fact that there are identical pairs. The statues are as follows:

A. Blue demon with horns and big, toothy smile. Passing between the two blue statues causes a lightning bolt (5d6 points of damage) to leap between the gap. Anyone between the pillar/statues is struck (make a saving throw for half damage). Organic material (alive or not) sets off the trap; inorganic material does not. The statue's magic is dependent, oddly, on sight: Invisible material and shadowy thieves do not attract the lightning strike.

B. Yellow demon with no horns. A tail curls all the way around these two pillar/statues from top to bottom. Anyone walking between the two yellow statues who fails a saving throw turns yellow and smells like carrion for 1d6+1 days. The smell of carrion attracts one monster encounter per day in addition to any other normally-occurring encounters. Roll 1d6 each day to determine the snuffling monster(s): 1 = **purple worm**; 2 = **1d3 goblins**; 3 = **1d10 cavern lizards**; 4= **1 black pudding**; 5 = **1d2 trolls**; 6 = **1d6+10 giant rats**.

C. Red demon with long nose, horns, and exaggeratedly long claws. Anyone walking between these two statues must make a saving throw or fall into a coma for 1d3 days.

D. Green demon crawling with (carved stone, not real) spiders. If anyone walks between these two statues, **1d3 giant phase spiders** tumble out from another plane of existence and attack (this work only 3 times before the trap can't find any more readily-captured spiders out there in the voids of time, space, and dimension).

E. White demon with huge eyes, horns, and holding drumsticks over stone drums. If anyone walks between these two statues, the statues animate, drumming loudly. The sound alerts the moon-beast in **Area 24G-5**. Moreover, it causes the person who walked through to begin a wild and uncontrollable dance, moving 10ft at a time in random directions once per round, potentially moving between more statues and causing more magical effects. A successful saving throw allows the character to avoid coming under the thrall of the music. Only the specific character that walked between the statues is affected by the drumming.

24G-4. Side Cavern

This side-cavern appears to be empty.

The cavern is empty. Close investigation finds several rat tunnels and crevices in the cave walls, but nothing of interest to the adventurers. The rat tunnels offer no significant danger. If the characters decide to camp here, they are not attacked — not by the rats, at least. Other wandering creatures (random encounters) could still stumble across them.

24G-5. Cave of the Moon Beast

A bizarre creature is in this cave and the floor is stained with a considerable amount of old, dried blood.

This cave chamber is the temporary lair of a **moon-beast raider** whose fortunes have recently taken a bad turn. **Mombanolz** was originally the leader of a raiding/slaving expedition launched by one of the dark galleys of the moon-beasts. The plan was to march through the Mortuaries of the Mantis-Priests in a sort of smash-and-grab looting spree, killing the Leng-spider and gathering its treasure, then setting an ambush to capture and enslave anyone traveling through the area of the Mortuaries. The raiding party could not have anticipated the recent events in the Mortuaries of the Mantis-Priests, and they were slaughtered by the psilians. Mombanolz fled the carnage but was very badly wounded, and is hiding out in this bolt-hole. It has lost its dreamcatcher, so it cannot summon a black ship to rescue it. The moon-beast has healed the damage it sustained from the attack on the Mortuaries, and knows that it could make its way toward the Plateau of Leng to find others of its kind in the wastes beyond the Tents of the Ulmai (see **Chapter 6**). So far, though, it has considered the risk of the journey to be too high. It is conceivable that the moon-beast might try to employ the characters as guards for a retreat to the Converging Caverns of Leng.

Mombanolz the Moon-Beast: HD 14; **HP** 60; **AC** –3[22]; **Atk** 2 claws (1d6), 4 tentacles (1d6 plus *confusion*); **Move** 18 (climb 9); **Save** 3; **AL** C; **CL/XP** 22/5000; **Special**: air walk, confusion tentacle (1d6 rounds, save avoids), gaze attacks, illusions and poison, immune to cold, magical abilities, magic resistance (35%), resistance to electricity and blunt weapons (50%).

Magical Abilities: at will—*ESP*, 3/day—*charm monster, dispel magic, phantasmal force*.

Equipment: belt with pouch containing a length of bloodied bandages, an empty bottle that once held healing potion, 4 carved obsidian cups (100gp each), 4 emeralds (200gp each) and a *wand of lightning*.

Roleplaying Mombanolz is a challenge if the characters decide to talk to it rather than attacking. The closest analogue to a moon-beast's outlook is probably that of an intelligent dragon, but a dragon with no fixed lair, that works well with others of its kind. Mombanolz's primary objective is to get back to the protection of other moon-beasts, even though it is individually an extremely powerful creature.

24G-6. Side Cavern

This part of the cavern wall has been carved flat from top to bottom, and pieces of colored stone are set into the rock in strange patterns.

The pattern of colored stone is meaningless, and the colored stones are worthless.

24G-7. Demon's Cavern

This small cavern is barely visible behind the statue of the green demon. Something is carved into the floor, and the air seems to be filled with threads of dark smoke.

A pentacle is inscribed on the floor of the cave chamber, and a wisp of darkmist rises from a small hole in the center of the pentacle. If anyone breaks the cylindrical region above the pentacle, even with an inorganic object, a **nebunorne demon** is released from its prison here. The demon carries no treasure, and unless the party is carrying a symbol of the demon-prince Isclaadra or immediately invokes the name of Siaphela, it attacks.

Yafgadr, Nebunorne Demon: HD 10; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon). (**Monster Appendix**)

Magical Abilities: at will—*create darkness 10ft radius*; 3/day—*create darkness 50ft radius.*

Two hundred years ago, this nebunorne, which carries the name of Yafgadr, uttered a few ill-chosen comments about Siaphela the succubus, a demoness far more powerful and better connected than Yafgadr. Unfortunately for Yafgadr, several members of his audience immediately reported the conversation to the demoness and Yafgadr found himself in the confining space of a pentacle. His deepest and most cherished desire is to return to Siaphela's favor (or at least to become well-enough known to the demon-prince Isclaadra to gain protection against the succubus's wrath). In truth, he flatters himself: Siaphela has forgotten his existence entirely. Yafgadr is, of course, unaware that Siaphela no longer rules in the Mortuaries.

Having been alive at the time, Yafgadr knows a bit about the history of the Mortuaries of the Mantis-Priests, and can explain the bizarre sequence of events in the unfortunate history of the throloms and their mantis-priests.

Hex 30C: Chasm of the Scorpions

This cavern sits astride a primary tunnel, the easiest way into the Cyclopean Deeps from the regions of the Under Realms lying to the south. From time to time, a group of monsters may infest the chasm floor, using it as a lair. This is currently the case.

30C-1. North Tunnel

This broad tunnel leads into the Cyclopean Deeps from the south.

30C-2. South Tunnel

This tunnel leads to parts unknown. If your characters are heading this way, it's time to start your own part of the campaign. If you're stuck for ideas, we emphatically recommend the ***Tome of Adventure Design***, or, if all else fails, make this corridor lead to the surface or to a cave-in.

30C-3. Chasm of the Scorpions

The floor of this wide cavern is divided by a 30ft-wide chasm.

The chasm is 100ft deep, and the walls are crawling with **25 giant scorpions**. Fortunately, the scorpions do not respond as a group to invasions of their territory. They react as follows:

Anyone enters the cavern: 1d2 scorpions crawl up from the cavern walls to investigate the potential for an easy meal.

Anyone stands at the edge of the chasm: 1d2+1 scorpions are near enough to the edge to climb up and attack.

Anyone climbing down to the floor of the chasm: The remaining scorpions, starting with **1d3**, and with another **1d2 scorpions** entering the battle every second round, attack the character.

Scorpions, Giant (25): HD 6; **HP** 42, 40, 37, 36, 32x2, 30, 29x2, 28x2, 27x4, 25, 24x4, 22, 21, 20x2, 11; **AC** 3[16]; **Atk** 2 pincers (1d10), sting (1d4 plus poison); **Move** 12; **Save** 11; **AL** N; **CL/XP** 7/600; **Special:** lethal poison sting. (***Monstrosities*** 411)

30C-4. Stirge Nests

The cavern walls in this area are pockmarked with holes and deep niches.

This is a fairly large stirge lair. At any given time, **1d20+10 stirges** are here. If a party of adventurers makes a significant amount of noise crossing the chasm (whether or not they are actually fighting the giant scorpions), stirges begin coming to investigate. As many as **1d6 stirges** emerge each round if there is combat.

Stirge: HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (1d4).

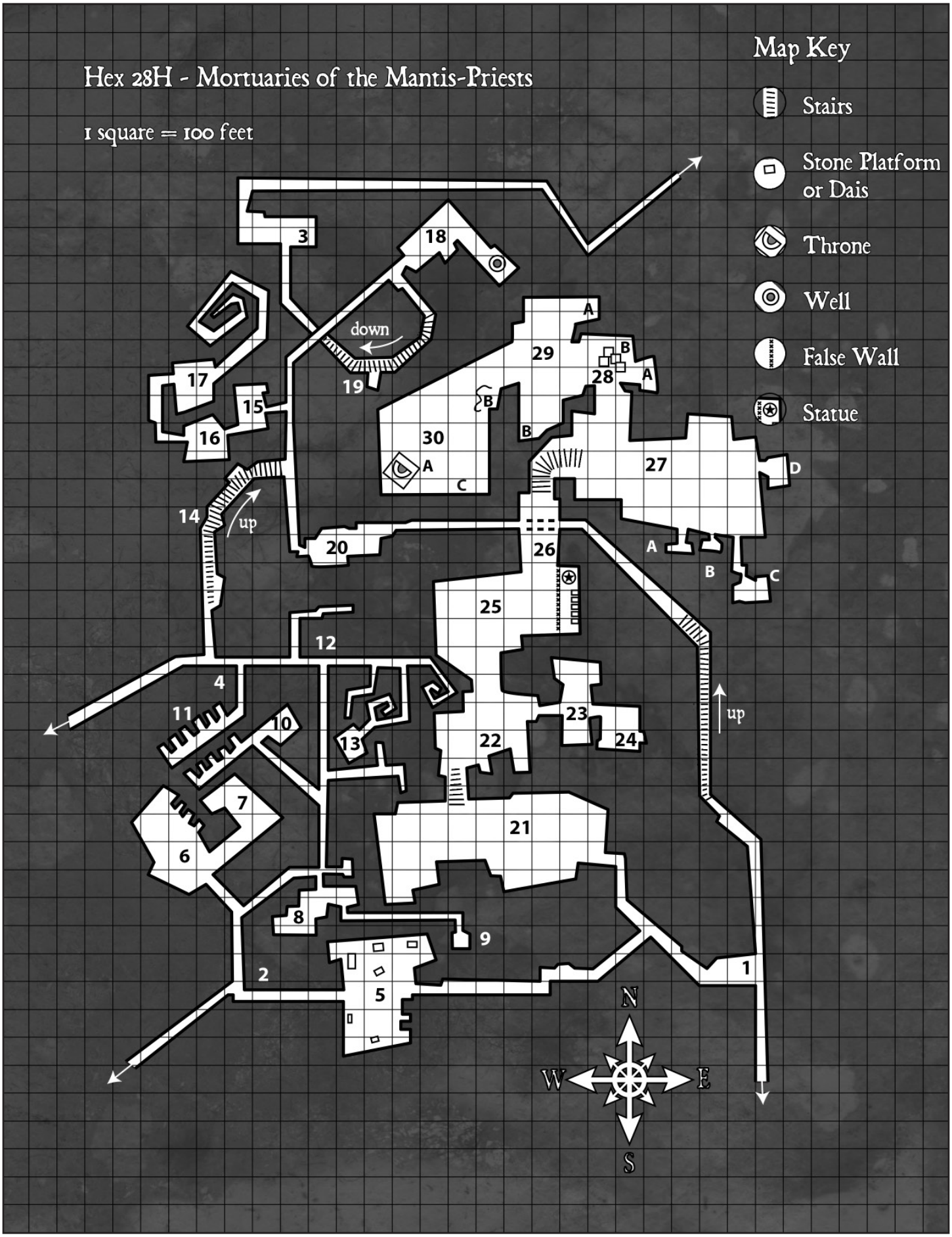
Treasure: Searching the honeycomb of niches in the cavern wall, and the cavern floor around the lairs, takes a total of 4 hours (the work can, of course, be divided among several characters). The search reveals 1 takka, 3gp, 15sp, 27cp, a sapphire (100gp), a ruby (this is a Leng-ruby worth 200gp, or 2000gp to a Leng-creature), a *potion of water-breathing*, a *potion of healing*, 6 candle-stubs, an unholy symbol of Teratashia, and a used silk pocket-handkerchief (worth 10gp after washing).

Hex 28H: Mortuaries of the Mantis-Priests

Until recently, the Mortuaries were the lair of a very powerful Leng-spider and her young (and charmed minions). As happens with many places in the Cyclopean Deeps, however, one powerful monster has been overthrown for control of a desirable lair. A clan of encephalon gorgers (commonly known in the Under Realms simply as the "psilians") has taken over the Mortuaries, killing the Leng spider. Its young still survive, but they are slowly being killed by the psilians as they venture out to find food.

The Unpleasant and Ironical History of the Mortuaries

The Mortuaries were originally excavated by a now-extinct race of highly intelligent beetles called the throloms. Throlom society venerated


Hex 28H - Mortuaries of the Mantis-Priests
1 square = 100 feet
Map Key
Stairs
Stone Platform or Dais
Throne
Well
False Wall
Statue
down
up
up
N
W
E
S

its elders and ancestors, so they dug out a series of mortuaries to house the embalmed remains of their dead. To oversee the holy necropolis, they also bred a race of mantis-like servitors imbued with powerful embalming and preservation instincts, the perfect guardians for the throlom dead.

At some point, however, the mantis-priests' genetically inbred impulse to embalm their masters seems to have overwhelmed any particular desire to keep the masters alive … other than for the purpose of embalming. This realization, that the masters could be bred for the purpose of faster and more efficient embalming, must have hit the ancient mantis-priests like a thunderbolt. One violent revolt later, and the throloms became nothing more than quick-breeding fodder for the instinctual embalming needs of their erstwhile slaves.

Eventually the mantis-priests themselves died out as the throloms had replaced their original breeding instincts with an insatiable drive to embalm dead throloms. None were left living to appreciate the irony.

About 1150 years ago, an insignificant cult of death-worshippers under siege by a force of dark elves hid in the Mortuaries. In desperation, the death-worshippers attempted a demon summoning using a water-damaged book they found a week or so before. The summoning went well in the sense that it brought forth the succubus Siaphela, who in turn summoned more demons to send the dark elves fleeing. In another sense, the summoning went rather poorly, because the inexpert death-worshippers failed to use any sort of magic that would bind the succubus into their service. Instead, they found themselves bound as servitors to the demon they had, themselves, summoned. Irony, once again, had taken a central role in the unpleasant history of the Mortuaries.

With Siaphela came one of the most important moments in the recent history of the Cyclopean Deeps, for she was the occasional mistress — and relatively loyal follower — of the Demon Prince Isclaadra. When Siaphela turned the hapless death-worshippers into a far-more-effective cult of her patron, the Demon Prince began paying attention to the Cyclopean Deeps. Discovering that the area was a phenomenally productive source of darkmist, Isclaadra made plans to take over the region, even though it was filled with extremely powerful opponents that would offer a serious challenge even to a prince of demons.

While assisting the demon prince with his plans, Siaphela conducted a long-running affair with the demon baalroch Hajjirtha, building her cult and having a generally lovely time living outside the netherworlds, with minions of her own and freedom from most onerous tasks. She turned her female followers into Vessals of Isclaadra, and had her original body brought from the surface world down to the Mortuaries for a splendid interment.

A year ago, however, she was finally called back to more active duties by Isclaadra, who ordered her to seduce Okarm Etekk, the King of the Duergar. This episode caused some tension among the three demons, with the Duergar King none the wiser. Siaphela's cultists traveled to the Font of Darkness (**Chapter 12**), and eventually a Leng-spider took over the unoccupied Mortuaries to hatch some eggs. Within the last month, a raiding party of encephalon gorgers killed the Leng-spider, and this is where matters stand.

28H-1. Antechamber

This chamber was hewn from the rock, but the chisel-marks are smoothed and ancient, faded into ripples with the passage of time. Over the top of the western corridor is an inscription in large, ornate letters.

The inscription is in the common trade-language of the Under Realms (see **Chapter 3**). It reads, "*The Mortuaries of Siaphela.*" A thief or dwarf may (75% chance per character) notice that the word "Siaphela" was carved over the top of some other word that has been sanded away. Possibly "tis-Pr" is part of the effaced inscription. The word "Siaphela" is still a very old carving — 200 years old, at least — but the rest of the words could easily have been carved a thousand years ago.

28H-2. A Well-Worn Warning

You stand looking at the crossroad of three corridors. The floor of the one to the southwest is worn by the passage of many feet, and so is the one leading due east. The northern corridor is supported by an archway here, and a very old, very faded inscription is on the arch.

The inscription is so old that only one word is legible: "*Priests*." Yes, the northern corridor is the one "less traveled by," to employ the words of the poet.

28H-3. Antechamber to the High Road

You are looking into an irregularly shaped chamber that must have been excavated a long time ago, because the limestone walls have been smoothed by age. They glisten wetly.

This area is empty. Although it is an antechamber to the corridor complex surrounding the Mortuaries, it is not part of the even-more-ancient excavations that make up the Mortuaries themselves. The area's southern exit leads to a stairway into an upper level of corridors: The well-traversed "High Road" that leads over the top of, and around, the Mortuaries. From here, the only way into the actual Mortuaries is to take a different stairway (**Area 28H-14**) back down again from the upper corridors.

28H-4. The High Road and the Low Road

This is a three-way intersection of smooth-walled, ancient corridors through the living rock. The northern and western corridors have worn, irregular floors. The floor of the eastern corridor is less worn, and the corridor is filled with spider webs from top to bottom. Something is carved into the floor just inside the eastern corridor, but it is impossible to make out any details because of the cloud of spider webs. Words are carved into the wall of the westward-leading corridor.

The spider webs in the eastern corridor are from normal spiders (which is almost certainly the first question the players ask about this area).

The words carved into the western corridor's wall are written in the common language of the Under Realms, reading, *"To the Flagon of the Death God."* This is an accurate piece of information: The western branch leads into the main tunnels of the Cyclopean Deeps, and eventually to **Hexes 35P** and **37N**. If the characters stick to the primary corridors along this route, they eventually find themselves at the Flagon of the Death God.

The northern branch of this T-junction leads to the "High Road" of corridors that arch over and around the Mortuaries.

The floor-carving in the eastern corridor is the unholy symbol of the demon prince Isclaadra, with a smaller sigil carved below it, showing what appears to be a dead bird with a broken neck. If the characters advance far enough into the corridor to identify the unholy symbol and the broken-necked bird, they see another inscription, much fainter, up ahead. This second inscription is in an archaic form of the language of the Under Realms, still readable by anyone knowing the language. It says, *"Beware to those who would desecrate the Mortuaries of the Mantis Priests."* The entire carving is very faint and much older than the unholy symbol and the broken-necked bird.

28H-5. Temple of Public Embalming

This vast hall has a 40ft-vaulted ceiling, supported at irregular intervals by stone pillars. Numerous stone platforms are in the chamber, solid masonry built to a height of 10ft. A hole is in each side of all the platforms.

The various pillars are carved with scenes of massive, dead, beetle-things being embalmed by a mantis-like priesthood. The embalming seems to be taking place on tall stone platforms (such as the ones in this area). The characters quickly learn, either from inspecting the platforms or by looking at the pillars, that the holes in the sides of the platforms are simply drains connected to the top of the platform where the embalming work was performed. "Performed" is an apt word for the ceremonies that were once held in this vast chamber, for the embalming was obviously some kind of public spectacle. The pictures on the pillars may be the characters' first introduction to the now-extinct insectoid priesthood that once ruled the Mortuaries.

If the characters have the ability to "see" the area's past by the use of magic (or to make the stones talk, etc.), then they will not see or hear much more than they can learn simply by looking at the rather grisly scenes carved into the pillars. The only interesting detail not shown on the pillars is that at the end of the embalming process the mantis-priests assembled the guts into one final canopic jar, glued it to the back of the polished carapace, and then took the packaged remnants out in a ceremonial procession.

28H-6. Outer Guard of the Priests' Mortuary (Hall of Faces)

Thousands upon thousands of insect-like faces, the same size as human faces, peer at you from the walls. They appear to be masks, arranged floor to ceiling in the echoing chamber, which is almost 300ft across and has a 20ft ceiling. The number of the things is uncountable.

This chamber was used to inter the mantis-like priests that originally maintained the Mortuaries for their beetle-shelled masters, the throloms. Each mantis-shell was emptied of its fluids, dried, lacquered, polished, then gathered into a large firewood-like bundle and hung on the walls with the face looking into the chamber.

28H-7. Inner Sanctum of the Priests' Mortuary

Unlike the outer chamber, no insect-faces are mounted on the walls of this almost-equally-vast area. Instead, there are mosaic pictures from floor to ceiling, made from millions upon millions of colored glass beads.

Pictures in the main chamber:

These show image after image of the anatomy of some kind of beetle-creature, with so many tiles being used that the pictures have an almost photographic quality. There are pictures of the outside shell, pictures of the internal musculature, and pictures of the internal organs. Half of the pictures demonstrate how to take the beetle-creatures apart, and the other half seem to show how to embalm them. Certain bits go into one type of bowl, certain muscles are dried in a particular way, and then wrapped back together, and so forth.

The glass chips are imbedded into some kind of clear glue that sticks them very firmly to the chamber's wall.

Pictures in the Northwest alcove:

This alcove-like space is the size of the nave of a cathedral. Like the other walls of the chamber, the walls here are covered with mosaics. However, unlike the mosaics in the main part of the chamber, these do not illustrate how to embalm the beetle-people. Instead, the mosaics all show how to embalm mantis-like creatures with faces like the thousands mounted on the walls of the chamber before this one. The final part of the embalming process is to mount the face-part of the head onto a wall. Apparently the thousands of faces outside the chamber are all real.

Two perfectly-preserved specimens of the mantis-creatures are in the alcove. As soon as you set eyes upon them, they begin to move.

The clear glue that holds the glass chips to the wall is organic, if the characters have some way to determine this. It was a secretion of the mantis-priests, and cannot be duplicated. It also cannot be cut or broken without the use of magic.

Mantis Tomb-Guardians (2): **HD** 5+2; **HP** 28, 24; **AC** 2[17]; **Atk** 2 slashing arms (1d6), 2 swords (1d8); **Move** 9; **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** +1 or better weapon to hit, immune to turning.

Equipment: Each wears 2 armbands made of gold. These are studded with carved green gems called Azan Quartz, an otherworldly stone seldom found in the material planes. Each of the 4 armbands is worth 1000gp.

28H-8. Quarters of the Mantis-Priests

This chamber appears to be empty, but writing is carved deeply into the walls.

This area was the living quarters of the mantis-priests in the days of the original functioning of the Mortuaries. None of the furnishings from that period of time remain, of course.

The inscriptions on the wall read as follows:

The highest and oldest (most worn-away) of the inscriptions is also written in the largest letters. It reads: *"Your sacred duty is to embalm the bodies of the masters, at the highest quality, when they are dead."*

The rest of the inscriptions appear to be commandments: A dwarf immediately notices that they were carved into the wall at intervals of centuries.

"THOU SHALT, by order of the Highest and Most Respected Embalmer:"

More recent: *"Increase holiness production by reducing geographical scope of travel of the not-yet-embalmed Masters."*

More recent: *"Increase holiness by locating and returning such not-yet-embalmed Masters who are (recently and suddenly) physically remote back to their boxes."*
More recent: *"Increase holiness by use of vat-growth to produce larger numbers of not-yet-embalmed Masters."*
More recent: *"Increase holiness by decreasing lifespan of the not-yet-embalmed Masters."*
More recent: *"Increase production by commencing embalming process of the not-yet-embalmed immediately upon removal from vat."*

28H-9. Quarters of the Highest and Most Respected Embalmer

The southern wall of this room is covered with cuneiform-like writing, endless patterns of lines, squares, and triangles.

Translating the writing on the southern wall requires the extra step of getting from the unutterably ancient mantis-priest-language into the merely ancient Under Realms trade language. If the characters make the effort using magic, they find that the entire wall is taken up with a single description of the room, a label, of sorts. It reads:

"This is the august chamber of sleeping to be used by the one who is the highest and most-respected embalmer of the priesthood." There are many shades and nuances to the wording, enough to occupy an entire wall's worth of cuneiform even though the essential content can be wrapped up in a single sentence. It is clear that *"highest and most-respected embalmer"* is a title, like "king," or "high priest." Most of the other nuances contained in the wall's endless label are either alien beyond understanding, or obviously trivial.

Additionally, the wall contains the same set of *"THOU SHALT"* requirements set forth in **Area 28H-8**, and the following:

"It is holy to embalm the dead Masters, and their remains shall be holy. The Highest and Most Respected Embalmer shall be the only one to direct and instruct the priesthood to holiness. The Embalmer-Priests who produce holiness shall be remembered by their own embalming in the Hall of Faces."

The Hall of Faces is **Area 28H-6**.

28H-10. The Soon-to-be-Remembered

The most immediately noticeable feature of this room is a tall and ornate framework of twisting metal standing against the room's northeast wall. It resembles the carapace of a beetle standing on its hind legs, but the front part of the carapace is torn back to expose a tangle of wires and crystals.

A reddish light flickers and pulses irregularly from down the broad corridor to the south.

In the northwest wall are 44 perfectly circular holes. Each hole is 1-inch in diameter. Four of the holes emit an unsteady red light; the others are dark.

This room was the control-room, of a sort, for the mantis-priests charged with the task of growing and caring for new masters. As soon as a throlom finished growing from larval to adult stage in its vat, it would be removed, killed, and embalmed by the diligent mantis-priests. Food and various necessary liquids were piped from measuring and mixing machines here (the beetle-shaped machine) into the vats in side chambers down this corridor (and the corridor of **Area 28H-11**). Each of the side chambers (there are 11) required 4 pipes. All but the 4 pipes leading to the stasis-locked chamber can be followed all the way through (if one were tiny, or incorporeal, or in gaseous form, etc.).

The beetle-carapace machine monitored and adjusted the flow of life-sustaining nutrients to the growing throloms (the *"Soon-to-be-Remembered"*) in their tanks. Although the machine survived Siaphela's reign, the Leng-spiders tore it apart for its bizarre electrical capabilities. The magical wires and cables from the machine's innards are now being used as a trap to guard the young Leng-spiders (see **Area 28H-12**).

All but the last of the southern alcoves are some variation on the following theme:

This side-chamber is approximately 30ft deep and 20ft across. Four perfectly circular holes are cut through the stone of the back wall of the room. In the middle of the room, a circular area of the stone floor is much more lightly colored than the rest of the floor.

The "lightly colored" area is simply cleaner than the rest, having been covered by a growing-tank. The circular holes once contained pipes to the main control-room.

The last of the alcoves is different, having been preserved in stasis:

This side-chamber is different from the others. The opening from the corridor is filled with moving specks and glimmers of a reddish light. Inside, a circular tank is made of glass, with four tubes reaching from it to attach to the wall. The tank is filled with some kind of green liquid, and it has a horrid-looking beetle creature, 4ft tall, floating suspended in the middle of the tank. Nothing in the room moves; bubbles of air in the tank ought to be rising, but they just hang there immobile in the liquid.

This alcove suffered from a malfunction of the protective magical-technological wards that the mantis-priests placed on it. The entire chamber dropped into a time-stasis, protected by a magical wall of force. The force field is perfectly cubical and its energy is what produces the red light. Before the few remaining mantis-priests had a chance to repair the faulty chamber, the first of a long series of conquerors captured the Mortuaries and wiped out the last of the mantis-priests forever. The chamber has remained in stasis ever since, protected by the force field.

If the force field is dispelled (it was cast by a 12th-level caster), the characters can enter the chamber. The thing in the vat is a throlom; it is not fully grown, not sapient, and dies in 15 minutes when the nutrients in its liquid run out (it dies immediately if it is removed from the liquid). The characters definitely are able to tell, though, that it is the same type of beetle-creature shown on the various murals in the Mortuaries, always being embalmed.

28H-11. More Chambers of the Soon-to-be-Remembered

This corridor has six side chambers in the right-hand wall.

As with Area 28H-10, these growing-chambers are all long empty:

> This side-chamber is approximately 30ft deep and 20ft across. Four perfectly circular holes are cut through the stone of the back wall of the room. In the middle of the room, a circular area of the stone floor is much more lightly colored than the rest of the floor.

This area was used for growing new masters for the mantis-priests to embalm. See **Area 28-10** for details.

28H-12. Entrance to the Web

> The eastern corridor of this T-junction is filled with glowing blue spider webs.

The "spider webs" are actually wires made from an unearthly metal, ripped from inside the machines of the mantis-priests by the Leng-spider's young to build a last-ditch defense for their lair. Any contact between the wires and bare skin — including contact through a conducting substance such as metal armor — causes 2d6 points of damage (over a distance of approximately 50ft). Characters wrapped in nonconductive substances such as blankets still suffer damage, but only 1d2 points per 50ft traveled. Magical protection from electricity/lightning acts as a complete buffer against damage, of course.

The wires are fastened to the walls by an extremely strong adhesive substance produced by the Leng-spider young. It can be dissolved with alcohol, and can also be *dispelled* (only 50ft per spell is affected). Note that it is the glue that is dispelled, not the wiring. It would be possible for the characters to pull out parts of the wiring and use it for making traps, etc. There are some limitations on using it, simply due to the fact that it is old, has already been ripped out and jury-rigged once, and has structural properties designed for use in a stationary object (the machines in **Area 28H-10**).

28H-13. Leng-spider Young

> The walls of this chamber all have a very large unholy symbol hacked into the stone. Much older carvings, worn away by time, depict a race of mantis-like humanoids. The mantises are shown dressed in ceremonial robes, pulling bits and pieces out of enormous beetles. It is impossible to tell if the beetle-men are alive or dead while this is happening.

The unholy symbol is Isclaadra's mark, and a cleric will know this (especially if the character has been traveling through the Cyclopean Deeps for a while).

This chamber is the hideout of the now-dead Leng-spider's young, where they propose to make their last stand if the encephalon gorgers keep trying to root them out of the Mortuary complex. Only the two largest of the Leng-spiders are really intelligent; the others are barely sapient at this point in their development. If the characters made any noise getting to this room, or if they set off any of the lightning-wire, the spiders are prepared for them, waiting in dugouts under the flagstones of the floor. The pits are well disguised; only a dwarf notices them for what they are. If more than 3 people are walking around in the room, all 10 of the spiders launch themselves from cover to attack with surprise (1-5 on 1d6).

Spawn, Large (2): HD 10; **HP** 49, 43; **AC** 0[19]; **Atk** bite (2d6 plus poison), flail (1d6+6); **Save** 5; **Move** 18; **AL** C; **CL/XP** 13/2300; **Special:** hallucinogenic and rotting poison (1d3 charisma drain and 1 level loss for 3d20 hours upon failed save), magical abilities, web flail. (**Monster Appendix**)

Magical Abilities: at will—*dispel magic*; 3/day—*invisibility*, *phantasmal force*; 1/day—*charm monster*.

Spawn, Small (4): HD 6; **HP** 36, 28, 22, 20; **AC** 3[16]; **Atk** bite (2d6 plus poison), flail (1d6); **Save** 11; **Move** 18; **AL** C; **CL/XP** 9/1100; **Special:** hallucinogenic and rotting poison (1d3 charisma drain and 1 level loss for 3d20 hours upon failed save), magical abilities, web flail. (**Monster Appendix**)

Magical Abilities: at will—*dispel magic*; 3/day—*invisibility*, *phantasmal force*; 1/day—*charm monster*.

Spawn, Tiny (basically just giant spiders 6ft diameter) (4): HD 4+2; **HP** 25, 24, 22, 13; **AC** 4[15]; **Atk** bite (1d6+2 plus poison); **Move** 4; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** poison (non-lethal, just causes hallucinations causing 1 level loss for 1d6+6 rounds), webs.

Treasure: 40 bottles of flammable oil; bag of gems containing 3 sapphires (500gp each), 2 diamonds (1000gp each), and 4 Leng-rubies (200gp or 2000gp to a Leng-creature); a chest containing 5 *potions of healing*; a chest containing the head of an encephalon gorger; a chest containing 8 takkas and 285gp; a small coffer containing a viscous substance smelling like burning leaves (worthless); a small jeweled casket (250gp) containing a necklace of tiny diamonds (1500gp), a barrel with 25 pounds of salted bugbear-meat; a *ring of lightning protection* (reduces electrical damage by 2 per die), and a large envelope made of what appears to be human skin. In the envelope is a letter, a map, and what appears to be a compass.

The letter reads:

> *I have learned that your lair is about to come under attack from a band of psilians, also known as encephalon gorgers. I suspect that despite your (presumably) intricate traps and wards, you will not be able to defend your territory, or at the very least, you will lose some of your young in the battle. I propose the following: I will allow up to four of your spawn to shelter in my interdimensional realms for no more than five weeks.*

Lightning-Wire of the Mantis-Priests

When acting properly, the lightning-wire inflicts 2d6 points of damage when there is accidental contact with it as a character moves through a distance of 50ft. This is assumed to be the result of several accidental contacts as a creature moves through an area tangled with the wire — a single contact is actually not very dangerous, causing perhaps 1d2 points of damage per contact.

The main benefit of the wire is in situations where it is used to cause constant contact: as a lasso, a net, or an entanglement, for instance. It can also be used to ignite a highly flammable object at a distance, but the process is slow: 1d6 minutes of contact would usually be required even to catch flammable oil or paper on fire.

There are some significant difficulties to using the wire. It was shaped to fit into a very confined space, and it tries to return into this original, tightly coiled shape. If it is taken out and reshaped more than twice, it fails on the third use, becoming a tangle of inert metal.

You are, needless to say, not invited into my realms. In return, I require that you send a magical ring or staff along with the children. The entrance to my realm is no great secret; find the sphere of glowing strands and latticework, and simply touch it. It is in the great compass rose. Your spawn will find themselves in the network of vessels that link and feed my demi-planes and dimensions, such as they are. Let them tell the floating eyes that they are the spiders who were invited. Be swift, for your doom approaches.
Jupiter Kwan.

The compass has four directions on it. Instead of North, the compass reads, "Weird." Instead of South, it reads, "Strange." East and West are apparently "Eccentric" and "Deep." The needle spins aimlessly, seemingly not attracted to any of these bizarre directions.

The map is the complete Player Map of the Hidden Realms of Jupiter Kwan.

28H-14. Stairs

This staircase is old and well-traveled; the stone steps are worn smooth and are a bit high for humans. The walls are carved with spiraling shapes and oddly curved lines cut into the living rock. All in all, the stairs are quite impressive, with an overhead height of 40ft at the middle and a width of 80ft.

The symbols and carvings on the wall are purely decorative and reveal no meaning to magical or scholarly study.

28H-15. Empty Chamber

This chamber appears to be empty. Drops of water condense on the ceiling, and from time to time a droplet plinks down to the floor. A passageway on the far wall leads into a dark hallway beyond.

The room is empty.

28H-16. Empty Chamber

This chamber is empty.

If the characters look around, they find several puddles of dried blood on the floor, with dragging-trails leading to **Area 28H-17**. A few bits of trash are near the walls of the room as well: a broken tobacco pipe, a piece of torn cloth, and a burned-out torch stub.

28H-17. Remnants

Four bodies are tossed into the northwestern corner of this otherwise unremarkable room. A few scraps of flesh are left on them, indicating that they are recent, but with all the scavengers that live in these tunnels it is hard to tell exactly how recently they died.

If the characters look more closely at the mostly-eaten bodies, they find that the skulls of all four were broken open at the front by what look like teeth. A ranger may be able to tell that the deaths occurred no more than two days ago, despite the fleshless condition of the skeletons.

These were adventurers who were surprised and killed by the encephalon gorgers of the Mortuaries; the bodies have been stripped of all treasure and equipment.

The spiral corridor leading from this room comes to a dead-end where a pair of manacles is bolted to the wall.

28H-18. Well Room

Entering the southeastern end of the chamber:

This room appears to be empty. Limestone deposits have caused the formation of thousands of needle-like stalactites in the ceiling. The chamber turns at a right angle to the southeast, and you cannot see beyond the turn.

The room is empty, but the reason is that many creatures (gricks, in particular) travel from the side tunnels (off the map) to get water from the well in the eastern part of the chamber. The Mortuaries lie across an annual migratory pattern of these rubbery horrors; they come slurping and squashing out from side caverns throughout the Narrows, heading for a breeding ground several miles to the south. For every hour spent in this chamber, there is a 1-in-6 chance for an encounter on the following table:

Encounters in the Well Room

1d10	Encounter
1	1 grey ooze
2	1 giant snake (viper)
3	1d4+1 giant rats
4	1d6 giant centipedes (small, lethal)
5	1d3 giant spiders (4ft diameter)
6-10	2d6 gricks

Centipede, Giant (small, lethal): **HD** 1d2hp; **AC** 9[10]; **Atk** bite (0 plus poison); **Move** 13; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** poison bite (+4 save or die).

Grey Ooze: **HD** 3; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: acid, immune to spells, heat, cold, and blunt weapons

Grick: **HD** 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (***Monstrosities*** 230)

Rat, Giant: **HD** 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

Spider, Giant (4ft diameter): **HD** 2+2; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison, 5 in 6 chance to surprise prey.

Snake, Giant (Viper): **HD** 4; **AC** 5[14]; **Atk** bite (1d3 plus poison); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** lethal poison.

The Well-Chamber:

A large stone well is in the floor of this chamber, 10ft in diameter, surrounded by a 1ft-high wall of ornately carved stone.

The level of water in the well is almost level with the floor; it is virtually a pond. The water is safe to drink, and nothing unusual lurks beneath the surface. The carvings on the protective wall show a complicated intertwining of snakes, eels, and seaweed.

28H-19. Stairs

This is an imposing stairway 50ft wide with an arching ceiling that reaches a 30ft height at the top of the arch, down to 10ft high at the walls. The steps are broad and slightly higher than is comfortable for humans to walk.

These stairs lead down from the "High Road" that arches over the Mortuaries. The alcove in the southern wall halfway down the stairs contains a series of symbols that appear to be a timetable of some sort. If the characters puzzle out the meaning using *read languages* or other means of deciphering, they learn that the timetable is used to calculate something called the "Migration of the Gricks." Based on the mathematics, which can be understood only by a person of 16+ intelligence, it would seem that the migration of the gricks is currently under way.

28H-20. Waystation of the High Road

The corridor opens into a wide chamber. Several long alcoves in the wall are at roughly waist level, and three slabs of stone jut out from the walls, again at waist height.

This chamber contains 27 beds (the alcoves) and 3 tables (the stone slabs) for caravans to use when moving through this area on the High Road. There was once an enchantment placed upon the ceiling that prevented violence here, but the spell has worn away from overuse.

The annual breeding migration of the local gricks usually means that this chamber is occupied with a large number of the creatures (at this time of year, in any case). Roll to determine the number of gricks present at any given time:

1d6	Number of Gricks
1–2	Stragglers (1d3)
3–4	Small group (1d4+2)
5	Migratory pod (2d6+6)
6	Migratory Horde (4d6+10)

Grick: HD 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (***Monstrosities*** 230)

28H-21. Upper Mortuary

Before entering:

An archway leads into what must be a huge chamber beyond. Words are carved over the top of the entrance.

The words are written in an ancient dialect of the trade language of the Under Realms. Even though the dialect is ancient, anyone speaking the language is still 95% likely to be able to decipher it. The inscription simply reads: *"Upper Mortuary."*

In the chamber:

This vast chamber echoes back the faint sounds of your arrival. The walls, as far and as high as you can see, up to a 50ft tall ceiling, are covered with shining oval-shaped scales. Each scale is approximately 7ft in length and 3ft across.

When the characters eventually make their way to the northern exit from the room, leading to Area **28H-22**, they find another inscription, this one reading *"Central Mortuary."*

The huge "scales" on the walls of the chamber are actually the polished carapaces of dead throloms, the unfortunate masters of the overzealous mantis-priests. Each carapace is meticulously lacquered and polished, and has a canopic jar glued to the inside. The canopic jars contain the dried internal organs of the dead throlom, which look like a clump of enormous raisins. These carapaces are smaller than those in the Lower Mortuary, because these ones are the later ones — the ones that were killed and embalmed immediately upon reaching adulthood in the vats.

The carapaces are strung together with some kind of sinew, a meshwork made with tens of thousands of knots. It is possible to part the carapaces enough to find the wall behind them, but this requires at least 10 minutes with a sharp blade, cutting at the sinews. The carapaces are only 1ft from the wall, so it is possible to use a spear or some other implement to probe past them, if desired.

28H-22. Antechamber of the Central Mortuary

As with the chamber to the south, the walls here are covered with huge, polished black shells. These ones are a bit larger than the ones in the outer chamber, being roughly 8ft long by 4ft wide.

The arrangement of the carapaces is the same as described above in **Area 28H-21**.

28H-23. Tomb

This is another large chamber with walls covered in the huge, black carapaces.

The arrangement of the carapaces is the same as described above in **Area 28H-21**.

28H-24. Sarcophagus of Siaphela

The walls of this chamber are covered with shining, black carapaces. A sarcophagus is also in the southeast corner of the room.

This is the sarcophagus of the actual mummified body of the succubus Siaphela, the "Feathered Empress" whose evil, lascivious soul survived as a demoness in the service of the demon-prince Isclaadra. After taking control of the Mortuaries, the demoness caused her original body to be brought here, where it was mummified and placed into an expensive sarcophagus in a splendidly, outrageously vulgar celebration that lasted several weeks before everyone was either exhausted, catatonic, or dead.

The sides of the sarcophagus are painted with pictures that would make a sailor blush: scenes from the highly eventful life of the Feathered Empress. Viewing the panels of the sarcophagus causes a paladin to become an ordinary fighter (saving throw negates, and *remove curse* reverses), and causes Lawful clerics to immediately lose all their spells, as if suddenly cast all at once (no saving throw).

After a series of panels illustrating a beautiful woman gaining control over a number of different kings, she is shown wearing a crown and directing an army of humans, demons, and beast-men. The flag waving over this army is a red bird with its wings spread. The final panel shows a priestess in white robes holding a red bird above her head, clearly about to break the bird's neck. She is wreathed in yellow light as if surrounded by an aura of powerful divine magic. Note: If you are using Cyclopean Deeps with the ***Lost Lands*** campaign, then a cleric is able to identify the white-robed priestess as a follower of the goddess Freya, or possibly Freya herself.

Inside the sarcophagus is a (normal) mummy with a golden breastplate inset with red rubies in the shape of a bird with a broken neck. The golden breastplate is magical, improving armor class by 1 point. This is Siaphela's human corpse. Touching it instantly draws the attention of the demon-prince Isclaadra, though not Siaphela herself (Siaphela is a succubus whose demonic form still inhabits the Cyclopean Deeps — see **Chapter 11**). Isclaadra causes a trickle of darkmist to rise from inside the mummy's wrappings so that he can "see" what is happening in the chamber. In no way will the demon-prince consider the situation important enough to manifest himself, but he memorizes the faces and identities of the characters, which might become important to the party in the future. Being known to a prince of demons is seldom a good thing.

If the party realizes somehow that they are being watched, and tries to communicate with their observer through the darkmist, it is certainly possible that Isclaadra's pride (or sense of humor) could cause him to answer. The demon prince is, like most, filled with self-satisfaction — if the characters insult him, he loses interest, departing after cursing them to turn into gaseous form forever. Everyone in the vicinity must make a saving throw or be affected; the condition can be reversed only by *remove curse*.

28H-25. Former Lair of the Vessals

This huge chamber is like the others before it. The walls are completely covered with the large beetle-like carapaces, although it does appear that these ones are all slightly larger than the ones you have passed before.

The apparent eastern wall of the chamber is false. The carapaces have been moved to form a curtain, blocking off a secret chamber in the eastern part of the room (as indicated on the map). The secret room was the living chamber of the Vessals of Isclaadra during Siaphela's reign over the Mortuaries.

Inside the secret wall:

Behind the false wall of carapaces is an entire living area, and it presents a weirdly grisly scene. An idol of some god is against the north wall, and five low stone platforms are against the east wall, projecting into the room. On three of the stone platforms is a dead body — something large and definitely not human.

Dreamcatcher of the Moon-Beasts

The dreamcatcher is a circlet of moon-metal with a diameter of 1ft. Wires of the same metal are crisscrossed to form a web inside the circle. The web's pattern is five-dimensional, and looking at it can cause mild nausea in anyone with an intelligence of 12 or less.

The item is essentially a beacon. It magically broadcasts its location into far dimensions and distant realities, allowing the moon-beasts to find and recover their agents, warriors, and explorers. It is activated by plucking at the wires that cross the circle, as if the thing were a stringed instrument. Unless the person using the dreamcatcher is very familiar with other planes and dimensions (a magic-user who can cast *gate* is one example), the result of the perilous pizzicato is random, as follows:

Effect of Dreamcatcher

1d10	Effect
1–4	Summons **1 moon-beast** to a conference, arriving in 3 turns.
5–7	Summons **2 moon-beasts** to a feast, arriving in 5 turns.
8–9	Summons **3 moon-beasts**, requesting a rescue, that arrive in 4 turns.
10	Summons the **black ship of the moon-beasts** to pick up slaves, arriving in 1 hour.

Encountering the Black Ship of the Moon-Beasts is likely to result in the death of the characters, or their enslavement to horridly inhuman nightmares. It becomes visible behind a silvery mist, with its distant moon in the background. If the characters flee quickly, only 2 moon-beasts pursue them. The ship leaves after 3 hours.

This room contains bits and pieces from most phases of the long history of the Mortuaries of the Mantis-Priests. The bodies on the stone slabs are moon-beasts killed by the encephalon gorgers very recently. The moon-beasts had attacked the Mortuaries thinking they would find it poorly defended, but instead ran into the encephalon gorgers. The only survivor, Mombanolz, is currently hiding in **Area 24G-5**.

Treasure: One of the moon-beast corpses is lying on top of a dreamcatcher.

Black Ship of the Moon-Beasts

The Black ship contains **5 moon-beasts**, **10 denizens of Leng**, **20 bugbears**, and **50 slaves**. The ship itself is a major artifact, but it would be very, very hard for the characters to overcome its crew.

Moon-Beasts (5): HD 14; **HP** 72, 70, 67, 54, 52; **AC** –3[22]; **Atk** 2 claws (1d6), 4 tentacles (1d6 plus *confusion*); **Move** 18 (climb 9); **Save** 3; **AL** C; **CL/XP** 22/5000; **Special**: air walk, confusion tentacle (1d6 rounds, save avoids), gaze attacks, illusions and poison, immune to cold, magical abilities, magic resistance (35%), resistance to electricity and blunt weapons (50%).

Magical Abilities: at will—*ESP*, 3/day—*charm monster, dispel magic, phantasmal force*. (**Monster Appendix**)

Denizens of Leng (10): HD 8; **HP** 44, 41, 39, 37, 35, 34, 32, 30, 29, 20; **AC** 5[14]; **Atk** 2 claws (1d4+1), bite (1d3 plus lassitude), **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), regeneration (5hp/round).

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.
Equipment: robe, veil, turban, belt pouch containing 2d6 rubies (1d6x100gp each), 10% chance of magic item (any).

Bugbears (20): HD 3+1; **AC** 5[14]; **Atk** cutlass (1d8+1) or longbow x2 (1d6); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents, 50% chance.

Slaves: unarmed, noncombatant humans. They were captured recently and can give no useful information about the moon-beasts.

Treasure: The Black Ship carries coinage in a locked metal bin in the hold. It is trapped with *3 symbols of death* and coated with contact poison lethal to any species other than moon-beasts. The bin contains 367 takkas; 9376gp; 21,593sp, and 58,614cp. It also contains 2 *+1 spears*, 1 *+3 arrow*, 5 *potions of healing*, 1 *potion of heroism*, a *+1 shield*, and a *cloak of elvenkind*. The moon-beast captain has a metal chest in his cabin containing 252 garnets (10gp), 35 opals (20gp), 52 chunks of jade (20gp), 6 sapphires (100gp), 8 emeralds (500gp) and 5 diamonds (1000gp)

28H-26. Antechamber of the Lower Mortuary

This chamber is like the others before it. The walls are completely covered with the large beetle-like carapaces, although it does appear that these ones are even larger than the ones you have passed by before. Stairs lead downward beyond a wide archway in the north wall.

Over the top of the broad staircase leading down, words are inscribed in the stone. The inscription is in an archaic dialect of the trade language of the Under Realm, and is 95% likely to be decipherable by anyone speaking that language. The inscription reads: *"Lower Mortuary."*

28H-27. Lower Mortuary: Tombs and Side-Tombs

This chamber is several hundred feet across. As with the earlier chambers, the walls are covered with polished beetle carapaces. These are generally larger than the ones you have seen in the earlier chambers.

Upon entering this vast chamber, the characters enter the realm of the psilian conquerors of the Mortuaries. In the chamber are 2 psilians (**A**), who might or might not reveal themselves depending on what the characters do. If there is a lot of noise in this chamber, there is a 75% chance that it alerts the encephalon gorger in **Area 28H-28** as well.

Four side-chambers lead out of the eastern part of the chamber. The passages are only 5ft wide, much narrower than any of the other huge entryways that are characteristic of the Mortuaries.

A. Updraft Chamber

This side-chamber was never used as a tomb. An updraft pulls air upward into cracks in the ceiling, so it has always been used for burning things. A stack of ropy fungus (highly flammable) is just beside the entrance to the room, and the entire western half of the chamber is scorched from floor to ceiling with the soot of thousands of fires.

The encephalon gorgers, like everyone else who has ruled the Mortuaries, use the room as a huge fireplace. Recently, they have been burning grick corpses; many of the worm-predators wander off the migratory path looking for food, and keep finding their way into the Mortuaries. The encephalon gorgers can't eat them (they have no real brain), and anything in the area that might ordinarily *trade* brain-fluid for grick-meat already *has* plenty of grick-meat. Faced with the garbage-disposal problem, the psilians have been burning the bodies of the intruders here.

Encephalon Gorgers (2): HD 8; **HP** 38, 36; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** *haste* (2/day), mind-feed (hit with both claws, auto 1d6 damage/round, save negates), regenerate (3hp/round), resist cold. (***The Tome of Horrors Complete*** 234)

B. Side Tomb with New Inhabitants

This side chamber has carapaces hung on the walls, but in the south wall some of the carapaces have been cut from the rawhide net connecting them all to reveal the stone wall behind. Five niches have been cut into the wall, each containing a strangely elongated skull.

The Skulls: The five skulls belonged to encephalon gorgers who died killing the original inhabitants of the Mortuaries (the Leng-spider and her young) or defending it from attackers (the moon-beasts led by Mombanolz; see **Area 24G-5**). Each skull has two neat punctures in the forehead, and each hole is circled with a delicately painted border of yellow curlicues. The skulls can be identified as belonging to encephalon gorgers if any of the characters has previously seen one. A magic-user may also have stumbled across diagrams of the psilian species at some point while poring over cobweb-covered tomes of arcane lore (5% chance per level).

The Niches: A dwarf may notice tiny etchings around the perimeter of each burial niche, of such quality that it is apparently dwarvish work. It is not, of course; it is the slave labor of the captive duergar in **Area 28H-28(A)**.

C. Ordinary Side Tomb

Polished carapaces hang on the walls of this side chamber.

There is nothing unusual about the side chamber.

D. Side Tomb (the Web of Delusions)

Mention the following before the characters actually enter the corridor:

Ten feet or so into this corridor, a corpse lies on the floor. It looks a bit like a human body, but it definitely isn't human. It is tall, about 7ft, and has very thin arms and legs.

The body is an encephalon gorger, one of those who attacked the Mortuaries and killed the Leng-spider. Several of the attackers died in the attack, of course — a Leng-spider's lair is a dangerous place — and this is one of the casualties, killed by the hallucinatory trap within. The other gorgers are not sure what killed him, so out of caution they have simply left the corpse and the entire chamber alone. As a matter of priorities, a dead comrade is low on their list.

Inside the room is a trap created by the now-dead Leng-spider. On the northern wall of the tomb, she wove a pattern of webs into the carapaces. Anyone seeing the pattern must make a saving throw or fall into a hallucinatory state. All hallucinating characters believe that they

are spiders, and that they will wither and die if they travel too far from this web. They refuse to leave this side area, and oppose any attempts to force or cajole them into the main room. Fortunately, since they believe themselves to be spiders, they attempt to bite their enemies rather than using spells or weapons. Unfortunately, the bite of such a character is imbued with the contagion of this hallucination, and causes anyone bitten to make a saving throw or be affected with the same delusions of spiderhood.

Attempts to destroy the web may be disastrous; any damage inflicted (it has 50 hit points) is also suffered by the hallucinating characters. The damage is spread evenly among them.

The only way to stop the hallucinations is with *remove curse*.

Treasure: The Leng-spider used this trapped chamber to store 2 of its most recently laid eggs. They are spheres about 1ft in diameter. The color of these shells is bizarre: a shifting rainbow of colors, like an oil slick on water. Each egg is worth 2000gp.

28H-28. Under Construction

The entrance to this area is obviously under some sort of construction. The natural stone of the floor seems to have been removed in large slabs, and stacked into unsteady piles in the middle of the chamber. The result is a shallow pit, 3ft deep and 10ft across, filling the entire entryway to the chamber. The walls of the chamber beyond are covered with the large, black carapaces.

This is a room the encephalon gorgers are preparing as a first line of defense for their main lair (**Areas 28H-29** and **30**). They are building a large pressure plate into the entrance to the chamber, with the work being done by 2 duergar slaves they captured for the purpose. The floor and sides of the pit have holes drilled into them (for the insertion of metal rods and the other machinery required to operate a major pressure plate), but no actual machinery is in the pit yet. At this time, it is nothing more than a construction site.

When the characters arrive in the area, there is a 50% chance that the duergar and their overseer are working on the pressure plate, and a 50% chance that they are instead in locations **A** and **B**.

A. Slave Pen

The psilians have rigged up a temporary slave pen here, planning to build a much better one later on. At the moment, however, their greatest concern is to build defenses and alarms for their new outpost-lair. The **2 duergar** slaves are kept here in chains. They are malnourished and weak.

Orokk and Ikti, Duergar Slaves: **HD** 1+2; **HP** 7 (currently at 2), 5 (currently at 2); **AC** 9[10]; **Atk** none; **Move** 9; **Save** 18; **AL** C; **CL/XP** 3/60; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

The two duergar, if rescued, could be of great assistance to the characters.

B. Psilian Overseer

The **slave-overseer** of the encephalon gorgers sleeps here, on a comfortable bed of deep-pile rugs, with fur covers. If the duergar are not at work on the pressure-plate project, the overseer is found here. Any sort of loud combat in this room has a 65% chance per round to draw the attention of the psilians in **Area 28H-29**, who arrive in 1d3 rounds.

Encephalon Gorger: HD 8; **HP** 37; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** *haste* (2/day), mind-feed (hit with both claws, auto 1d6 damage/round, save negates), regenerate (3hp/round), resist cold. (***The Tome of Horrors Complete*** 234)

Equipment: necklace of turquoise beads (200gp)

Treasure: The rugs making up the overseer's bed are worth a total of 800gp, but they weigh 50 pounds and are quite bulky. His sleeping furs are worth 200gp, and a small pouch is hidden in them, containing 3 Leng rubies (100gp each, or 500gp each to a Leng-creature).

28H-29. Outer Lair

This large chamber is walled with black carapaces, like the other huge rooms in this area.

If and when the characters can see **Area B**, add:

Something unusual is in the southeast corner. A wisp of yellow smoke seems to rise from nowhere, 2ft off the ground, and dissipates before it reaches the chamber's ceiling.

A. Sleeping Area:

This is the assigned post of **3 encephalon gorgers** who reinforce the overseer in **Area 28H-28** if they are alerted by the sound of combat. One is asleep (but can wake up almost instantly); the other two are awake and alert.

Encephalon Gorgers (3): HD 8; **HP** 45, 34, 31; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** *haste* (2/day), mind-feed (hit with both claws, auto 1d6 damage/round, save negates), regenerate (3hp/round), resist cold. (***The Tome of Horrors Complete*** 234)

Treasure: The psilians sleep in the large alcove-like area in the northeast part of the large chamber. The floor is strewn with straw (the creatures have not yet accumulated many luxury goods), and 5 sets of sleeping furs. The encephalon gorgers currently in **Area 28H-27(A)** sleep here as well. Each of the sleeping furs is worth 100gp, and contains a small bag holding the owner's valuables.

Bag #1: Contains a finger-sized wicket basket with a lid containing small dried peppers. Consuming a full pepper in less than 24 hours (the basket contains 20 peppers) causes catatonia for 1d3 days, with euphoric dreams. Consuming more than 1 pepper in less than 24 hours causes death (a successful saving throw results merely in the 1d3 days of catatonia). Casting *neutralize poison* on someone afflicted with the catatonia reduces by 1 day the length of time spent catatonic. The bag also contains a jade ring (200gp) and 5gp.

Bag #2: Contains 16gp, 3cp, a pearl carved in the shape of a coiled serpent-man (1500gp), a fan made of behir-skin (10gp), a long-handled golden spoon (25gp), and a mummified goblin hand (a worthless good-luck charm).

Bag #3: Contains 22 takkas, 12gp, 27sp, 28cp, a string of small, polished obsidian spheres (100gp), and a painted disk of black jade (the abstract symbols on the 2 sides of the disk are by a legendary calligrapher of the denizens of Leng, and the piece is worth 4000gp).

Bag #4: Contains 112gp, a set of quills, ink and parchment (normal), a set of what appear to be handheld implements of torture, a set of colored chalks (8 colors), and a sapphire (1000gp)

Bag #5: Contains a long-handled silver spoon (5gp), and a draft for 2000gp from someone named Uzox Loam *"Uzox Loam owes to the bearer 2000 gold pieces for the purchase of a scroll of eleven spells."* (Uzox Loam is to be found in Ques Querax, **Chapter 2**, **Area 3H-10**).

B. Gateway to Leng

The rising yellow smoke is a draft of the Air of Leng emerging from a planar portal. The portal was crafted by the Leng-spider who lived here recently. The encephalon gorgers, wary of traps, have not yet investigated it. Anyone touching the invisible source of the "smoke" with living flesh is transported to the veldt near the Tents of the Ulmai on the Plateau of Leng (See **Chapter 6**, **Area 2C-9**, "Purple Worm Hunt"). This portal was the Leng-spider's bolthole; the encephalon gorgers struck quickly enough that she was unable to reach it before being killed.

28H-30. Throne Room of the Invaders

A strange-looking throne is in the southwest corner of the huge burial chamber. It seems to be made out of the split-open shell of a colossal spider, broken apart and spread like wings to frame the throne itself. The carapaces on the walls of this hall are enormous, almost 15ft long and 5ft across.

A. Spider-Throne of the Psilians

This is the throne room of the psilians, the recent conquerors of the Mortuaries of the Mantis-Priests. Their leader is a powerful, charismatic, encephalon gorger named **Guodatha** (gwo-DAH-tha). Guodatha has risen quickly in the incomprehensible hierarchy of the psilians by allying himself with some of the denizens of Leng. Both groups have specific desires: the men of Leng want Leng-rubies, which the encephalon gorgers don't care about, and the encephalon gorgers want brain fluids, which the Leng-men consider worthless. Guodatha has added some denizens of Leng to his forces by the simple, unusual strategy of offering to share the loot.

Even if he knows of combat in the outer chambers, Guodatha remains in the throne room with his **2 denizens of Leng**. He considers his psilian followers to be expendable, and prefers to meet any sort of assault from the security of the Spider-Throne.

Guodatha, Leader of the Encephalon Gorgers: HD 8; **HP** 41; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** *haste* (2/day), mind-feed (hit with both claws, auto 1d6 damage/round, save negates), regenerate (3hp/round), resist cold. (***The Tome of Horrors Complete*** 234)

Equipment: seated in the Spider-Throne

Epoala and Loaithu of the Ulmai, Denizens of Leng: **HD** 8; **HP** 44, 36; **AC** 5[14]; **Atk** bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.

Treasure: Each carries a belt pouch.

Epoala's belt pouch: a Leng-ruby worth 200gp (2000gp to a Leng-creature)

Loaithu's belt pouch: a Leng-ruby worth 300gp (3000gp to a Leng-creature)

B. Pile of Corpses

A few goblin and bugbear corpses are tossed into a corner of the room, their brain fluid drained as food by the rapacious psilians. One of the corpses, near the bottom of the pile, is not remotely human. It is a creature with a huge head (3ft in diameter) dominated by a single eye socket. A cylindrical torso (which, incidentally, contains the actual brain) breaks off into multiple tentacles of different lengths. The bizarre corpse wears a brown magic-user's robe with some tentacles sticking through the sleeves and other longer ones that extend past the robe's bottom hem. This is the body of an oculethe, one of Jupiter Kwan's servants; it was the courier who recently delivered a letter to the encephalon gorgers, the letter which is now in the iron cube-chest.

If the encephalon gorgers have been warned of the party's approach, **Sevegi** stations himself here behind the bodies, lying down to make himself look like one of the casualties.

Sevegi, Encephalon Gorger: HD 8; **HP** 32; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** *haste* (2/day), mind-feed (hit with both claws, auto 1d6 damage/round, save negates), regenerate (3hp/round), resist cold. (***The Tome of Horrors Complete*** 234)

C. Sleeping Furs

This is a large pile of sleeping furs shared by Guodatha, Sevegi, and Kiromodo, the three leaders of this expedition. If the psilians are warned of the characters' approach, **Kiromodo** stations himself here, concealed behind the iron cube (see below).

Kiromodo, Encephalon Gorger: HD 8; **HP** 30; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** *haste* (2/day), mind-feed (hit with both claws, auto 1d6 damage/round, save negates), regenerate (3hp/round), resist cold. (***The Tome of Horrors Complete*** 234)

The ill-gotten gains of the psilians are all held in a single iron chest beside the sleeping furs (10 furs of various strange animals, worth 250gp

The Spider-Throne

The throne is built from the bisected shell of a Leng-spider, tipped backward to create an alcove for the person (or creature) sitting in the throne. The seat and pedestal of the throne are built from the spider's legs, which are woven and interwoven into a dramatic, basket-like shape.

The central "basket" of the throne conceals its source of power, a pulsing globule of ooze (similar to that of a gelatinous cube) that processes brain fluid and forces it into the capillary system of the Leng-spider's shell. The ooze pumps and recycles the brain fluid, which is stored in a small copper-and-glass tank containing 2 quarts of fluid (about 10 brains' worth). The throne requires a minimum of 1 quart of fluid in the tank in order to operate, and it uses up one-tenth of a quart per hour of continuous operation.

Provided the ooze-pump is operating and the spider-carapace is coursing with brain-fluid, anyone sitting in the throne gains certain mental powers:

1. Armor Class bonus of –1[+1]
2. Dual-charm (2 simultaneous *charm monster* spells): 2/day
3. *ESP*: constant while sitting in the throne
4. *Repulsion* (as per the spell): 2/day
5. Saving throw bonus +1
6. *Slow* (as per the spell): 2/day
7. W*all of fire* (as per the spell): 1/day

The throne can be moved, but if it is not being mechanically serviced by encephalon gorgers, its powers erode rapidly. Each day, roll 1d8 to see which of the powers is lost (a result of 8 means that no power was lost). If the number of a power that has already been lost is rolled again, no power is lost on that day. Thus it is likely that one or two of the throne's powers would persist for quite a while, but eventually it becomes inert even if it is not used. A supply of brain fluid is needed for the throne to function.

each). The chest is a large cube, 5ft to a side. There is no apparent way of opening it; it has no hinges and appears to be a seamless cube of metal. It opens only if touched by any of the encephalon gorgers in this group (the encephalon gorger need not actually be alive). Inside the cube, the characters find the following: 12 takkas, 2453gp, 4067sp, 3 garnets (25gp), 2 sapphires (100gp), a diamond (1000gp), 1 Leng-ruby (200gp or 2500 to a Leng-creature), a copper ring (1gp), a scroll case containing the letters described below, 3 *potions of gaseous form*, and 3 *potions of water breathing*.

The letters in the scroll case read as follows:

Letter #1:

"My Dear Guodatha,
I am exorbitantly pleased that you have decided to act upon the information I provided to you. Have your raiders ready to be transported from Saph-Syphion to the spider's lair exactly three days after I receive my initial payment. The second objective is to your Northwest, staying to the primary passage the whole way.
Jupiter Kwan."

The letter is on the same paper and written with the same handwriting as the one found in **Area 28H-13**.

Letter #2:

The second letter is written in the script of the encephalon gorgers, and almost certainly requires the use of magic to make any sense of it. If it is translated it reads:

"Guodatha,
After you have taken the lair of the Leng-spider, you are ordered to scout as much as you can about the wizard Aouc Jamac in the Flagon of the Death God. Then bring the information to the human wizard Jupiter Kwan, who will pay for it. If you kill Aouc Jamac and bring his head to Kwan, the reward will be considerable, and you will receive many brains in Saph-Syphion.
Mhol Han"

Tactics: If the inhabitants of the room are alerted by the sound of combat in one of the outer chambers, they spread out as far as possible to avoid being hit by wide-area spells such as a *fireball*. Guodatha creates a *wall of fire* as soon as he sees enemies, buying time to use his *slow* and *charm* abilities (he targets these based on mind-reading, not sight).

Talking to the Encephalon Gorgers: If the characters parley with the encephalon gorgers rather than attacking outright, they can learn basic information about the Orchard of Yiquooloome (**Chapter 10**), and that the primary corridor to the northwest leads to an area known as the Flagon of the Death God, after the subterranean lake found there.

The encephalon gorgers will not, under any circumstances, willingly reveal their own point of origin. In actuality, they were transported here as raiders, from a city of their own kind called Saph-Syphion. The necessary dimensional portal, and the information about the Leng-spider's lair, was provided by the Archmage Jupiter Kwan. The entire operation was something of a double betrayal by Kwan against both sides (see his warning letter to the spiders in **Area 28H-13**). He provided the initial information about the Leng-spider as a prospective target, warned her of the attack, inviting its young to a place of safety in his interdimensional realm. One assumes that as a triple betrayal, Kwan intended a nasty fate for the Leng-spider spawn, too, once they — as it were — stepped into his parlor.

Chapter 8: Flagon of the Death God

Introduction

This part of the Cyclopean Deeps is not controlled by any single race or ruler. Two independently powerful groups are in the main area, **Hex 35S** (Aouc Jamac and the cult of CHOA-THOOM), but neither seeks to control the surrounding territory. As a result, even the sort of rapacious tyranny of such groups as the serpentfolk or the dark stalkers is absent from the "wilderness" of the main tunnels, side tunnels and the encounter areas here. It is impossible for caravans to obtain any sort of safe passage through this area, so the merchant/slaver/pillager caravans moving along the north-south route through the Deeps are likely to be very interested in having reliable guards.

The area is currently inhabited by a small tribe of troglodytes and a camp of degenerate serpentfolk; not very tough denizens. The reason why no one has established a permanent base here (other than around the Flagon) is mainly because of the annual Grick Migration, which happens to be under way at the moment.

The main powers in the area are to be found in the vast lake-cavern known as the Flagon of the Death God where the characters may encounter the lethal cult of the godling known as CHOA-THOOM. The Flagon is also where the wizard Aouc Jamac lairs in his subterranean "aerie."

The Flagon of the Death God was the setting of the final act of the murder of an entire civilization, an event known as the "Annihilation." In the City of Izamne, two darkfolk civilizations combined forces in a night of slaughter to wipe out all the followers of the Demon-Princess Teratashia. For unknown reasons (disclosed later in this chapter), the bodies of thousands of dark stalkers and dark creepers were dumped into the dark waters of the Flagon. More information about the Annihilation may be found in **Chapter 4: Izamne, Secrets of the Dark City**.

The characters may have arrived in this area with a mission to capture or kill Baha Shah (such a mission can originate in Izamne with Azisha Taa, High Vessal of the Demon-Prince Isclaadra). It is also possible that the characters were hired by the Archmage Jupiter Kwan to spy on or assassinate his rival, the wizard Aouc Jamac.

Migratory Gricks on the Encounter Tables

Hex 37N is the wellspring, as it were, of the annual migration of the almost-mindless monsters known as "gricks." Like salmon, these wormlike creatures travel from their hunting grounds to a distant breeding



ground. Along the way, they make their way up into the Deeps at **Hex 37N**, where a number of chasms allow them to make the climb. Referring to the main map of the Deeps: If the characters enter the western north-south secondary tunnel, south of **Hex 37N** (and until the Referee decides conditions change) it is considered to be the middle of the migratory period, and any encounter rolled on the random encounter tables has a 20% chance of being replaced with the result of **1d20+4 gricks**.

The Minor Hexes

Hex 29O: The Hatchery

29O-1. Northwest Corridor

This is an excavated corridor, hewn from the stone.

This secondary corridor leads northwest, and eventually to the Flagon of the Death God (**Hex 35S**).

29O-1. Southwest Corridor

This naturally-formed tunnel quickly narrows from 20ft to 10ft wide. You can see that the floor is uneven, stalagmites and stalactites blocking the way from view as it disappears into distant darkness.

This tertiary corridor leads eventually to **Hex 32M**: **The Troglodyte Lair**.

29O-1. East Corridor

This tunnel winds into the darkness, a relatively narrow pathway at only 10ft across. It appears to have a very slight upward slope.

This tertiary tunnel leads into the central region of the map; eventually reaching a crossroad that connects the two main east-west thoroughfares of the Deeps. If the characters want to take a short cut, this is a good one. However, travel in the tertiary corridors can be very dangerous. Don't forget to roll random encounters as described in **Chapter 7**.

29O-1. Hatchery

This large chamber was obviously excavated from the native stone, creating a vast, yawning space. The walls are scarred with ancient marks, probably caused in some battle, or maybe several battles, in the forgotten past. The room's most obvious physical features are lines of pits dug into the floor, each of them surrounded by runes and sigils.

However, the most immediate concern is a bizarre mix of creatures, a pair of black octopus-looking things, a massive worm with pincer-like mandibles, and two huge moths.

The runes and sigils around the pits are in the language of the Under Realms, and read, *"Caution. Beware. Danger."*

The circular pits are all 10ft deep and 4ft across, dug long ago by persons (or monsters) unknown. Since the pits are excellent for egg-laying, the cavern is often occupied by one or more monsters that are guarding eggs. Sometimes these monsters co-exist peacefully to guard their eggs in a temporary alliance. Of course, the eggs of one monster-type often become the breakfast of a more powerful monster; that's just how it goes. The current occupants of the cavern are **2 gloom crawlers**, **2 gloomwings**, and **a half-grown tenebrous worm** hatched recently from the gloomwing eggs. It is worth noting that the "closer look" appearance of these monsters is much stranger than the initial "first glance" in the textbox.

Gloom Crawlers (2): HD 10; **HP** 61, 57; **AC** 0[19]; **Atk** 10 tentacles (1d6 plus constrict), bite (2d8); **Move** 9; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** constrict for automatic 1d6 damage, all-around senses, vulnerable to sunlight (1d4 damage/round). (***The Tome of Horrors Complete*** 283)

Gloomwings (2): HD 5; **HP** 32, 29; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d8); **Move** 3 (fly 15); **Save** 12; **AL** N; **CL/XP** 9/1100; **Special:** *confusion* for 6 rounds, implant, summon 1d4 gloomwings per hour (20%), weakness pheromone (30ft radius, –1 on melee attacks and damage, save avoids). (***The Tome of Horrors Complete*** 284)

Tenebrous Worm Hatchling: HD 6; **HP** 29; **AC** 1[18]; **Atk** bite (2d6 plus 1d6 acid plus bristles); **Move** 9; **Save** 11; **AL** N; **CL/XP** 11/1700; **Special:** acid, bristles (paralyzed for 1d4 rounds, 3d6 damage, save avoids). (***The Tome of Horrors Complete*** 546)

In the Hatchery are 25 pits, most empty, with the exception of the following:

Pit #3: Contains 4 normal skeletons, rib cages broken outward (these unfortunate souls were used as incubators for gloomwing eggs).

Pit #5: Contains 2 normal skeletons (also with their rib cages broken open from the inside). Also contains 1 suit of chainmail, a helmet, a broken spear, a lantern, and a *+1 shield* painted with a hound's head and inscribed with the words *"Canis Protector."* If the shield's bearer is attacked by cats (including giant ones), it grants an additional bonus of 3 to armor class (effectively becoming a *+4 shield*).

Pit #6: Contains 1 intact, recent corpse. The corpse is bloated from putrefaction and contains a **tiny tenebrous worm** (1hp).

Pit #11: Contains a spherical object larger than a person's head, perfectly round, covered with a flexible membrane rather than a hard shell. This is a **gloom crawler egg** (worth 1000gp, but only in Izamne or Ques Querax).

Pit #12: Contains a deep pile of gloom crawler excrement.

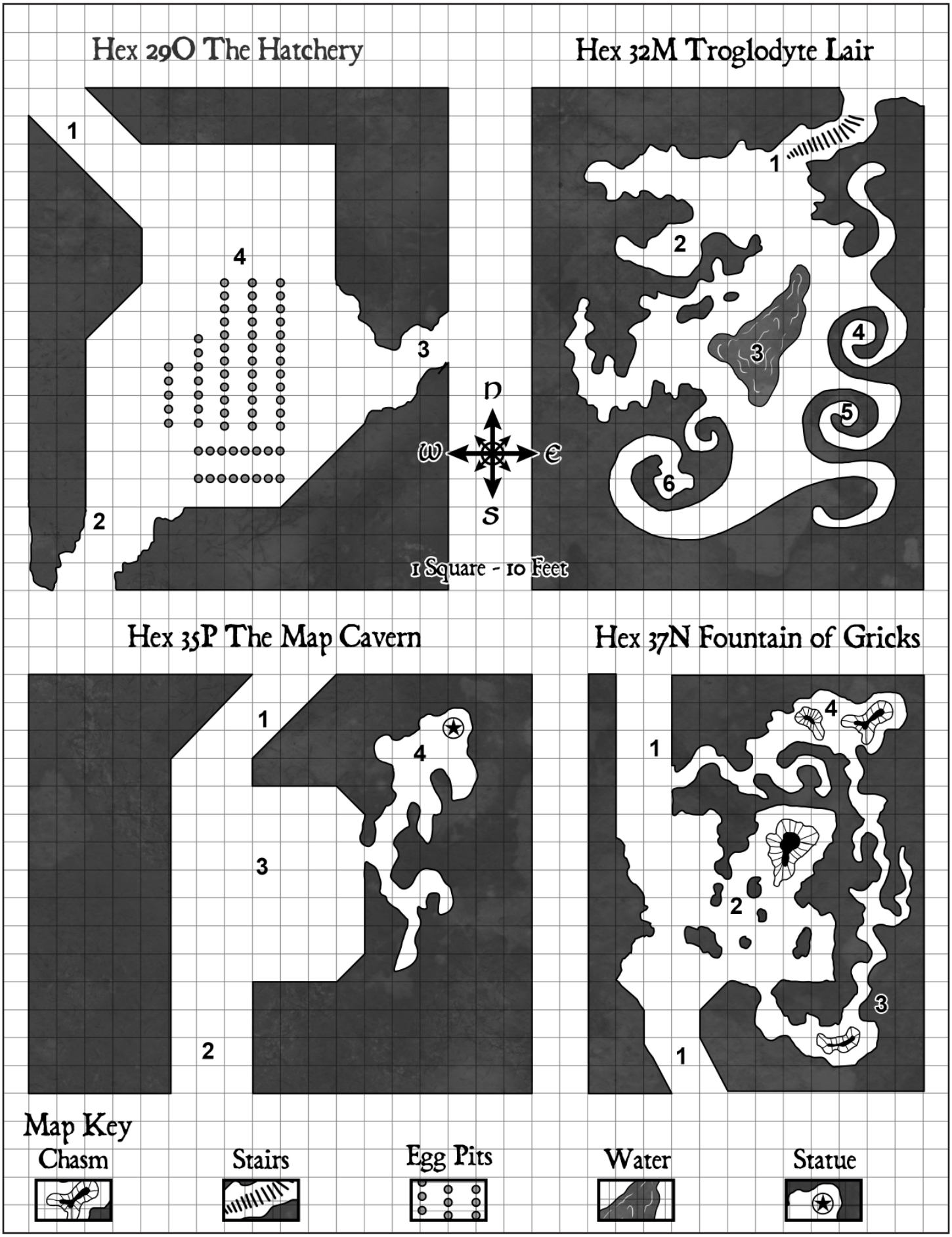
Pit #13: Contains 1 very big skeleton with its rib cage broken open from the inside. This is the skeleton of an ogre that was used as an incubator. It had a big club (in the pit with it), a nose ring carved from opal (500gp) and a gold ring (20gp).

Pit #15: Contains several non-humanoid skeletons; it is not possible to reconstruct them or piece any of them back together, but they seem to be a variety of large animals, including snakes. The dry and brittle carapace of a giant spider is also half-buried with the bones.

Pit #17: Contains a pile of 4 intact, recent corpses. All are bloated from putrefaction, and each contains a **tiny tenebrous worm** (1hp each).

Pit #19: Contains bits and pieces of crushed wooden planks (the remains of a wagon) and shattered bits of pottery. There is nothing of value.

Pit #20: Contains an object that resembles a large, popped water balloon with thick skin. This is a hatched gloom crawler egg.


Hex 29O The Hatchery
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2
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Hex 32M Troglodyte Lair
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1 Square - 10 Feet
Hex 35P The Map Cavern
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2
3
4
Hex 37N Fountain of Gricks
1
2
3
4
Map Key
Chasm
Stairs
Egg Pits
Water
Statue

Pit #23: Contains a spherical object larger than a person's head, perfectly round, covered with a flexible membrane rather than a hard shell. This is a gloom crawler egg (worth 1000gp, but only in Izamne or Ques Querax).

Hex 32M: Troglodyte Lair

32M-1. Stairs

The 10ft wide natural corridor begins to descend, first as a gentle slope and then dropping away into a steep stair of tall steps, uneven and slick with moisture. In the cave chamber beyond you can see skulls hanging at intervals from the ceiling, and a bad smell rises from below.

If the characters are not careful to remain quiet and stealthy, or if they are carrying lights, the troglodyte guards in **Area 32M-2** hear or spot them.

32M-2. Armed Guards

This cavern contains several large nests made from mud and rock, and the walls are daubed with crude, violent cave-paintings.

If the characters have gotten into the area by stealth, they also encounter troglodytes here.

This is the barracks for the troglodyte guards. There are **8 troglodytes** here, armed with stone clubs and slings. Four of them carry earthenware jugs filled with an explosive liquid (made by mixing water with a lavender-colored moss that grows in some of the side tunnels nearby). The guards are alert, and won't hesitate to attack anyone coming down the stairs into the lair.

Troglodyte Guards (7): HD 4; **HP** 21, 20, 19x3, 18, 12; **AC** 3[16]; **Atk** stone axe (1d8) or sling (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

32M-3. Main Cavern

This cavern has a large pool of water in the center, and several tunnels leading out. Many jumbled nests of dried mud are built against the cavern wall. A number of skulls hang from the ceiling by some sort of vine. The area is milling with about 20 lizard-like humanoids, and the foul stench is overwhelming.

This is the main lair of a small tribe of **20 troglodytes**. The side tunnels on the east and south walls of the chamber are all skillfully cut from the stone, the walls smooth and curved. They have the characteristic spiraled paths common to many of the ancient excavations in the Deeps.

The pool contains nothing dangerous, but it bubbles up with wet mud around the edges, creating a 3ft-wide border of slick, smelly clay.

Troglodytes (20): HD 2; **HP** 16, 14, 12x2, 11x3, 10x4, 9, 8x2, 7, 6x2, 5x2, 4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d4+1); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Equipment: loincloth, belt pouch with various items (see total treasure listing, below).

If a battle develops in this area, the troglodytes are reinforced by **Norg the Chieftain** (**Area 32M-4**) in round 3 of the combat, by **Norg the shaman** (**Area 32M-5**) in round 5 of the combat, and the **Mother of Norg** (**Area 32M-6**) in round 7.

Treasure: The troglodytes carry their treasure in belt pouches for the most part; they are too few and too stupid to have accumulated much wealth as a tribe. If the trogs are defeated, the characters are able to gather up the following total quantity of treasure from belt pouches and mud sleeping nests: 4 takkas, 219gp, 1288sp, 22,671cp, 1 flask of holy water, 1 *potion of healing*, 1 wooden unholy symbol (of Isclaadra), 120 pieces of shiny quartz (1gp each), 27 semi-precious stones of various kinds (5gp each), a necklace of amber beads (500gp), and a jeweled cup (750gp).

32M-4. Norg the Chieftain

The floor of this cave chamber is covered with high-quality rugs, and contains a single mud nest larger than the ones in the main cavern.

This is the lair of **Norg, the troglodyte chief**, who rules the troglodytes with the assistance of the tribe's shaman, who is Norg's brother, also called Norg. If the characters get here without alerting any of the trogs, this is where Norg will be found.

Norg the Troglodyte Chief: HD 5; **HP** 31; **AC** 2[17]; **Atk** stone axe with shield (1d8+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Equipment: stone axe, *+1 giant-tortoise-shell shield*, loincloth, gold and crystal necklace (100gp).

Treasure: The troglodyte chief keeps his valuables in his sleeping-nest, in a fairly obvious compartment dug into the dried mud. He has a cache of 23 takkas, 40gp, 23cp, 18 shiny stones (worthless), 2 very shiny stones (also worthless), a crystal statue of a cave fish (5gp), a silver mirror (20gp), a gold-plated rat (5gp), and 2 emerald earrings (200gp each). The carpets and rugs on the floor are fouled with stinking mud and other filth, soaked in so deeply that they are all completely worthless.

32M-5. Norg the Shaman

The cave chamber at the end of the spiraling tunnel is hung with bunches of red and blue feathers, bones, and five ferocious-looking masks. It contains a mud nest and little else of interest.

This is the lair of the **troglodyte shaman**, whose name, like the chieftain's, is also **Norg**. In the unlikely event that the characters get here without alerting anyone, Norg is here.

Norg the Troglodyte Shaman: HD 5; **HP** 22; **AC** 4[15]; **Atk** two-handed stone rattle (1d8+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect), spells Clr (2/2). (***Monstrosities*** 488)

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*.

Equipment: two-handed stone rattle, loincloth, feather necklace (worthless)

Tactics: Norg the shaman attempts to *silence* enemy spellcasters, then casts his other spells as the battle permits.

Treasure: Norg's treasure is kept in a dug-out compartment in his nest, and consists of 2gp, 15cp, and a silver belt buckle (10gp). The 5 masks on the wall are not shaped for a human face, but one has a ruby set into the forehead (500gp) and one is magical. The magical mask fits on any creature with a snout-like face (troglodytes, serpentfolk, wolves, etc.). It allows the wearer to speak a word that stuns an opponent for 1d3 rounds (saving throw negates), once per day. The mask is hanging here because it is used only in ceremonies. It would be blasphemy, as far as Norg believes, to use it in a regular combat.

32M-6. The Mother of Norg

The walls of this cave chamber are daubed with mud and filth. The only notable feature of the room is a very large mud nest.

This is the lair of the great and terrible **female troglodyte** who mothered the two Norgs (the tribe's shaman and its chief). She is almost 9ft tall and ripples with muscle under her reptilian hide. If she has not gone to reinforce the others in battle, she is found here.

Mother of Norg: HD 7; **HP** 49; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d4+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Equipment: loincloth, necklace of snake skulls (worthless)

Treasure: The Mother of Norg, like the other troglodytes, hides her treasure in a dugout compartment in her mud nest. There is a trog-skin bag containing 2gp and 45sp; a dented copper teakettle (worthless); a silver whistle with bite-marks on it (1gp), a string of human and troglodyte teeth; 5 shiny stones (worthless), a hunk of jade (50gp) and a slightly bent crown of gold encrusted with sapphires and pearls (10,000gp).

Hex 35P: The Map Cavern

This area is occupied by some degenerate serpent-folk, descendants of a more-civilized underground community that fell into barbarism.

35P-1. To the Flagon of the Death God

This corridor is reinforced by heavy masonry blocks, mortared together to form the tunnel.

This primary corridor is in extremely good repair and has a leveled surface. It leads directly to **Hex 35S**, the Flagon of the Death God.

35P-2. To the Mortuaries of the Mantis Priests

This is a broad passageway, its walls built of large masonry blocks.

This tunnel goes south for miles, eventually leading to the High Road over the Mortuaries of the Mantis Priests in **Hex 28H**. It also intersects with the secondary north-south route through the western region of the Cyclopean Deeps. The alternate route is followed only by those who have a favorable relationship with the cult of Isclaadra, for it leads to the Font of Darkness (**Chapter 12**) in **Hex 42X**.

35P-3. Map Cavern and Snake-Hole

A large chamber opens from the east wall of the corridor. Its south wall is painted with a map, but the chamber itself appears to be empty. In addition to the continuation of the broad corridor, there is a low-ceilinged tunnel in the eastern wall, where several of the mortared blocks forming the wall appear to have broken away.

This chamber is a stopping point for drow caravans heading through the Deeps along the main north-south route. The serpentfolk in **Area 35P-4** do not emerge to attack large groups, so the well-guarded caravans simply disregard the snake-hole in the east wall.

The map on the chamber's southern wall is the Player Map of the Flagon of the Death God (**Hex 35S**).

The archway leading to the passageway of **Area 35P-1** has an inscription over the top, reading *"To the Flagon of the Death God,"* written in the language of the dark elves.

35P-4. Snake-Pit

This cavern has several skeletons scattered around the floor, along with several circular nests made of cloth and matted reeds. At the back of the chamber is a stone shape that vaguely resembles a huge serpent rearing back to strike. A large number of snake-people are here, with serpent heads and tails, but a scaled, human-like torso. One of them is massively larger than the others.

This natural cavern is currently the lair of a group of degenerate serpent-folk, led by a huge mutant who simply goes by the name of "Brogsssssss." When he found the stone shape in this cavern he decided that it was a sign for his group to settle here. All the serpentfolk worship the statue, believing it to be a god. Because of their worship, a spirit-being has come to occupy the statue, drinking up the reverence of the serpentine savages. The spirit manifests itself if more than 2 of the serpentfolk are killed, emerging in snake form from the statue.

Serpentfolk (10): HD 4; **HP** 25, 24x2, 23x4, 20x2, 19; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Brogsssss the Mutant Serpent-man: HD 8; **HP** 45; **AC** 3[16]; **Atk** bite (1d4) and 2 claws (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Incorporeal Statue Spirit: HD 4; **HP** 22; **AC** 4[15]; **Atk** bite (1d3 plus paralysis); **Move** 0 (fly 18); **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** paralysis for 3d6 turns (save avoids), silver or +1 or better weapon to hit.

Treasure: The treasure of these serpentfolk is piled up in front of the snake-idol. It consists of 3 takkas, 1840gp, 3452sp, 1783cp, a handheld fan of blue feathers (5gp), 2 jhoat sticks (10gp), a bracelet of jade charms (1000gp), 3 *potions of healing*, 4 potion bottles filled with water, 1 potion bottle filled with expensive perfume (25gp), 2 broken lanterns (shiny but worthless), 1 silver mirror (10gp), a *+1 glaive* (polearm, can be used as spear for spear damage, or as a polearm for polearm damage, with respect to the space required to wield the weapon), scroll of magic-user spells (*levitate, fireball, passwall*), 3 wooden coins (worthless), 1 cursed wooden coin, detects as magical but poisons the owner at a rate of 1 hit point every 6 hours until a *remove curse* is cast on it, a jeweled belt (2000gp), a pair of golden threaded beard-tassels (500gp each), and a silver battle-axe (200gp).

Hex 37N: Fountain of Gricks

This hex is the source of the grick migration that plagues **Hex 28H** (**Chapter 7**).

37N-1. The Corridor

This passageway has been mostly natural tunnels as you made your way through, but here it has been widened by excavation. Apparently the engineers did a poor job, because a lot of the chamber they were digging has fallen to cave-ins.

This secondary passage is the "alternative route" for caravans heading through the Cyclopean Deeps on a north-south route. It is used for no other purpose, although various monsters have lairs in the side tunnels along the route.

In the north passage, the characters find an entrance into the grick passages, a place where the rock apparently shifted long ago, giving way to a wide, horizontal crevice.

37N-2. Main Cavern and Grick-Hole

Someone must have widened an existing cave chamber here, but either there was an earthquake or the engineering was bad. Several cave-ins have shattered the room's original rectangular shape, opening a wide crack in the south wall easily large enough for people to walk into.

The large crevasse-sinkhole in the northeast part of the room is not included in the description above, because fallen rocks shield it from view from the northern and southern entrances to the chamber. If the characters just keep going along the main corridor, they do not discover it.

The great crevice descends steeply for 150ft; anyone who is actually climbing (or flying) down the slope notices several small cave entrances along the way — there are 22 of these. All of them are 3–4ft wide, and seem to be naturally formed. At the sinkhole's floor are more of these little tunnels; they all lead downward. These holes lead to a vast web of small tunnels, the home of tens of thousands of gricks. For each hour that the characters remain in the area of the deep crevice, there is a 50% chance that gricks emerge from the side-holes. Roll on each column of the table below to determine how many of the monsters come out. They are able to climb the almost-sheer walls at their normal movement rate due to the hormonal changes surging through them at the starting-point of the migration. If a grick encounter occurs, a second wave of gricks emerges in 1d4 rounds, and a third wave arrives 1d6+3 rounds after the second wave.

Number and Location of Gricks
Roll on each column

1d6	Gricks	Distance from Top	Second Wave	Third Wave
1	1d3 gricks	1d10 x10ft from the top	1d3 gricks	1d3 gricks
2	1d6+2 gricks	1d10+1 x10ft from the top	1d6 gricks	1d3 gricks
3	1d8+3 gricks	1d10+2 x10ft from the top	1d8 gricks	1d6 gricks
4	1d10+4 gricks	1d10+3 x10ft from the top	1d10 gricks	1d8 gricks
5	1d10+5 gricks	1d6 x10ft from the top	1d10+2 gricks	1d10 gricks
6	1d20+10 gricks	1d3 x10ft from the top	1d20+2 gricks	1d20 gricks

Note: None of the gricks carries any treasure. If this cavern starts to slow down play and is being used as a fountain for experience points, you should rule that the gricks realize something is going wrong, and begin to congregate in their tunnels below, eventually emerging (1d20+4 hours) with 1d100+5 gricks from each of the grick-holes in the area (total of 4). If this does not overwhelm the characters, it nevertheless depletes the available supply of gricks for 3d6 days.

Grick: HD 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (***Monstrosities*** 230)

37N-3. Another Grick-Hole

The tunnel widens into a cave chamber 20–30ft from east to west, and 15–20ft north to south. The roof is filled with low-hanging stalactites. The cave floor, however, is almost smooth, with only a few bumps where stalagmites ought to have formed. A deep hole is in the cave floor, a treacherous slope that falls away into a dark abyss.

The smooth floor of the cavern is due to the polishing effect of many gricks passing through over the years; limestone has never had

a chance to solidify from the water as it has on the ceiling. The chasm here is another grick-hole like the one in **Area 37N-2**. It is not quite as prolific as the large one; for each hour that the characters remain in the area, there is a 50% chance that some number of gricks emerge from the side-holes. Moreover, because this cave is on the migratory pathway from **Area 37N-4**, when gricks emerge from the hole here, they are reinforced in 1d3 rounds by another set of gricks from the north tunnel.

Number and Location of Gricks
Roll on each column

1d6	Gricks	Distance from Top	Reinforcements
1	1d3 gricks	1d10 x10ft from the top	1d3 gricks
2	1d6 gricks	1d10+1 x10ft from the top	1d3 gricks
3	1d8 gricks	1d10+2 x10ft from the top	1d6 gricks
4	1d10 gricks	1d10+3 x10ft from the top	1d10 gricks
5	1d10+1 gricks	1d6 x10ft from the top	1d10 gricks
6	1d20+2 gricks	1d3 x10ft from the top	1d20 gricks

Grick: HD 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (***Monstrosities*** 230)

The gricks carry no treasure. See the note in **Area 37N-2** regarding what to do if the players try to treat this area as an experience point fountain.

37N-4. Even More Grick-Holes

This cave chamber has two deep sinkholes in its floor.

These are grick-holes like the others in this hex. Each has a 50% chance for gricks to emerge, checking once every hour (independently). No reinforcements arrive from these holes. Roll on the table below to determine how many gricks emerge:

Number and Location of Gricks
Roll on each column

1d6	Gricks	Distance from Top
1	1d3 gricks	1d10 x10ft from the top
2	1d6 gricks	1d10+1 x10ft from the top
3	1d8 gricks	1d10+2 x10ft from the top
4	1d10 gricks	1d10+3 x10ft from the top
5	1d10+1 gricks	1d6 x10ft from the top
6	1d20+2 gricks	1d3 x10ft from the top

Grick: HD 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (***Monstrosities*** 230)

The gricks carry no treasure. See the note in **Area 37N-2** regarding what to do if the players try to treat this area as an experience point fountain.

Hex 35S: Flagon of the Death God

The Lake within this hex is known as the Flagon of the Death God, and the name is no exaggeration: A minor god of death resides in the depths. The watery horror **CHOA-THOOM**, resembling an anglerfish with tentacles, fouls the depths of this lake with its blasphemous existence. Being swallowed by this horrid god-thing transports the victim into some bizarre, watery hell in a forgotten underworld within the lake. And not alone, as described in the area descriptions below.

The lake surface is covered with what appears to be lily-pads at first glance, but the lush flowers are actually a breed of water-lotus. The fragrance is rich and cloying, carrying hints of rot beneath the almost intoxicating smell of the massed flowers. In many places, the black waters of the lake are completely covered with the floating vegetation. The smell does not cause any ill effects, but it is unpleasant.

At the very deepest point in the lake, where the weight of the water above would crush a human, is a pin-sized crack in the stone of the earth, where the subterranean waters of the lake touch upon the black water of the River Styx. It is this subtle poisoning of the earth, a thread of water from the Styx, that originally gave birth to the being CHOA-THOOM in very ancient times.

Wandering Monsters

While the characters are adventuring in the great cavern that contains the Flagon of the Death God, roll on the following table once per hour, to see if they encounter a wandering monster. If the result does not match the area (for example, monsters do not wander into the Aerie of Aouc Jamac), treat the result as "no encounter."

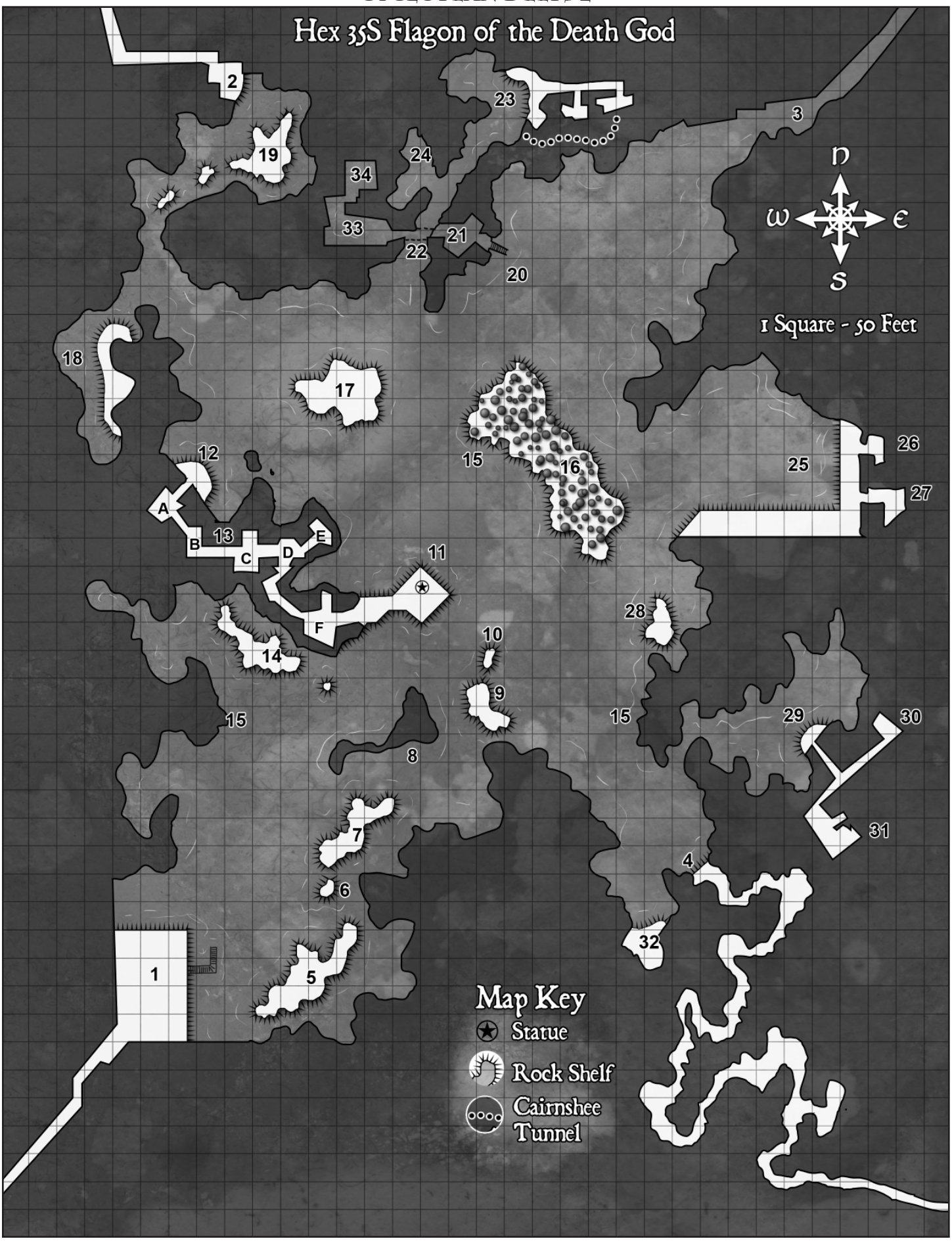
Wandering Monster Table

d100	Encounter
01–80	No Encounter
81–85	Exhalation of the Death Godling: a sudden sense of fear and despair washes through everyone for a moment, rising rapidly, then ebbing away to nothing.
86–90	**1 giant crab**
91	**1d6 demon, manes**
92	**1d2 daemon, crabmanes**
93	**1d4 stirges**
94	**1 ochre jelly**
95	**1 crabnipede**
96–97	**1d3 giant rats**
98–99	**1 giant centipede (small, lethal)**
00	**1 daemon, piscodaemon**

Centipede, Giant (small, lethal): **HD** 1d2hp; **AC** 9[10]; **Atk** bite (0 plus poison); **Move** 13; **Save** 18; **AL** N; **CL/XP** 1/15; **Special**: lethal poison (+4 save or die).

Crab, Giant: **HD** 3; **AC** 3[16]; **Atk** 2 pincers (1d6+2); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 74)

Crabnipede: **HD** 4: **AC** 4[15]; **Atk** 4 claws (1d4), bite (1d6 plus poison); **Move** 6 (swim 12); **Save** 13; **AL** N; **CL/XP** 5/240; Special: paralysis poison (1d6 turns, save avoids). (***Monstrosities*** 76)


Hex 35S Flagon of the Death God
N
W
E
S
1 Square - 50 Feet
Map Key
Statue
Rock Shelf
Cairnshee Tunnel

Daemon, Crabmane: HD 3; **AC** 2[17]; **Atk** 4 pincers (1d6); **Move** 9 (swim 12); **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, immune to cold, magic resistance 10%.

Daemon, Piscodaemon: **HD** 10; **AC** –1[20]; **Atk** 2 claws (2d6), mouth tentacles (1d8 plus poison); **Move** 9 (swim 18); **Save** 5; **AL** C; **CL/XP** 20/4400; **Special**: immunity to acid and poison, magical abilities, magic resistance (50%), poison (*slow* for 1 turn, save negates), see invisible, sever limbs, silver or +1 or better weapon to hit, telepathy 100ft. (***The Tome of Horrors Complete*** 122)

Magical Abilities: 1/day—*fear, darkness 15ft radius, protection from good*; **2/day—***mirror image*.

Demon, Manes: **HD** 1; **AC** 5[14]; **Atk** 2 claws (1d2), bite (1d4); **Move** 5; **Save** 18; **AL** C; **CL/XP** 2/30; **Special**: half damage from non-magical weapons.

Ochre Jelly: **HD** 6; **AC** 8[11]; **Atk** acid-laden strike (3d4); **Move** 3; **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: lightning divides creature (half hit points).

Rat, Giant: **HD** 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: 5% of diseased.

A Grim Forthcoming

Keep count of how many times someone in the party says the word "CHOA-THOOM." Each time it is said aloud in the Flagon, there is a 1-in-10 chance that the godling hears its name spoken, and arises from the lake bottom. This doesn't necessarily mean the death of the characters, for unless they anger CHOA-THOOM, it is not initially hostile. Roll on the table below to determine the godling's response if it emerges from the lake in response to being "called" by the repetition of its name.

CHOA-THOOM's initial actions

d6	Action
1	Incurious: rises from the water but appears not to notice the characters
2	Incurious: rises from the water but appears not to notice the characters
3	Curious: simply observes, but does not (initially, anyway) bother to read minds
4	Curious: reads minds (roll saving throws) then listens to the characters' thoughts
5	Piqued: reads minds (roll saving throws) then asks why the characters summoned it forth
6	Annoyed: reads minds (roll saving throws) then demands tribute or death

If the characters manage to satisfy the godling's curiosity, offer it tribute, or otherwise handle the situation in the way a horrible god-thing would approve, CHOA-THOOM sinks back into the waters of the Flagon. If it is called to the surface a second time (within approximately a week), it simply attacks.

CHOA-THOOM: HD 30 (150hp); **AC** –6[25]; **Atk** bite (6d6), 9 tentacles (1d6); **Move** 9 (swim 9) (fly 12); **Save** 3; **AL** C; **CL/XP** 40/10400; **Special**: +2 or better weapon to hit, magic resistance 75%, magic abilities. (**Monster Appendix**)

Magic Abilities: 6/day—*death spell*; 3/day—*invisibility, ESP, summon* a piscodaemon (75%).

Raising the Dead

CHOA-THOOM is a death god and collects souls in the bottom of its lake. The soul of any character that dies near the lake is sucked down into the water by the inhalations of CHOA-THOOM. It takes 1d6 hours for the godling to pull a soul into the depths of the water, and a character can be raised from the dead as normal during this time. However, if *raise dead*, *reincarnation*, or any other power that reconnects the inhaled soul to a body is cast after the soul is taken, CHOA-THOOM rises from the water to reclaim its property (not a good development). The character that is raised needs to stay outside the area of the Flagon or CHOA-THOOM continues to come back out from the depths of the lake.

Come In, the Water's Fine!

Somebody may decide to jump in the water and take a swim. This actually isn't any more dangerous than swimming in any other subterranean lake occupied by demons and a resident demigod of death. For each minute a character spends in the water, there is a 5% chance that the splashing and ripples draw the attention of one of the Flagon's piscodaemons (see **Area 35S-1** for more details).

35S-1. The Great Docks

If the characters are entering the hex:

> The corridor suddenly widens, and emerges into a cavern of unthinkable dimensions. You are standing on a stone platform 200ft across, looking out over a vast underground lake. The surface of the lake is covered with plants that look like lily-pads, but the fragrance of these blooms is different; it is rich and cloying, carrying hints of rot beneath the almost intoxicating smell of the massed flowers. Stone stairs lead down from the dock to the black water. A long, slender boat, painted black, is moored to the stone platform.

The boat is generally used by the priests of CHOA-THOOM, sometimes left here and sometimes moored near the entrance to the temple. An iron pole at the boat's bow is obviously for hanging a lantern.

Monster: There is a 1-in-6 chance that the party's arrival alerts a **piscodaemon** in the Flagon, and it comes to investigate. Several of these creatures have taken advantage of the hole to the Styx, hiding out in the material planes to avoid being eaten or enslaved by the other denizens of the Styx or the Lower Planes. Just because the daemon notices the party's presence does not mean that it attacks. The creature carefully evaluates its chances of success before committing itself to a battle. If the characters look like they might be too powerful, the daemon most likely follows them, waiting to see if they kill anything or weaken themselves.

Daemon, Piscodaemon: **HD** 10; **HP** 72; **AC** –1[20]; **Atk** 2 claws (2d6), mouth tentacles (1d8 plus poison); **Move** 9 (swim 18); **Save** 5; **AL** C; **CL/XP** 20/4400; **Special**: immunity to acid and poison, magical abilities, magic resistance (50%), poison (*slow* for 1 turn, save negates), see invisible, sever limbs, silver or +1 or better weapon to hit, telepathy 100ft. (***The Tome of Horrors Complete*** 122)

Magical Abilities: 1/day—*fear, darkness 15ft radius, protection from good*; 2/day—*mirror image*.

Equipment: A piscodaemon will not be carrying any equipment from the Styx River, but may have picked up something while in the lake. Roll on the table below:

d10	Piscodaemon has:
1–6	Nothing
7	Necklace or bracelet of gold and precious stones (1d6x1000gp)
8	Bones
9	Box containing 1d3 gems worth 1d6x100gp each
10	Statuette (various possible materials) worth 2d4x1000gp

The tunnel behind the Great Docks leads to **Hex 35P**.

35S-2. Northwest Archway

If the characters are entering the Hex:

> The corridor ends in an archway at the edge of an underground lake. Black water laps against the cavern wall, 3ft or so below the level of the corridor's floor. A few plants, resembling lily-pads, float on the lake surface.

If the characters are leaving the hex:

> An arched tunnel disappears into the rock wall here, the lip of stone about 3ft above the waterline. An iron ring is driven into the stone between the tunnel floor and the waterline.

This corridor leads to/from **Hex 39U, Area 6.**
There is nothing special about the iron ring; it is used for docking boats.

35S-3. Canal of the Bright Sails

> The walls of the great cavern narrow until they are no more than 50ft apart, a canal-tunnel leading to the north and east. The narrow channel disappears into the cavern wall, through an archway carved with words from some ancient language.

The canal leads to/from **Hex 35U Area 4**, **Chapter 11**.
The ancient name of this canal, the "Canal of Bright Sails," is carved above the archway in the language of the serpentfolk, but the origin of the name is lost to history. The canal is 30ft deep.
If a sailboat enters the canal with a *continual light* spell cast upon the sail itself, the boat drifts into a different plane of existence after a half mile of travel. Rather than arriving at **Hex 35U**, it drifts for 1d6 days in a grey mist, then emerges in the Plateau of Leng, **Hex 2C**, **Area 2C-6** (see **Chapter 6**).

35S-4. The Winding Way

If the characters are entering the Flagon:

> The winding, 20ft-wide tunnel suddenly ends, the floor dropping down 30ft to the waters of a subterranean lake.

If the characters are in the Flagon:

> There is a cave entrance in the cavern wall, 30ft above the level of the lake. It appears to be a natural fissure in the rock, carved out to form a broad tunnel perhaps 20ft wide.

This tunnel leads to/from **Hex 29O**.

35S-5. Ear of CHOA-THOOM (Island)

> Water laps at the base of a stone island in the lake. The island is a natural-looking rock formation that rises as high as 10ft above the waterline.

The middle of the island contains a bowl-shaped depression 30ft across. It appears to have once been a theater or arena of some kind, for there are three stepped levels leading down to a 10ft-diameter floor at the bottom. The area/theater is not visible from a boat; the island must be explored (or scouted by air) to locate it.
Anything spoken on the floor of the theater reverberates powerfully, amplified in the air and penetrating down into the waters of the lake as well. Given that an actual death god, however minor, dwells in the lake, it is unwise for characters to say certain things within the god's hearing. In the unlikely event that a character says anything about hurting Baha Shah or taking any action against CHOA-THOOM, the godling rises from the waters and may attack (use the table above, under "A Grim Forthcoming").

If Summoned:
CHOA-THOOM: HD 30 (150hp); **AC** –6[25]; **Atk** bite (6d6), 9 tentacles (1d6); **Move** 9 (swim 9) (fly 12); **Save** 3; **AL** C; **CL/XP** 40/10400; **Special**: +2 or better weapon to hit, magic resistance 75%, magic abilities (**Appendix**).
Magic Abilities: 6/day—*death spell*; **3/day—***invisibility*, *ESP*, *summon* a piscodaemon (75%).

35S-6. Strait of Necromancy

If the characters pass between the small island and the cavern wall:

> You hear a deep thrumming noise that appears to be coming from a small rock island about 65ft west of the cavern wall.

The strange geometry of the death godling's lake focuses a certain amount of death energy into the area between the small island and the cavern wall. Lawfully-aligned clerics who pass through the strait find that all their spells have disappeared from memory (as if they had been cast). The only spell not forgotten is *finger of death*.

35S-7. Island of the Fisher-Trogs

> The small island has a bad smell. It is an evil stench that lingers in the cloying scent of the flowers, making you feel a bit ill. A small, ruined structure is on the island, and a tattered leather canoe tied to a stalagmite is near the water's edge.

This island is the home of **5 troglodytes** who live in the wreckage of an old shrine. The inside of the shrine, as one might expect from a troglodyte lair, is filthy.

Troglodytes (5): HD 2; **HP** 14, 10x2, 7, 5; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d4+1); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)
Equipment: One has a loincloth.

Treasure: The ruined shrine still holds one secret that the troglodytes discovered but didn't care about. Beneath one of the slimy flagstones of the floor is a silver statuette of a fat man with a delicate carving of a manticore on the stomach — possibly representing a tattoo. The statuette is worth 200gp.

35S-8. Natural Rock-Formation Curtain

A vast, irregular column of stone, like a curtain, rises all the way from the water to disappear in the darkness high above.

This is an ordinary rock formation extending all the way from the bottom of the lake to cavern ceiling.

35S-9. Island of Epic Consequences

This natural rock island rises 2ft from the water's surface. The gap between the island and the stone wall of the cavern is very small, not more than 6 inches.

If one or two of the faces of the death god are illuminated (see **Area 35S-15**), the beams of yellow light meet each other over the top of the island. If all three are illuminated, a ghostly robed figure wearing a cloth veil appears at the point where they intersect; the characters almost certainly recognize this as a dark stalker. She wears a coronet of some kind that looks like an octopus wrapping its tentacles around the back of her head. This spirit visitation lasts only for 1 hour, and if the characters do not come to the island during that period of time, all three of the light beams disappears.

If the characters approach the figure, she speaks:

I have little time. The death-god's aura will repair the dark secret you have opened. I am Rahir Tash, high priestess in the City of Izamne, servant of Teratashia the Queen of Dimensions. I was the leader of those who were slain in the City of Endless Dark two centuries ago in the great Annihilation. I offer you the power of a thousand deaths, power that the death god has stolen from my mistress by enslaving and eating our souls. Capture its priestess, Baha Shah. Bring her to this place and kill her here. Her death will create a powerful new artifact and free our souls from the death-god's tentacles. I give you this token of our trust in you. Take it, quickly!

She holds out a red jade amulet that looks like a scarab beetle on a silver chain.

Taking the *Red Roach Amulet* (**Magic Item Appendix**) from Rahir Tash does not form any sort of supernatural contract. It may, however, set major events in motion, with the characters as pawns. Teratashia, the Queen of Dimensions, is not a benevolent goddess whose followers were massacred for no reason. She is a demon princess, and her followers were just as evil and corrupt as the dark stalker civilizations that murdered them. It is true, though, that the souls of the dark stalkers are held imprisoned in the Flagon with (and by) CHOA-THOOM.

If the characters manage to kidnap Baha Shah, bring her to this island, and kill her here, they will have unleashed a major event. A thousand souls are freed from the Flagon of the Death God, weakening CHOA-THOOM for a short period of time. The following events happen in short order:

- An enraged CHOA-THOOM rises from the lake to attack the characters. Its magic resistance will be only 50%, and it can be hit even with a weapon that is only +1.
- An avatar of Teratashia incarnates upon the island to crush Baha Shah's body. She begins sucking souls down her throat as they stream from the surface of the water into the cavern.
- The waters of the lake become a cyclonic storm, smashing waves against the sides of the cavern. The center of the vortex is an opening directly into the waters of the River Styx. Anything on an island or balcony next to the lake water is smashed against the walls (1d6 points of damage per round) or swept into the water if there is not a wall nearby (saving throw permitted). Anyone in the water is drawn down into the River Styx in 1d6+6 minutes unless rescued (or given flying capability). At the bottom, one final saving throw is allowed each round to avoid getting pulled into the Styx. Failing the final saving throw means that the character dies; or if the Referee chooses to run an adventure in the otherworld, that is also an option. The character can still be raised from the dead. Flying characters are not affected by the vortex in the lake.

In the midst of this maelstrom of chaos and death, while Teratashia is drinking souls from the air, she also picks up Baha Shah's corpse and begin breaking its bones to form a staff. The staff is as sturdy as a single piece of wood, but it is obviously made of bones. Finishing the staff takes her 20 rounds, during which time the characters might or might not survive. If they do, and one of the characters is standing on the island (or reaches it again in the 10 rounds following the staff's completion, Teratashia gives the staff to that character. These 30 rounds are the length of time that Teratashia remains in the cavern; at the end of that time she finishes drinking souls, and returns to her own plane of existence. If the characters have not retrieved the staff (see *Soulstaff*, **Magic Item Appendix**) from her, she takes it with her.

If Summoned:

Demon-Princess Teratashia: HD 25 (130hp); **AC** –6[25] or –8[27]; **Atk** 4 claws (2d6); **Move** 12 (fly 24); **Save** 3; **AL** C; **CL/XP** 42/11000; **Special**: +2 or better weapon to hit, improved AC (due to speed) in light, magic resistance (85%), magical abilities, *necklace of skulls*, regeneration in darkness (2hp/round). (***Monstrosities*** 110)
Magical Abilities: at will—*charm monster*, *clairvoyance*, *continual darkness*, *dimension door*, *dispel magic*, ESP, *fear*, read languages, *telekinesis* (1000lbs of weight), *teleport*, *suggestion*, *wall of stone*; 3/day—*insect swarm*.
Equipment: *necklace of skulls* (25 charges, recharges 25 hours, one of the following each round—*cone of cold* (3 charges), *cure* the wearer of 2d8 damage (2 charges), *darkness 30ft radius* (1 charge), *death spell* (5 charges), *fireball* (2 charges), *knock* (1 charge), *wizard lock* (1 charge).

CHOA-THOOM: HD 30 (150hp); **AC** –6[25]; **Atk** bite (6d6), 9 tentacles (1d6); **Move** 9 (swim 9) (fly 12); **Save** 3; **AL** C; **CL/XP** 40/10400; **Special**: +2 or better weapon to hit, magic resistance 75%, magic abilities (**Appendix**).
Magic Abilities: 6/day—*death spell*; 3/day—*invisibility*, *ESP*, *summon* a piscodaemon (75%).

35S-10. Small Island

A rock island rises about 4ft above the water level in the lake. It is covered in strange, lily-like flowers and tall, narrow-stemmed mushrooms.

The mushrooms are poisonous, but nothing else about the island is particularly remarkable.

35S-11. Sacrificial Platform

As you approach this area, the water suddenly begins to roil and churn near the cavern wall. Slowly, a square stone platform rises from the water, supported on pillars of smooth, dark rock. A massive statue is in the north corner, depicting a creature out of nightmare: a fat, fish-like being that is mostly eyes and mouth, with a long, fan-like tail and nine tentacles so long that they have been used by the sculptor to form the base of the statue. Once the platform rises entirely from the water, you can see that it is flush with the wall of the great cavern. The huge platform thumps into place with a crash of stone on stone, and as it does so, the wall of the cavern seems to warp for a moment as an illusion fades away to reveal a huge double door in the rock, made of greenish metal that has been inscribed with a large rune.

To clarify: The cavern wall looks normal here until the platform rises; a character surveying the walls by flying around will not see the door because of the illusion. The stone platform is real, and actually rises from the water when 4 or more people approach, or when anyone wearing the symbol of CHOA-THOOM comes within 50ft of the edge of the dock. The symbol of CHOA-THOOM is the mirror image of the *symbol of death* on the double doors here.

If the characters investigate the statue, they find a set of four manacles bolted to the stone directly in front of the statue (clearly arranged to hold one person's arms and legs).

This door is one of the entrances to the temple of the death-godling CHOA-THOOM who lives in the deep waters of this lake. The double doors lead into the temple (**Area 35S-13**), but the rune upon the door is a *symbol of death* that inflicts 150 hit points (total) of damage on groups seeking to open it. Any person within 200ft of the door when it is tampered with receives an equal share of the 150 hit points of damage the symbol causes. The only safe way to enter the door is to say the name "CHOA-THOOM" before opening the portals.

If the door is opened using the godling's name, the platform begins descending, sinking under the waters of the lake. The sacrificial procedure used by the priesthood is to chain the victim in front of the statue while the platform is surfaced, then call the name of CHOA-THOOM and file back into the temple through the double doors as the platform begins to sink down to the awaiting demigod.

Once the symbol's power is released, it recharges itself within 24 hours.

If the characters open the door and enter the temple, they find themselves in **Area 35S-13F**.

35S-12. Temple Stairs

A wide shelf of rock is against the high cavern wall here, covered with jagged stones. A stone stair rises from the beach to a round hole in the cavern wall, 20ft above the lake surface. The stairs are painted with spirals in some sort of white paint.

This stairway leads into the temple of the Death God CHOA-THOOM who dwells in the vast lake below. Given that CHOA-THOOM is a death-godling, it should surprise no one that it is deadly to touch the white spirals painted upon the stairs. This includes touching them with other items, with tools, and wearing gauntlets. It does not include exerting magical force upon them, which is safe. Direct skin content with the spirals infects the victim with a hideously deadly poison. The poison automatically kills anything with 2 hit dice or fewer, boiling them into a black sludge that is drawn, as if by a magnet, down into the lake water. Anything with 3 or more hit dice might survive direct skin contact with the poison; they scream helplessly for 1d6 minutes, and may then make a saving throw at –4 to avoid being turned into black sludge.

For those who touch the spirals with an object of some kind, the death-poison is far less dangerous, and the curious individual must make a saving throw at +4 or die. If the victim dies through an object, there is only a 25% chance that the dead body turns into sludge and slides into the lake, so it might be possible to *raise* the individual.

35S-13. Temple of CHOA-THOOM

A. Antechamber

This chamber has irregular walls obviously hacked from the living stone. Curvilinear patterns are splashed in white paint onto these walls, in strange, sweeping spirals. A tunnel-corridor leads to the southeast, cut deeper into the cavern, and an opening to the northeast looks out upon the vast lake-cavern. A stone stair leads downward toward the water. To either side of the southeast corridor entrance is a stone basin of some kind carved into the rock at waist height.

The spirals on the walls are exactly identical to those on the stairs leading into the temple area; see **Area 35S-12** for details. It is a bad idea to touch them.

The stone basins on each side of the south entrance are offering bowls. Treating them with disrespect will not summon CHOA-THOOM, but keep in mind that if the characters ever meet the godling, it probably at some point read their minds. At that point, if it learns that its temple has been treated disrespectfully, it mentally broadcasts its wrath and then attacks. On the other hand, if the characters decided to leave an offering of some kind (even a paltry one), CHOA-THOOM is likely to spare their lives or at least listen to their excuses if they later do something to anger it. An offering here can literally turn out to be a lifesaver.

B. Guardroom

The walls of this chamber are carved with bas-relief murals, mostly showing skeletons and mummies apparently floating in water, since there are also fish swimming in the images. In addition to the skeletons and mummies, a few hooded creatures and monstrosities are in the carvings.

Two human guards wearing hooded robes with featureless silver masks are in this room. Each carries a two-handed, double-bitted ceremonial axe

with a metal haft. These guards are mindless servitors of CHOA-THOOM, sacrifices whose souls were eaten by the godling but whose living bodies were returned to the surface to guard this temple. If their masks are removed, the mark of CHOA-THOOM, the mirror-image symbol of death, can be seen as a puckered scar on their foreheads. They are somewhat protected against death by the nature of the creature they serve; if a blow would reduce one of them below 0 hit points, there is a 50% chance that the blow fails to cause death (leaving the guard with 1 hit point)

Mindless Temple-Guards (2): HD 7; **HP** 45, 45; **AC** 4[15]; **Atk** halberd/axe (1d10); **Move** 12; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** immune to mental magic, 50% chance that a blow that would otherwise cause death leaves them with 1hp instead.
Equipment: two-handed ceremonial axe (treat as a halberd), robe, silver mask (25gp).

If they are given the chance, one of the temple guards fights a rearguard action for the other, who retreats toward the Living Quarters of the priests (**Area C**). Unless they are warned, the priests do not respond in any way to combat in the guardroom.

C. Living Quarters of the Death Priesthood

This chamber is hung with black tapestries, woven with circling patterns of a luminescent dark grey. The only piece of furniture is a round table in the middle of the room. Five obsidian flagons are on the table, which is set with 5 chairs. Five hooded figures sit around the table; five sets of eyes watch you from behind silver masks, eyes that glitter with complete, utter insanity.

This is the living quarters of CHOA-THOOM's priesthood. All five of the priests are utterly mad, usually just sitting at the table drooling and babbling until they are called to prepare a sacrifice or perform some other duty the godling requires of them. All wear featureless silver masks, and each bears the mark of CHOA-THOOM on his forehead. From time to time one of the priests is sent out as an emissary of the death god, or might be required to speak with someone on behalf of his master. In these cases the priest suddenly becomes completely lucid, and indeed unnaturally intelligent.

If the priests are attacked, they fight intelligently, including casting spells, but maintaining a strange, slobbering chant until they are all killed. Like the temple guards, the priests also have a slight immunity to death; a blow that would reduce them below 0 hit points has a 50% chance of leaving them with 1 hit point instead. Additionally, each has a pierced tongue with a magical, skull-shaped bead. The beads give the priests a second chance to cheat death (in addition to their innate 50% chance not to fall below 1 hit point). The first time a person wearing the bead as a tongue-piercing is struck with a blow that would otherwise be lethal (it fails the 50% check, which comes first), the piercing automatically restores the victim to 1 hit point. The bead's necromantic properties can save a person from death only once per day. The fifth time its power is used by the same person, the person becomes a mindless slave of CHOA-THOOM, relentlessly trying to make its way back to the Flagon. If killed, the slave's soul is consumed by CHOA-THOOM. The only way to rescue one who has succumbed to such a horrible fate would be for the victim's confederates to kill CHOA-THOOM or negotiate for the release of their friend's soul. (Or, cry havoc and set loose the mini-apocalypse described in **Area 35S-9.**)

If one of the death priests takes a mortal blow in combat with the characters, first check their innate 50% chance to avoid death, and if this fails, then the tongue-piercing activates (which can happen only once in 24 hours).

Insane Death-Priest #1: HD 5; **HP** 14; **AC** 6[13]; **Atk** mace (1d8); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** 50% chance that a blow that would otherwise cause death leaves them with 1 hp instead, immune to mental magic, spells Clr (2/2).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person, silence 15ft radius*
Equipment: robe, silver mask (25gp), mace, ring mail, death-bead (tongue-piercing)

Insane Death-Priest #2: HD 5; **HP** 21; **AC** 6[13]; **Atk** mace (1d8); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** 50% chance that a blow that would otherwise cause death leaves them with 1 hp instead, immune to mental magic, spells Clr (2/2).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person, silence 15ft radius*
Equipment: robe, silver mask (25gp), mace, ring mail, death-bead (tongue-piercing)

Insane Death-Priest #3: HD 5; **HP** 20; **AC** 6[13]; **Atk** mace (1d8); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** 50% chance that a blow that would otherwise cause death leaves them with 1 hp instead, immune to mental magic, spells Clr (2/2).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* (x2)
Equipment: robe, silver mask (25gp), mace, ring mail, death-bead (tongue-piercing)

Insane Death-Priest #4: HD 5; **HP** 20; **AC** 6[13]; **Atk** mace (1d8); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** 50% chance that a blow that would otherwise cause death leaves them with 1 hp instead, immune to mental magic, spells Clr (2/2).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* (x2)
Equipment: robe, silver mask (25gp), mace, ring mail, death-bead (tongue-piercing)

Insane Death-Priest #5: HD 5; **HP** 16; **AC** 6[13]; **Atk** mace (1d8); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** 50% chance that a blow that would otherwise cause death leaves them with 1 hp instead, immune to mental magic, spells Clr (2/2).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* (x2)
Equipment: robe, silver mask (25gp), mace, ring mail, death-bead (tongue-piercing)

Treasure: The obsidian flagons magically fill themselves once per day with water from the lake. For a normal person, drinking the water has no effect. The water is, however, enough to sustain one of the mad priests or the mindless temple guards (in **Area B**) indefinitely without food or other sustenance.

D. Storage and Preparation Room

There is a prisoner in this room, which also appears to be used for storage, since two small boats and some bags are shoved against the wall, out of the way. A large, hairy bugbear has been manacled to a pair of chains hanging from an iron ring in the ceiling, its arms held above its head. It snarls quietly when it sees you. Its face has been shaved, and the skin underneath painted with strange, spiraling patterns.

The bugbear, **Crowthur**, is a prisoner here, being held until it is ready to be sacrificed to CHOA-THOOM on the sacrificial platform (**Area 35S-11**). The sacrifice takes place when Baha Shah returns. So far, the

insane priests have done a bit of work to prepare Crowthur for his sacrifice (shaving and painting the arms), but most of the "detail work" needs to be done by the high priestess.

Crowthur the Bugbear: HD 3+1; **HP** 18 (currently 8); **AC** 5[14]; **Atk** bite (2d4); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents (50% chance).

Treasure: In addition to being used as a temporary prison, this room is used for storage. Two lightweight boats with oars are here (the boats are woven of fungus fiber and can hold 4 passengers). With the boats is a bag of flour (20 pounds), a bag of iron rations (4 weeks), a haunch of some kind of meat lying on the stone floor, and a long-handled fishing net.

E. Quarters of Baha Shah (High Priestess of CHOA-THOOM)

This room is lavishly furnished, with tapestries on the walls, a huge four-poster bed, an oval-shaped wardrobe carved in the shape of a tentacled fish, and deep carpets on the floor. A lamp hangs on a delicate chain from the ceiling, but it is unlit. A shelf on the northwest wall has a number of small, carved skulls lined up on it.

These are the private quarters of Baha Shah, high priestess of CHOA-THOOM. If this is the first time the characters have been in the Temple, the priestess is not present (see **Area 35S-17**). If the characters wait here (setting up camp in her bedroom is not diplomatic), she returns in 1d3 days.

The line of small, carved skulls on the shelf are "tokens of safe delivery," given to couriers so that they can prove a message was safely delivered. If the characters were hired to deliver a letter to Baha Shah, she gives them one of the tokens in return for it (assuming that they find her or wait for her to return). Anyone inspecting the skulls more closely finds that the carving is a bit more than just the skull; a tangle of tentacles is also carved at the base of each statuette.

The wardrobe is locked but not trapped. Two shelves are inside, one with a bronze chest (trapped) and the other with several folded robes on it.

Trap: The bronze chest is magically trapped. When it is opened, a black fog billows outward from it, filling an area 100ftx100ftx100ft. Anyone in this area must make a saving throw or be poisoned, becoming catatonic for 1d8 hours before dying. The trap's magical powers are linked to Baha Shah personally; no one else can open it without activating the trap.

Treasure: The bronze chest contains a package of letters and an embroidered leather pouch. The pouch contains 5 diamonds (1000gp each) and a vial of a special antitoxin (which reverses the effects of the gas-trap for one victim). There is a symbol of CHOA-THOOM (the mirror image of a *symbol of death*) and a featureless silver mask.

The Letters: The package of letters contains 24 pieces of parchment, each of which is written upon with a different handwriting, in the language of the Under Realm. All of the letters appear to be prayers and requests, as if addressed to a god of some kind (CHOA-THOOM, of course). Most of the letters are asking for people to die; all in all, the 24 letters contain 32 names. Virtually all of the proposed victims are dark stalkers, duergar and even a couple of serpentfolk. One of the names is that of Sla (see **Chapter 4**, **Hex 13R**, **Area 13R-3**, The Shady Character Inn), whom the characters may have previously met.

If the characters recover these letters, they could be put to some interesting uses. For instance, the people who have been "marked for death" might be very interested to know about the letter — and especially interested to know who sent it. Since the letters are signed, it would be possible for the characters to make some good money in the City of Izamne. Rewards in exchange for the letters could range from as little as 10gp to as much as 1000gp.

F. Temple

This chamber almost reeks with evil; it hits like a wave as you draw near. The room is arranged with a deep alcove, almost a separate chamber, to the north; a very high-ceilinged corridor leads to the east. [If the characters entered through the double doors to the sacrificial platform, mention the more ordinary corridor in the west wall]. A stone counter runs the 50ft length of the chamber's south wall. A large number of jars and earthenware pots are on the counter's surface. Hundreds of bronze bells of different sizes hang from the ceiling, along with a pair of manacles. Written on the wall over the top of the long counter is the hyphenated word: "CHOA-THOOM." The deep, room-like alcove in the northern part of the room is empty other than a silver pentacle inlaid into the floor.

This is the inner temple of CHOA-THOOM, which can be reached only by passing through the rest of the temple complex or by opening the (very dangerous) door to the sacrificial platform beyond the double doors down the eastern corridor. Although the room is the central part of the temple, it contains very little that would interest a party of adventurers (don't let your pacing slow down with too much investigation), but it offers one **big** risk: repetition of the godling's name.

The pentacle in the northern part of the room is the prepared sanctuary for Baha Shah's *word of recall*. If the pentacle is damaged or badly defaced, the high priestess's spell does not work. If she knows that the pentacle is damaged, she has the insane death-priests fix it as soon as possible.

The counter along the southern wall is used to paint symbols onto victims who are about to be sacrificed to CHOA-THOOM by drowning them on the sacrificial platform on the other side of the east corridor. The jars and earthenware pots contain paints and brushes used for this purpose; none of it is magical.

The bells are also not magical; they are used to focus the otherwise-insane minds of the priesthood, but have no further effect or purpose.

If anyone speaks the name of CHOA-THOOM in this room, there is a 1-in-6 chance that the godling comes to the sacrificial platform outside (**Area 35S-11**) and waits for a sacrifice. It is not any more or less hostile than it would be otherwise; roll on the table in "A Grim Forthcoming," as normal, to determine how CHOA-THOOM reacts when (if) the characters come through the sacrificial eastern door.

35S-14. Island of Carven Pillars

This island is a rock outcropping that rises from the water, crowned with 12 ruined stone pillars.

The pillars on this island are arranged in a mystical pattern. They once had magical power, but as the pillars came apart so did the magical powers they once controlled. There is nothing interesting here for anyone other than a wizard interested in magical patterns … such as Aouc Jamac (see **Area 35S-34**).

35S-15. Faces of the Death God

A strange, horrid bas-relief is carved into the cavern wall here, 10ft above the waterline. It depicts a fish-like face with a mouth full of teeth, and tentacles trailing underneath. The carven tentacles extend down below the waterline.

There are three of these locations, with their gazes meeting at **Area 35S-9**. If anyone touches the face of the god, its eyes light up with a sickly, yellow illumination, casting a very dim beam almost invisibly into the distance. The eyes remain lit for 6 hours before dimming again (or they may be extinguished earlier if the visitation appears at **Area 35S-9**).

35S-16. Mushroom Island

This island is covered with a forest of tall mushrooms, some of them 15ft tall, although most are no more than 10ft or so. The fungi are of all different colors, and look like they are many different species. There is a heavy fern undergrowth around the base of the mushrooms, so you cannot see more than 10ft or so into this strange forest.

These mushrooms grow here because of the primordial exhalations of CHOA-THOOM that rise from the waters of the lake and tend to drift into this area. The mushrooms, when fresh, can be used as versatile ingredients in magic potions. However, they do not keep for a very long time before spoiling. Someone seems to have been harvesting them recently (see **Area 35S-27**).

35S-17. Island of Meditation

If the characters are in a boat or at water level:

This rock island rises steeply from the water in a high cliff; whatever is at the top cannot be seen from the water level. [Depending on the direction, the characters might also see Baha Shah's coracle.]

Note: the cliff is sheer, and is 50ft tall.
If the characters have an airborne scout or climb to the top of the cliff:

A pentacle is incised deeply into the rock floor of this island, surrounded by words carved in some oddly-disturbing, curvilinear script. A thin, hooded figure sits in the center of the pentacle. [Unless the characters have already encountered Baha Shah, in which case the pentacle is empty.]

Baha Shah's boat is a round rowboat made of fungus fibers, capable of holding 4 passengers. The oars are stowed in the boat.

This is where **Baha Shah**, high priestess of CHOA-THOOM is to be found when the characters enter this hex for the first time. The second time the characters come to the temple, Baha Shah is in **Area 35S-13E**, not here.

Baha Shah is a female dark stalker, although she has altered physically and mentally in the service of CHOA-THOOM. She is more than 500 years old, for as one might expect, the high priesthood of death gods are in a position to avoid death for quite a long time. Her face is featureless: the eyes are gone, for she perceives without them, the nose is gone, and her mouth has no lips. When she speaks, her long tongue appears to sharpen to a point, like a rat's tail, and she has no visible teeth.

No living being knows that Baha Shah is the person responsible for the "Annihilation" in the City of Izamne. She quietly incited the leaders of the Kshamarat and Avarthamna dark stalker civilizations to massacre the entire Teratashian civilization. Likewise, she engineered the (otherwise inexplicable) decision of Izamne's leaders to bring all the bodies here to the Flagon of the Death God and dump them into the waters. By doing so, the rulers of Izamne unintentionally gave CHOA-THOOM tremendous new strength, all due to the godling's brilliantly cunning high priestess.

Baha Shah, High Priestess of CHOA-THOOM: HD 9+9; **HP** 65; **AC** 6[13]; **Atk** *+1 staff* (1d6+1); **Move** 12; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** create special darkness, death-flash, level 4 thief, spells Clr (4/4/4/4/4/4/1), spells MU (4/4/4/4/4/1).

Thieving Skills: Climb 88%, Task/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Spells (Clr): 1st—*cause light wounds* (x2), *darkness (light* reversed*), protection from Law (protection from evil* reversed); 2nd—*hold person* (x2), *silence 15ft radius* (x2); 3rd—*cause disease, locate object, prayer, speak with dead*; 4th—*cure serious wounds* x4; 5th—*commune, finger of death* x3; 6th—*blade barrier* (x2), *word of recall* (x2); 7th—*(un)holy word*

Spells (MU): 1st—*charm person, magic missile, shield, sleep*; 2nd—*darkness 15ft radius, ESP, invisibility, mirror image*; 3rd—*fly, protection from normal missiles, slow, water breathing*; 4th—*confusion, ice storm, polymorph other, polymorph self*; 5th—*cloudkill, feeblemind, telekinesis* (x2); 6th—*geas*

Equipment: robe, *+1 staff*, unholy symbol of CHOA-THOOM with sapphire (1000gp), belt pouch containing 20gp, incense (20gp), a small, jeweled platinum incense burner (500gp), 3 black pearls from the River Styx (5000gp each), watertight bag containing the *Skinbook of CHOA-THOOM* (see Magic Item Appendix).

Tactics: In battle, especially if she has been caught unawares, Baha Shah casts *water breathing* and dives into the lake, where she is difficult to find or attack. She uses this bought time to cast protective spells upon herself and to summon a piscodaemon out of the lake, for she is always attended by one of these aquatic nightmares. She does not attempt to summon CHOA-THOOM for help; even the godling's high priestess is not favored enough to use CHOA-THOOM as a mere bodyguard.

When (or if) the high priestess is ready to go toe-to-toe with her enemies, she generally begins by speaking an *unholy word* unless she is faced by a small number of high-level opponents, in which case she casts *blade barriers* and then *ice storm* before casting any spells that can be completely negated by saving throws. If she considers herself threatened, she retreats by speaking her *word of recall* (and if that is prevented, she simply swims underwater, trying to reach safety before returning to the temple (**Area 35S-13**).

Baha Shah's *word of recall* spell returns her to **Area 35S-13F**, assuming that the pentacle has not been badly damaged.

35S-18. Cave Cove with Beach

This cavern has strange echoes in it; they seem to return with a sinister undertone, not something you can really define, but unpleasant. A high shelf of rock is about 30ft above the water level in the eastern part of the cavern.

Monster: The rock shelf is the lair of a band of **12 crabmanes**, a weak type of daemon. They attack anything that looks like potential prey.

Daemon, Crabmanes (12): HD 3; **HP** 20, 17, 16x3, 15, 13x3, 12, 10, 9; **AC** 2[17]; **Atk** 4 pincers (1d6); **Move** 9 (swim 12); **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, immune to cold, magic resistance (10%). (**Monster Appendix**)

Treasure: Anything interesting that the crabmanes discover in the waters of the lake, they bring back to the rock shelf and hide away in the shell of a

(dead) giant clam. Their treasure is eclectic, comprising the following: 4 takkas, 298gp, 572sp, 3 pearls (500gp), 1 diamond (1000gp), a cat skeleton, a water-damaged scroll (useless) in a damaged ivory case (20gp), a daemon's claw, a mold-covered brass box (worthless and empty), a sapphire carved into the shape and size of a dwarf's nose (1000gp), a glove with unnaturally long fingers covered with seed pearls (2000gp), *bracers of defense AC 2[17]*, a rock shaped like a chicken foot, a watertight scroll case with a scroll carrying the spells *mass invisibility* and *clone*, *Thresher* (see **Magic Item Appendix**) and a set of magical thief's tools (+20% for removing traps and opening locks).

35S-19. Island of Chains

This island rises only 3ft above the waterline. It is covered with skeletons that appear to be chained to the rock by their hands and feet.

There are 107 skeletons here, the remains of people sacrificed to CHOA-THOOM. None of the skeletons is magical. Sacrifices are performed here only once per year (about 50 slaves at a time), unlike the "normal" sacrifices held on the sacrificial platform at the Temple.

35S-20. Stairs to the Aerie

A stone stairway, 10ft wide, arches out of the water toward a circular metal door in the cavern wall, 100ft above the waterline. A boat is moored to the base of the stairs, where there is an iron ring bolted to the stone.

The stairs are normal, and are not trapped or dangerous. The door, however, is an **enslaved earth elemental** twisted into this shape by its hated master, Aouc Jamac. It is under orders to kill anyone who attempts to open it without saying something along the lines of "we are friendly to Aouc Jamac," or "we are bearing a message," or "we are here to see the wizard." The elemental desperately wants someone to kill Aouc Jamac, but it is constrained by its orders and its limited intelligence. If the characters appear not to realize that there's a password, the elemental tries to elicit something — anything — that allows it to pass them through without violence. If the characters aren't able to take the elemental's hints, though, it is forced to attack them when they try to get through.

The earth elemental, Gothormol, is shaped to look like the door until it attacks, when its take its normal, amorphous rock shape. Before it re-shapes, Gothormol simply forms a mouth in the middle of the door to handle the vocalizations. If the characters conclude that they are talking to a *magic mouth* spell, do not correct them. It is an honest mistake.

Gothormol the Earth Elemental (12HD): HD 12; **HP** 83; **AC** 2[17]; **Atk** strike (4d8); **Move** 6; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** +1 or better weapon to hit, tear down stonework.

35S-21. Antechamber of the Aerie

This chamber is mined from the living rock, with a number of deep horizontal grooves leading all the way around the room. Ten holes are in the walls, all of them about 2ft in diameter. Five of these are against the base of the walls, and another five are at varying heights in the wall. One other corridor leads from the chamber.

This is the first of three rooms currently occupied by the wizard Aouc Jamac. The holes in these walls are the home of the wizard's servants, a clan of **cairnshees**. The cairnshees are destructive and rather insane, but they follow Aouc Jamac's orders with reckless, loving abandon, for they adore him and want to kill things for him. Like cats, they often leave small, dead offerings for him, usually fish but occasionally a dark creeper child or a goblin. The floor directly behind the door, where the first character steps upon entering the room, is rigged. It is a covered pit trap 50ft deep, with spikes at the bottom. The trap can be triggered only by a pull-ring inside one of the cairnshee-holes, and the cairnshees are watching to see who comes in. Anyone who looks like a threat to their wonderful wizard goes down the pit. Anyone falling into the pit sustains 5d6 points of damage from the fall, plus another 1d6 from the spikes.

If the characters fought Gothormol the earth elemental to get in here, one of Aouc Jamac's cairnshee servants already has left to warn Aouc Jamac that someone is trying to force their way into the Aerie. If Gothormol allowed the characters in without a fight, though, **1d4 cairnshees** are in the room (and Aouc Jamac has not been warned … yet). If the cairnshees are killed, subtract them from the roster in **Area 35S-23B**. The cairnshee tunnels lead from here to **Area 35S-23B**, but do not connect to the rest of Aouc Jamac's aerie; if the cairnshees retreat into their rat tunnels they are not able to warn the wizard. The cairnshees are fanatic servants, but if they are obviously threatened they make for their tunnels.

The deep horizontal grooves in the walls are designed to allow the cairnshees to climb the walls easily, like a ladder. They are not part of a trap, although they look suspicious.

35S-22. Cave Entrance

Note: This is the description for the cave entrance *below* the corridor, *not* for the corridor that connects **Areas 35S-33** and **21**. Almost 70ft of stone separates the cavern roof here from the corridor's floor.

A high-ceilinged tunnel wends its way into the darkness away from the main cavern. The ceiling is hung with stalactites, about 30ft over the water level.

This is the entrance to the caverns below the aerie, where Aouc Jamac's cairnshees have their lair.

35S-23. Cairnshee Cavern

The floor of this cavern is deep in water, the lake reaching to some unknown depth below. Tiny ripples mutter gently in the darkness, against a shelf of rock that rises 5ft above the waterline in the eastern part of the cavern. A heavy iron ring is fastened to the rock shelf just above the waterline. **[Not immediately visible unless the characters are flying: At the back of the rock shelf, a dry, manmade tunnel disappears into the cave's east wall.]**

The iron ring is for docking boats, a relic of the time when this cavern was used by some bugbears with a captured boat.

Secret Rat-tunnel. Note that a hole is below the waterline just next to the rock shelf, only 1ft in diameter. The little tunnel immediately rises back over the waterline, so that only 2ft or so is actually filled with water. This is an exit from the cairnshee tunnels (see **B**, below). It is *impossible* for the characters to accidentally spot this tunnel. They would need to be physically probing the wall to the south of the rock shelf before it would be detected.

Main Tunnel. The tunnel leading to the east contains 20 tiny traps, each of which is a stone shard "ballista," with the power supplied by twisted

fungus fibers. Unless the characters take a lot of time working their way through the traps, 1d3 of them spring per intruder per 10ft traveled in this corridor. The shards are quite small, inflicting only 1 point of damage each, but they are expertly placed (as a thief or ranger immediately notices).

This part of the cavern is empty. Refer to locations **A** and **B** for further detail.

A. Court of the Cairnshee King

This side chamber has a small throne, only large enough for a doll, against the southern wall. The throne sits atop a pyramid of five large skulls.

The skulls are those of bugbears, killed in their sleep by a horde of cairnshees a few years ago. None of the cairnshees is in the chamber unless the characters managed to approach the room with almost perfect stealth. Instead, they retreat to the Cairnshees' Outer Ward in location **B**, below.

B. Cairnshees' Outer Ward

The walls of this room are riddled with small holes, 1-2ft or so in diameter.

The room contains a total of 43 of these holes, leading into rat-tunnels that branch and recombine, rising in a labyrinthine tangle toward **Area 35S-21**, in Aouc Jamac's aerie. The room, and the tunnels just beyond, comprise the lair of **27 cairnshees**, all of them fanatical servants of the powerful wizard Aouc Jamac. As soon as the cairnshees detect any activity, 5 of them go through their tunnels to the docks of **Area 35S-23** to see if the intruders have a boat, and whether it is guarded. If a boat is left unguarded, the cairnshees take it and (with enormous physical effort if oars are needed) row it to the base of the stairs at **Area 35S-20**, whence they inform Aouc Jamac of their daring theft, and offer him the boat as tribute.

Traveling the rat tunnels. If a character uses a *potion of gaseous form*, or magically diminishes in size, it is possible to get into the tiny tunnels and explore. The characters almost immediately discover that the attempt is a waste of time. For each 10 minutes that a character explores, there is a 25% chance of becoming lost, a 25% chance of encountering a single **cairnshee**, a 25% chance (if solid rather than gaseous) of suffering 1 point of damage from a tiny trap, and a 3% chance of finding the Redoubt. If a character is lost in the rat warren, there is a 5% chance of finding the way back (checking each 10 minutes). A lucky character might be lost only for an hour.

The Redoubt is a 10ftx10ft chamber where the king of the cairnshees keeps his treasure. This is a pile of 1 takka, 23gp, 80sp, 101cp, a 50ft strand of a *rope of climbing*, and a sapphire worth 200gp. The *rope of climbing* strand does not support much weight (50 pounds), but it can still be used.

Cairnshees (27): HD 1d3 hit points; **HP** 3x8, 2x8, 1x11; **AC** 8[11]; **Atk** stone dagger (1d4), bite (1d3), or dart (1d2); **Move** 9; **Save** 17; **AL** C; **CL/XP** B/10; **Special:** silver or +1 or better weapon to hit. (**Monster Appendix**)

Equipment: club, filthy rags, cloth pouch containing 1d6gp

Cairnshee King: HD 2; **HP** 12; **AC** 7[12]; **Atk** stone short sword (1d6) and bite (1d3); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** silver or +1 or better weapon to hit. (**Monster Appendix**)

Equipment: club, ragged clothes, cloth pouch containing 1 opal (100gp).

35S-24. No Piercers Here Cavern

This cavern is an extension of the lake, but the cavern is not very high. There is only 20ft from the stalactite-covered ceiling to the waterline.

Nothing is in this cavern. Piercers are not a risk: The ones that have periodically moved into the cavern have all, rather inevitably, drowned in the water.

35S-25. Large Docking Cavern

This side cavern has such a wide entrance that it is almost not a separate cavern. [A dwarf looking at the sides will notice that the entrance to the cavern has been widened at some point in the distant past.] The cavern has a stone dock excavated into the southern and eastern walls. Two carved tunnels lead from the docks into the eastern wall.

Nothing of interest is in the docking cavern.

35S-26. Boats

A set of long stone racks has been assembled against the north wall of this chamber, and two boats made of a spongy-looking material are stored here on the racks.

The boats are made of woven fungus fibers, and can hold 8 passengers each. Ten oars are stacked beside the boats (fungus, stiffened by the preparation process).

35S-27. Hunters' Hideout

The burned ashes of an old campfire are piled up against this chamber's east wall, and now that you are close to the room you can faintly smell ... bacon.

This chamber is currently occupied by an unlikely pair of adventurers, a **bugbear** (Hargruf) and a **serpent-man** (Ikosh-Tasha). They are currently on retainer with the Archmage Jupiter Kwan, tasked with collecting a large quantity of the mushrooms that grow in **Area 35S-16**. They are understandably cautious: In addition to the monsters in the area, any servant of Jupiter Kwan caught here by the servants of Aouc Jamac would suffer a very unpleasant death. If the characters offer some sort of partnership, Hargruf and Ikosh-Tasha might agree to a joint expedition to finish gathering fungi on the island, then getting back to the Hidden Worlds of Jupiter Kwan to deliver the ingredients and get paid. However, since they are the ones who set everything up and got the map and compass, they would expect a double share. The fact of the matter is that they have gotten very nervous about their chances of survival without more partners. They have been working together as a team for more than 2 years, and will not betray each other.

Hargruf, Bugbear (Ftr8): HD 9; **HP** 47; **AC** 2[17]; **Atk** two-handed sword (1d10+1); **Move** 9; **Save** 5; **AL** C; **CL/XP** 9/1100; **Special:** None.

Equipment: plate mail, two-handed sword, machete, daggers (2), longbow, 50 arrows, backpack containing iron rations (2 weeks), cheese, and a small slab of bacon. Belt pouch contains 1 takka, 20gp, 2 small pearl earrings (50gp each), and a map and compass of the Hidden Worlds of Jupiter Kwan (see Chapter 9). The compass radiates magic if detected.

Ikosh-Tasha, Serpentfolk Spellcaster: HD 9; **HP** 39; **AC** 3[16]; **Atk** 1 bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** immune to mental domination, mild venom, spells MU (4/3/3/2).

Spells: 1st—*charm person, detect magic, magic missile* (x2); 2nd—*detect invisibility, mirror image, web*; 3rd—*fireball, fly, slow;* 4th—*ice storm, wall of fire*.

Equipment: hooded yellow cloak, red snake-amulet (see Chapter 5), machete, 5 jhoat-sticks (25gp), belt pouch with 5 sapphires (500gp).

Treasure: The partners have already harvested 2 large bags of mushroom fiber (25 pounds per bag). They estimate that the island can produce another 50 pounds of the type of mushrooms Jupiter Kwan wants, but a person can only harvest 10 pounds of the fibrous stuff in a day. Jupiter Kwan pays 100gp per pound for the fibers if they are delivered to him in the Hidden Worlds.

35S-28. Turtle Island

This island is a rocky outcropping rising like a knife out of the lake water.

The island is the lair of **2 giant snapping turtles**. If they detect anyone coming near, they splash into the water rather than be caught on land. They are quite fearless, and regard any humans (even in boats) as potential prey.

Turtles, Giant Snapping (2): HD 8; **HP** 38, 36; **AC** 2[17] shell, 5[14] head/limbs; **Atk** bite (4d6); **Move** 4 (swim 9); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** none. (***Monstrosities*** 493)

35S-29. High Tunnel

A very steep slope leads up to a tunnel in this cavern's eastern wall, about 50ft above the waterline.

The slope up to the tunnel is wet and slippery, with a 50% chance (per 10ft) for an untrained climber to fall. A thief can climb the slope without needing to make a check, and anyone holding a rope can also climb to the top without any danger.

35S-30. Empty Room

This chamber is apparently empty.

The room is indeed empty.

35S-31. Underwater Scenes

The walls of this room are covered in murals depicting scenes of an underwater realm.

If the characters inspect the murals, they see that there are 3 panels:

Panel #1 shows a multitude of normal looking cavefish swimming through seaweed. In the center of this panel is a single discordant element, a huge, lumpy shape with many eyes, growing from the bottom of the picture by ropy strands.

Panel #2 is divided into a top and bottom by a wide horizontal band. The top part of the panel looks like the scene in the first panel, complete with ugly, lumpy, many-eyed horror. Meanwhile, the bottom part of the panel shows a river with a skeletal oarsman on a dark boat, rowing terrified people from one side of the river to the other. Three lobster-like demons are swimming in the water. At the very center of the panel is a gap in the horizontal line that separates the top and bottom scenes. A wavy black line is painted through the gap, branching like a slender tree into the top half of the panel.

Panel #3 shows the lumpy creature from the first two panels, but it has grown to twice its original size, resolved its shape into something vaguely fish-like, and grown long tentacles from its belly. The three lobster-like demons from the earlier panel are arranged around it, bowing. There are still cave fish in this panel, but they are all different shapes, unlike the first panel where they all looked quite similar to each other. In the center of the lumpy fish-creature's body is an indentation the shape of a hand, although slightly larger than that of a human.

These three panels illustrate the great primordial event of the Flagon of the Death God, the opening of a fissure between the lake bottom and the waters of the River Styx. As depicted in the murals, the waters of the Styx changed and empowered a being of Chaos, CHOA-THOOM, eventually turning it into a godling. The creature in the last panel is recognizable to anyone who has seen the Faces of the Death God at **Areas 35S-15**, and vice versa.

If anyone places a hand in the indentation, there are several possible outcomes.

The Hand of Understanding

1d4	Result
1	CHOA-THOOM is waiting for the characters when they emerge into the water cavern of **Area 35S-29**. The godling reads their minds (refer to the description of the godling to determine results) and then demands tribute. It does not indicate what sort of sacrifice it desires, even if questioned. If it is given valuable goods (thrown into the lake) it leaves after receiving 2000gp worth of valuables. It also accepts blood, as little as a single drop. The first person to donate blood in this fashion gains +1 to constitution.
2	The person placing a hand in the indentation has a vision of CHOA-THOOM beneath the waters of the lake, and may become determined to join the godling there (saving throw negates). If the character fails the saving throw, he or she attempts to leap into the lake and swim downward forever. Since the River Styx is connected to the bottom of the lake, this is actually theoretically possible; but in actuality, drowning interrupts the underwater journey.
3	The person placing a hand in the indentation has a vision of CHOA-THOOM beneath the waters of the lake, but instead of being captivated by the godling, the character suddenly has a series of epiphanies about the primordial beginnings of things, and gains +1 to wisdom.

1d4	Result
4	All of the persons within 50ft of the hand (but not the person whose hand is in the indentation) have visions that drive them temporarily mad (saving throw negates). For 1d4+1 rounds, each of the maddened characters relentlessly attacks a randomly chosen opponent in the room. Spellcasters do not cast spells; they attack physically, with one exception. A maddened spellcaster who can cast either a *death spell* or *finger of death* casts these spells immediately. If a character kills another and is still in a state of madness, the mad character seizes the other character's body and tries to drag it to the lake, where, if not stopped, the character throws the body into the waters as a sacrifice to CHOA-THOOM.

35S-32. The Cove

A rock shelf rises 10ft above the water, forming a deep balcony.

A massive snake skeleton is on the rock shelf, a monster that would have been 20ft long before it died. This area is actually quite safe, because the other creatures of the lake habitually avoid it, fearing the giant snake. This is a good place to camp, and if the characters are operating under any sort of divine guidance, they are "told" that this is a good refuge.

35S-33. Deadly Workroom

This room looks like it has been ransacked recently. Several shelves are stacked with opened books, and more are piled up on the floor. Half of a long worktable is occupied by a large, mostly glassware structure of tubes, flasks, and bottles; the other half of the table has been cleared off apparently by sweeping a similarly large quantity of glassware onto the floor. Shattered bits of glass have been swept into piles and left there. A stuffed pixie hangs from the ceiling by a chain, and six lutes hang on pegs on the wall. The only well-cleared part of the floor is a pentacle that has been deeply cut into the floor.

Although the room looks like a wreck, this is simply the way Aouc Jamac works.

If the characters teleported here from **Hex 2C Area 2C-8 (Chapter 6)**, they arrive inside the pentacle. Anyone teleporting into the pentacle must make a saving throw or be paralyzed for 1d6 minutes. Their arrival causes a loud chime to sound, which immediately alerts the inhabitants of the aerie. The pentacle operates to hedge out any planar outsiders (such as an angry earth elemental named Gothormol, who is Aouc Jamac's resentful slave). One passageway leads north out of the room.

The passageway to the north is trapped with a *symbol of stunning* (150 hit points of creatures affected as per *power word stun*). The password is "Aouc Jamac." (One's own name is obviously a weak password, but the wizard's servants had a tendency to forget anything else; the corridor was always carpeted with stunned cairnshees until Aouc Jamac gave up on complicated wizardly passwords).

The books in this room are the more ordinary sorts of tomes one finds in a wizard's workroom; useful, but by no means priceless. There are 200 pounds of books, and they are worth a total of 4500gp.

35S-34. Aerie of Aouc Jamac

This room is lavishly furnished with a comfortable bed, many deep carpets, and a copper lamp that levitates in the middle of the room. A wooden wardrobe is against the north wall, next to a shelf of books. A writing desk, armchair, and a long sofa occupy the east of the room.

This is the "Aerie" of Aouc Jamac, so named because it is a set of chambers much higher above the lake's waterline than any of the other tunnels around the Flagon.

Aouc Jamac

Aouc Jamac is a powerful wizard, loosely allied to the cult of Isclaadra but pursuing his own agenda.
Long-term Goals: None, in particular, other than becoming more powerful by accumulating spells, knowledge, and magical items. Possibly to achieve this by an alliance with Teratashia the Demon-Princess of Dimensions, but this is still barely at the negotiation stage.
Current plans: Learn how to use the Diadem of the Octopus, possibly form some sort of alliance with the demon-princess Teratashia and betray the Cult of Isclaadra by helping Teratashia to rebuild her power in the Deeps.
Allies: Cult of Isclaadra (see **Chapter 12**). Although the Cult of Isclaadra is at war with Baha Shah's death cultists (**Area 35S-13**), Aouc Jamac has so far managed to remain neutral in this particular conflict. Certainly if he opposed the cultists of CHOA-THOOM, if would be prudent of him to relocate, and he is satisfied with his current living arrangements. Occasionally, such is the nature of politics. More importantly, he has to stay near the Flagon because it shields the Octopus Diadem from detection by the various demonic factions that claim it for their own.
Enemies and Rivals: Jupiter Kwan (see **Chapter 9**). If the two wizards ever overcame their personal animosity, they would be capable of opposing even the cult of Isclaadra; but this is unlikely to happen.

Aouc Jamac (MU12): HD 11+1; **HP** 28; **AC** 2[17]; **Atk** staff (1d6); **Move** 12; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special:** spells (4/4/4/4/4/1).

Spells: 1st—*charm person, detect magic, magic missile* (x2); 2nd—*detect invisibility, mirror image, phantasmal force, web*; 3rd—*lightning bolt* (x2), *protection from normal missiles, slow;* 4th—*confusion, dimension door, fear* (x2); 5th—*telekinesis, teleport, transmute rock to mud, wall of stone*; 6th—*death spell.*
Equipment: robe, staff, *Octopus Diadem* (Magic Item Appendix), *bracers of defense AC 2[17]*, 2 healing potions, belt pouch containing a wardrobe key, 14 sapphires (500gp).

Treasure: The various carpets weigh a total of 400 pounds, and are worth a total of 2000gp. The levitating copper lamp is worth 500gp (the levitation is permanent unless dispelled). The writing desk has a drawer in it with parchment, quills, ink, and fine sand, but nothing of significant value. The



armchair and sofa are both upholstered with goblin leather, but are worth only 10gp each (they are a bit worn, and goblin leather isn't exactly scarce).

The wooden wardrobe is unlocked (Aouc Jamac carries the key). It is effectively a dimensional treasure chest; using the key to "lock" it also causes it to access different dimensions, as follows. The wardrobe is currently unlocked in its "material plane" aspect, containing 4 wizard's robes, a pair of boots, 2 pairs of pointy shoes, some linen undershorts, 4 belts, 5 linen shirts, a hairbrush, some beard-wax, and a long bath brush (for scrubbing one's back). If the wardrobe is locked using the key, then reopened, it opens in the dimension known as Tyurkat Seven, in which it contains a large copper bathtub, a portable magic water-warmer shaped like a duck (one gallon of water kept perpetually warm, worth 1000gp), a cake of musk-perfumed soap (10gp), a dead mouse, and a leather bag containing 2000cp. If the wardrobe is locked and then opened a third time, it opens upon the dimension known only as "Wardrobe the Third," which contains Aouc Jamac's spellbook, a bag containing 3 diamonds (1000gp), a letter entitling the holder to 1000gp from the Eye of Gaaros (see **Chapter 2**), and a scroll containing the spells *fly, invisibility, light, rope trick, knock*, and *phantasmal force*.

Aouc Jamac's spellbook includes the following:

1st—*charm person, detect magic, hold portal, light, magic missile, protection from evil, read languages, read magic, shield, sleep*; 2nd—*continual light, darkness 15ft radius, detect invisibility, ESP, invisibility, knock, locate object, mirror image, phantasmal force, pyrotechnics, strength, web, wizard lock*; 3rd—*fireball, explosive runes, lightning bolt, protection from normal missiles*, *slow, suggestion;* 4th—*charm monster, confusion, dimension door, fear, remove curse*; 5th—*animate dead, cloudkill, magic jar, telekinesis, teleport, transmute rock to mud, wall of stone*; 6th—*anti-magic shell, death spell, legend lore.*

The shelf of books contains 6 large tomes; the lightest of them is 10 pounds. The books are:

1. *Zever's Patternomicon.* This is a catalogue of the names of 2000 magical patterns, running from essential somatic movements used in spellcasting all the way up to the complex runes used in drawing highly specialized magic circles. The problem with this book is that it is a list, and does not contain much useful context, if at all. For instance, the complicated runes used in crafting specialized magic circles do not mention which other runes would be used together, what order they would occur in, or even what the circle is supposed to do. Nevertheless, the book is worth 1000gp if sold in a city (Izamne being the nearest potential market for it — see **Chapters 3** and **4**).

2. *Kethar's Multidimensional Logic.* This book is a discussion of planar geometry (three planar geometries, actually). It is a reference tome that might help a magic-user to cast certain spells from *rope trick* to *gate*. Beyond this, however, it would mainly be used to speed up calculations or check one's work while opening or constructing dimensions. It fetches 2000gp in a city such as Izamne (or a sizable enough city on the surface).

3. *The Yoam of Thrandermere.* The Yoam is a treatise on the unusual topic of magical carpentry. The beginner project is how to create a box of holding. The project requires an expenditure of 1700gp, a dwarven handsaw, some wood, nails, a hammer, a full three weeks of work copying and practicing patterns from *Zever's Patternomicon* (see book #1 above), and a magic-user of 7th level or higher. The project has an 80% chance of success (add 10% per level over 7). If successful, the box (which would ordinarily hold 50 pounds generally) actually holds 100 pounds without an increase in weight. Other projects are less complete, and would require supplemental research; the box of holding project is complete because it is intended to teach basic principles (and even this project requires a copy of the *Patternomicon*.

4. *The Pathawariposa.* This book describes the events of the Annihilation in Izamne (see **Chapter 4**), as researched by the serpentfolk scholar Shanjar Sa. The book mentions that the bodies were (inexplicably) brought all the way across the Cyclopean Deeps to be dumped in the Flagon of the Death God, and also describes the Octopus Diadem. It speculates that the demon-princess Teratashia might want the diadem returned to her, or that she might take it back with violence if she could find it. The author speculates that the diadem would have had to be hidden near some powerful source of magical energy, or it would have been found already.

5. *Chanchu's Guide to Lockpicking.* This is a manual for thieves and locksmiths, commonly used in guilds of both professions for training apprentices. A fairly common book, it is worth 100gp.

6. *Orlake's Guide to Material Components.* This is a basic book of alchemical materials and spell components of all types. As a basic magic textbook it is not especially valuable, relatively speaking (400gp).

Tactics: If Aouc Jamac receives warning that he may be under attack, he does not necessarily come out with guns blazing, as it were. First, he sees if he can lure the characters through the hallway to his chambers, thereby getting them to unleash the *symbol of stunning* on themselves. If he believes that he cannot defeat the characters, he simply escapes, casting *dimension door* to get out over the lake, then flying to safety (using the diadem's power).

Chapter 9: Hidden Worlds of Jupiter Kwan

Introduction

The mysterious Archmage Jupiter Kwan is unusual among the other truly powerful individuals in the Cyclopean Deeps, for he has no desire to conquer or control the region. Kwan is too interested in magic, and in manipulating the substance of the dimensions, to bother with schemes of conquest. Nevertheless, as a matter of basic self-defense, Kwan has built a system of allies, clients, and minions over the years, and it appears that his preparations will eventually be tested by the Cult of Isclaadra (see **Chapter 12**). To the cult, Jupiter Kwan represents a major threat to their conquest of the Deeps, and it is only a matter of time before the demon-prince's forces attempt to remove him from the equation. The characters could potentially be recruited by either side of this conflict, possibly without even realizing that their new friends are about to be engaged in a ferocious, bloody war that will cross the very dimensions of reality.

Earlier chapters have already described a number of ways to find Kwan's domain, and **Hex 29U** (one of the minor hexes described in this chapter) contains yet another possible entrance to the hidden worlds. The Hidden Worlds area is an extra-planar area; it does not exist in the same material plane of existence as the Cyclopean Deeps. Rather, it is located in the gaps between any true planes of existence; it is a labyrinth of dimensional fragments, strands, tubes and organelles, assembled from unused or decomposing bits of planar material that the archmage has magically trawled forth from the voids and sewn together into a mazelike fortress of defenses, traps, gardens, and self-contained paradises.

Since the Hidden Realms are a closed system, they should fit into virtually any cosmology containing a void or an astral plane of some kind, so if you are using a different system of planes and dimensions, the Hidden Worlds most likely won't contradict anything that already exists in your world. It is simply "elsewhere" from whatever the characters have already seen. The great void of the Ginnungagap is a part of the mythology of the ***Lost Lands***, the campaign world of **Frog God Games** and its predecessor **Necromancer Games**, so if you are using the ***Lost Lands***, the Hidden Worlds are officially part of that cosmology.



Hex 22T: Alcove Gallery

22T-1. Northwest Corridor

This is a broad, primary corridor. It is hewn stone, supported by stone buttresses in the walls.

22T-2. Hall of Alcoves

This is a 40ft-wide gallery that runs north-south. There are three semicircular alcoves in the west and the east walls of the gallery. The gallery runs 100ft in length from the north to the south.

Alcove A. Demise of the White Knights

The back of this alcove is painted with a battle scene. Six knights in white armor are being overwhelmed by a horde of giant spiders. One of the knights has already fallen, and the spiders are dragging the body away.

This scene depicts a battle long ago, of no real significance, when some knights of a religious order teleported into the Deeps. As the mural shows, their expedition came to a bad end. It is a mystery why anyone would have painted it, or how anyone other than the spiders would have known of the event. After all, spiders are not much given to wall painting, even the giant ones.

Alcove B. Bare Plaster

The back of this alcove is covered with heavy plaster, probably in preparation for painting. Nothing has been painted on it, however.

This alcove was never painted with the mural it was supposed to bear. Behind the plaster is only bare rock.

Alcove C. Map

The back of this alcove is painted black.

This wall has been painted with a map of Jupiter Kwan's domain and then covered over with black paint. It is a reference point for Jupiter Kwan's agents — only his most trusted guests are told about this map, and the archmage is far too perceptive to ever trust the characters that much. The map is visible only to powerful detection magic. It cannot not be revealed by a *detect magic* spell, for instance, unless it is cast by a magic-user of 10th level or more. A *gem of seeing* shows the map, and so does the eerie effect of one of *Jupiter Kwan's admonishing lanthorns* (**Magic Item Appendix**).

If the map is visible:

This alcove contains a bizarre painting on its back wall. It is possibly an anatomical diagram, for it depicts a spaghetti-like tangle of veins, or perhaps internal organs.

See the Player Map of the Hidden Worlds. It may be worthwhile to copy the Player Map and hand it to the players for reference.

Alcove D. Necromantic Amphitheater

The back of this alcove is painted with a mural of a chariot race. It appears to be taking place in a large underground cavern, for stalactites hanging from the cavern ceiling are visible. The chariots are drawn by gaunt cavern lizards, and are driven by zombies with a hellish light shining from their eye sockets. The spectators sit in galleries, pillar-supported balconies carved directly into the wall of the amphitheater. There appear to be five levels of these galleries.

This weird amphitheater is not located in the Cyclopean Deeps. The painting depicts an event in the legendary City of Malachite, in the elemental plane of earth. If the characters look carefully into the galleries of the amphitheater cavern, a good pair of eyes discerns that many of the onlookers are dark-skinned genies with slightly lumpy skin. These genies are interspersed with xorns and xoles, if the characters are familiar with these creatures. If not, these elemental denizens should just be described as "other strange creatures with rock-like skin."

Alcove E. Bad Painting

The back wall of this alcove is covered with a mural of leaves and mushrooms twining together. It is an amateurish effort, with numerous unsightly blobs and smears of paint.

This mural is just what it appears to be: a badly painted mural.

22T-3. Empty Hall

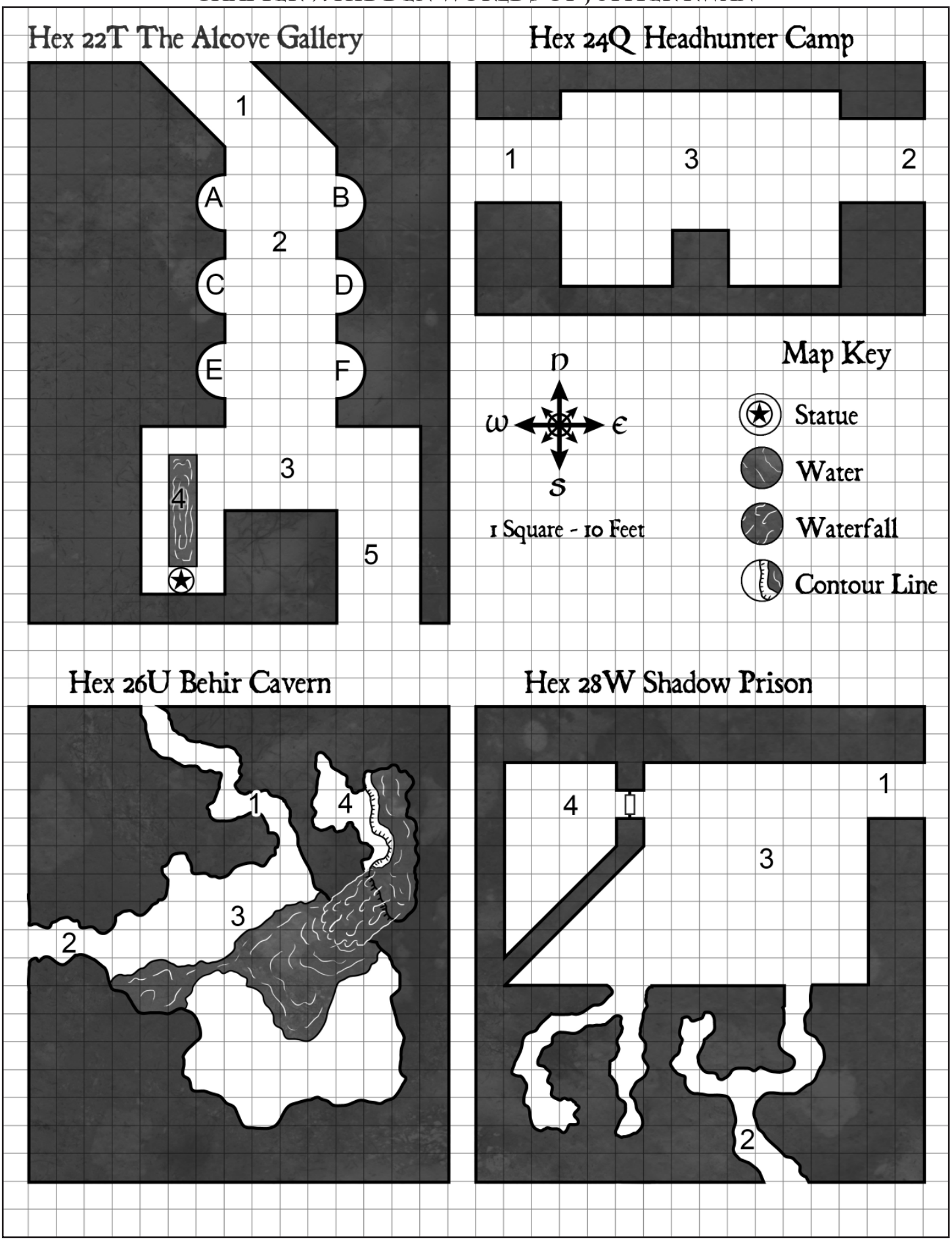
This hall runs from east to west. A 30ft-wide corridor opens in the eastern part of the hall's south wall, and another chamber is in the western part of the south wall.

This room contains nothing of interest.

22T-4. Hall of the Statue

The statue of an elf looks out over a rectangular pool of dark water. The surface of the water is wreathed in grey steam or mist.

The statue is carved from black stone, and if someone casts a *legend lore* spell, they learn that it is a representation of a dark elven warrior-hero


Hex 22T The Alcove Gallery
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Hex 24Q Headhunter Camp
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e
s
1 Square - 10 Feet
Map Key
Statue
Water
Waterfall
Contour Line
Hex 26U Behir Cavern
1
4
3
2
Hex 28W Shadow Prison
4
1
3
2

named Niazireng. The statue is not magical, nor is it valuable.

The mist that lies on the surface of the pool of water is a **mihstu**. It attacks anyone who tries to reach through it, or seems ready to attack it.

Mihstu: **HD** 8; **HP** 40; **AC** –3[22]; **Atk** 4 tentacles (1d6); **Move** 9 (fly 9); **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: +1 or better weapon to hit, engulf (1d2 points of constitution damage/round), immunity to electricity, resistance to missile attacks, magic resistance (15%), susceptible to cold (save or be stunned for 1d4+2 rounds). (***The Tome of Horrors Complete*** 381)

Treasure: The pool contains 147cp, and three skeletons. All three of the skeletons wear chainmail and carry swords and shields. One is a *+1 shield* that conveys +1 to any saving throws against fire damage. It bears the name "Carribane" etched in small letters on the shield's metal rim, and is painted with an emblem of a single green flame.

22T-5. South Corridor

This is a broad, primary corridor. It is hewn stone, supported by stone buttresses in the walls.

Hex 24Q: Headhunter Camp

This chamber is the lair of a group of trolls that have been hiking around the tunnels, collecting heads.

24Q-1. West Corridor

A wide primary corridor with no unusual features, leading ultimately to **Hex 29-U**.

24Q-2. East Corridor

Primary corridor hewn from the stone, leading to the crossroad tunnels at Hex 22-Q (not a detailed location).

24Q-3. Headhunter Camp

> The walls of this large chamber are neatly carved from the living rock. Small, decorative carvings of gargoyle heads circle the top of the wall just under the ceiling. A huge, scorched circle is on the floor in the middle of the chamber, surrounded by **10 trolls**.

The scorched circle is the remnants of the trolls' cooking fire. The only items of interest are an iron spit and a goblin's skeleton, the bones well-chewed.

Trolls (10): HD 6+3; **HP** 41, 36x2, 32, 29, 28, 26, 25, 24, 23; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Equipment: Each troll has a leather sack containing its belongings.

Troll #1: 75gp, platinum ring set with rubies (2000gp).
Troll #2: 20 takkas (25gp each), 13sp, 3 bat skulls painted with yellow ochre.
Troll #3: 22gp, 103sp, scrap of cloth-of-gold (15gp), emerald (500gp).
Troll #4: 34gp, obsidian figurine of a dark elf (100gp), human thighbone with scrimshaw, coated with dried ink (the scrimshaw depicts the Player Map of the Hidden Worlds of Jupiter Kwan at **Hex 29U**, if the bone's surface were "unrolled" and the strips of picture connected). This can easily be done by coating the bone in ink again, and then rolling it over pieces of parchment to "print" it.
Troll #5: 50 chips of quartz (1sp each), an axe head, a crushed goblin skull, a fish skeleton.
Troll #6: 14gp, 22sp, 1 pearl (200gp), 1 diamond (1000gp), 1 bunch of feathers tied together.
Troll #7: 1 beaded necklace (1cp), gold hair clip (50gp), 1 garnet (50gp); also has a large iron cook-pot and a ladle.
Troll #8: 1 set of mother-of-pearl false teeth (25gp), 1 cat skin, 1 shiny piece of pyrite, 1 sp, 1 ruby (a Leng ruby worth 50 gp but 1000gp to a Leng creature).
Troll #9: 1 leg of mutton, 47gp, 120sp, 14cp, 1 flawed sapphire worth 500gp.
Troll #10: 1 troll-sized undershirt, 23gp, 20sp, copper bracelet set with green turquoise (200gp), iron toasting-fork, necklace of human finger-bones.

Hex 26U Behir Cavern

26U-1. North Tunnel

If the characters are entering the map from this tunnel:

> This is a naturally-formed tunnel following what seems to be an old, dried-up channel through limestone. The walls are swirled with strange, abstract patterns. There is a roaring noise ahead.

The patterns on the wall are the result of flowing water that once cut through here and later changed course. Now the water runs from above into the waterfall in **Area 26U-3**, and then down through a sinkhole. The roaring noise is the waterfall ahead.

26U-2. West Tunnel

If the characters are entering the map from this tunnel:

> This naturally-formed tunnel rises gently upward toward the east. The walls are rippled with strange, horizontal markings. Ahead, you hear an echoing, constant roaring noise.

The rippling marks on the walls are, as with **Area 26U-1**, the mark of water that once ran down this tunnel but now falls through the sinkhole in **Area 26U-3**. The roaring sound is the waterfall in the tunnel ahead.

26U-3. Waterfall Cavern

> The walls of this naturally-formed limestone cavern are covered in wavy lines, which are now obviously the remains of different water levels that once filled the area. Water streams down in a 70ft cataract from some upper cavern, tumbling into a large pool then running down to a smaller one, where it apparently drains away from the bottom of the drainage pool.

This cavern is the hunting ground of a **behir** that lives in the cave over the top of the waterfall (in **Area 26U-4**). It takes 5 minutes for the behir to hear the sound of visitors and get to the top of the waterfall, where it observes them without revealing itself. If the characters are *specifically* keeping a close eye on the top of the waterfall they are likely to spot it, but if they are not actively suspicious about that upper cave then they will not see the predator arrive as it stays low and quiet. If anyone comes within 30ft of the waterfall, they are in range of the behir's breath, but the behir is cunning enough to wait until people are in the water or trying to climb the waterfall. In other words, it waits for them to get wet. If the behir targets the water at all, then anyone in the water, anywhere in the cavern, must make a saving throw or take full damage from the lightning breath weapon. Anyone directly in the path of the lightning bolt who is in the water or doused by the water (which is the case if climbing the waterfall) takes double damage, or merely full damage if the saving throw succeeds.

26U-4. Behir Lair

A ledge winds its way along the side of the rock wall here, overlooking a treacherous pool of water that churns around violently before plunging down to the lower cavern.

This cavern is 70ft above the floor level of the waterfall cavern, **Area 26U-3**. It is the behir's lair. If one or more characters have moved stealthily through the cavern in **Area 26U-3** and somehow managed to scout their way up the waterfall without making any noise, they might surprise the monster in its lair, although this is very unlikely.

Behir: **HD** 12; **HP** 59; **AC** 4[15]; **Atk** bite (1d8) or constrict (hold); **Move** 15; **Save** 3; **AL** C; **CL/XP** 13/2300; **Special**: constrict and claw (on next round following hold, 6 claws at 1d6 damage each), lightning breath (1/turn, 24 damage, save half), swallow whole on natural 20. (***Monstrosities*** 44)

Treasure: The behir has collected a large pile of bones. It brings its victims into the cavern to eat them, eventually pushing the remnants into the water when the pile gets large enough to interfere with its movement. The bone pile contains the skeletons of 8 bugbears, 3 goblins, 4 kobolds, 2 humans, 5 duergar, 6 dark creepers, 2 troglodytes, and 1 serpentfolk. Searching the pile reveals the following treasure in addition to the bones:

14 takkas (25gp each), 1,563gp, 2021sp, 4503cp, 2 amethysts (50gp each), 1 pearl (500gp), a necklace of amber beads (500gp), a platinum-chased silver cup (250gp), a *+1 short sword* that grants +2 on saving throws against lightning/electricity, 7 *healing potions*, a *scroll of invisibility*, and a blue *pill of regeneration* (acts like a *ring of regeneration* for 8 hours) contained in a box with 5 other pills (these are mild euphorics worth 10gp each).

Hex 28W: Shadow Prison

28W-1. East Passageway

There is nothing unusual about the passageway.

28W-2. South Tunnel

As with the East Passageway, there is nothing remarkable about this naturally-formed tunnel.

28W-3. Main Room

There is a stone door in the west wall, inset into a 5ft-deep alcove. On the door is a stone circle marked with symbols of some kind.

On closer inspection, the stone circle is actually a wheel that can be turned. Half of each symbol is carved into the door, and the other half of the symbol is on the wheel. At present, the wheel is turned so that all the symbols line up. If the wheel is turned, it moves all the half-symbols out of alignment.

If anyone moves the wheel, breaking up the alignment of the symbols, the **20 shadows** in **Area 28W-4** are freed for a day and an hour, after which they are forced to return to the prison. They emerge through the door and the walls, attacking anything warm-blooded.

28W-4. Prison of the Shadows

A stone circle is carved into the floor in the middle of the room.

After the shadows return from their hunt, they circle around the stone circle in a dark vortex. They are helpless for a period of one day, and if they are attacked while resting in their vortex non-magical weapons can hit them. They will not attack.

If the characters enter through the wall without breaking the seal (or enter within a day after the shadows have returned from the hunt), they see the shadows circling, but the shadows attack immediately.

Shadows (20): HD 2+2; **HP** 18, 17, 16, 15, 14x6, 12x2, 11x2, 10, 9x3, 7, 5 ; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapon to hit, drain 1 point strength with hit.

Treasure: At the center of the stone circle, a sword is stuck into the stone. If it is removed, the inside of the stone circle becomes a vortex, pulling anyone standing on it downward. The character must make a saving throw or incur 5d10 points of damage. If the character is holding the sword, it pulls the character back out of the vortex to safety. If the character was not holding the sword — for example, was standing in the circle when another character pulled out the sword — the character has one chance to grab the edge of the floor (a saving throw) or be pulled into the vortex forever. The sword is a magic two-handed sword named *Thaantra*. It is +3 to hit, +4 versus creatures of Lawful alignment. The sword is intelligent and Chaotic, and speaks telepathically with its wielder. Every time the sword is used in combat, it has a 1% cumulative chance to possess its wielder for 5d6 turns. After this time, the character regains mental control and the chance of the sword's taking control resets to 1%. If the sword gains control of the character it most likely attacks the character's companions, but if it sees the chance to create an even greater catastrophe, such as freeing a demon from bondage, it might take that opportunity rather than the mere mayhem caused by attacking allies.

Hex 29U: Chamber of the Sphere and the Hidden Worlds

Referee Notes

You, the Referee, absolutely must read this chapter closely before trying to run a group of players through the adventure. Jupiter Kwan's domain operates with its own internal rules. Once you have a sense of how movement works, the game will progress more smoothly than it might appear on the first read-through. The adventure will also be a much more interesting experience if the characters have a Player Map, because the map conveys a sense of how strange the area is, and probably give the players the idea of trying to cross voids (or at least they are likely to come up with the idea more quickly). If the players simply don't grasp that they could get through the tubule membranes, let them see one of the oculethes floating by on the outside. Clues are acceptable; remember that puzzles are always more difficult for the players than they seem from behind the Referee's screen.

Nature of the Region

As mentioned in this chapter's Introduction, the Hidden Worlds are made from bits and scraps of several decaying dimensions and lesser planes, which Jupiter Kwan stitched together into a system of tubules much like a circulatory system. This system floats in the great Void known as the Ginnungagap, connected to normal reality by only a few strands. Since Jupiter Kwan is involved in many activities in the Cyclopean Deeps — and spying on even more of them — the characters might have found their way here on a multitude of possible missions. Several "smaller" voids are inside the Hidden Worlds system, which are safe to travel in. The characters may initially assume that the voids are dangerous — in the case of the Ginnungagap and the Void of Shiantha, this is a correct assumption. In general, though, the smaller voids are very helpful for those who would travel through the Hidden Worlds, since they can be crossed instantaneously.

The Map

As you can see, the map of Jupiter Kwan's domain is quite unusual. It represents a void in extra-dimensional space, along with the various structures located in the void, a system of pocket dimensions sewn together into tubes and bubbles.

Starting Points and Tubules

The characters' starting point is one of the 4 areas marked "Reality." Each Reality is numbered, and leads into a tubule. The tubule is shown as a pathway of solid lines, segmented by curved hash-marks. The tubules connect and feed several different pocket dimensions (the wider chambers in the tubule system), and also connect the four places where reality intersects with the system.

Tubules

The most obvious feature of the map is the system of tubules. These are formed out of pieces of dimensional membrane, pieces that peeled away from other realities, usually due to rot. Jupiter Kwan collects these and "sews" them together into the tubule system. Once a piece of membrane is curved around in this way, it becomes one in a series of pocket dimensions.

The various places where there is a crossing between these tiny dimensions are shown by curved hash-marks on the map. These appear to the characters as pockets of mist filling the tubule ahead. Crossing these "mist gates" is disorienting but not dangerous or difficult. Many of the smaller tubules on the map contain no mist gates at all; they can be entered or exited only by crossing the tubule membrane itself. These are called "minor tubules."

Unless otherwise specified, the tubules feel like they have gravity, and therefore a top, bottom, and sides.

All of the tubules are filled with the strange dimensional substance known to scholars as "ectoplasm" (see **Sidebox**).

Ectoplasm

Ectoplasm is a trans-planar fluid that can be breathed easily; it fills all of the tubules in the Hidden Worlds system, circulating into various planes and realities. Ectoplasm is a naturally occurring substance outside and between many planes of existence, and alchemists believe (a magic-user might know this) that it is the metaphysical opposite of darkmist. Ectoplasm causes darkmist to ignite and explode, which is one of the reasons Jupiter Kwan deliberately pumps it in to fill the tubules of his trans-dimensional domain — it protects him from being spied upon by the minions of the demon-prince Isclaadra (see **Chapter 12**). If the characters uncork or break the container of any bottled darkmist, it explodes on contact with the ectoplasm, inflicting 3d6 points of damage to anyone within 50ft of the blast.

The flow of ectoplasm is not directional (it flows in a direction defined by dimensions the characters can't perceive). However, in any given section of the tubules the ectoplasm can be extremely and even dangerously turbulent as it moves through the area.

Movement

The map shows: (1) numbered areas, (2) unnumbered voids, (3) small tubules, and (4) major tubules. The characters arrive at one of the four places where reality adjoins the hidden worlds, and move through the tubules or across the voids, pursuing whatever mission or exploration they're engaged in.

To move from one area to another, the characters will either be crossing through a membrane (a solid line of the map) or will be moving through a dimensional bend in one of the tubules (the curved hash-marks).

Movement along the Tubules

Traveling along a tubule through one of the curving hash-marks is actually to move from one pocket dimension to another, although the characters perceive it as passing through a cloud of mist that blocks the tubule. To get through a mist-gate, a character must be within 50ft of the gate and concentrating on getting past it. The character's outline becomes blurry, and a wisp of vapor slowly extends from the character to the mist-gate. The process of getting through takes a full 1 hour + 1d3 rounds from the time the character begins concentrating. During this time, the character is not immune to the conditions inside the current pocket dimension, but even taking damage does not break the character's concentration.

Emerging into the new dimension is disorienting; each character must make a saving throw or be disoriented for 1d4 rounds after emerging. Using the tables, determine the contents of the new section unless it is a numbered area.

Movement Inside a Tubule (Combat and Tactical)

Once the characters are in a new tubule section (possibly disoriented by the journey, possibly suffering from the new conditions in this section), movement from place to place inside the tubule section works the same way as normal movement.


Hex 29U
The Worlds of Jupiter Kwan
1 Hour
Mistgate
Reality
Great Void (Ginnungagap)
Great Void
Reality
Reality
Great Void (Ginnungagap)
Void of Skelnu
Void of Noom
Void of Mirile
Shiantha
Void of Shiantha
Void of Qoora
Reality
Avatu
Void of 17 Ethra
Void14 of Sebedru
Reality
Void of Avatu
Reality
Weird
Eccentric
Deep
Strange

Movement within a Void

Each of the voids between the tubules, no matter how large they might appear, can be crossed instantly to reach any membrane that touches it. A large void can thus be a significant shortcut between one tubule and another, if the characters know where they are going. The downside of void travel is the other inhabitants of the voids, who tend to be more dangerous than the denizens of the tubules.

Moving Through Dimensional Membranes (Solid Lines)

The solid lines on the map represent the walls of tubule membranes. Crossing a solid line means moving into or out of a tubule. All over the map there are tubules that "dead end" into the side of a larger tubule. It is possible to move from one of these tubules into the other without going through any of the open void; however, the characters must cross through the membrane to get there. Getting through a tubule's membrane does not require tools. It is a simple matter of pressing oneself physically against the interplanar tissue and trying to swim through it. To analogize to human anatomy, the character is like a cell moving through the wall of a vein. Given that the network of tubules is used to feed and maintain the damaged or necrotic bits of reality here, the analogy is more apt than the characters might realize. A magic-user with experience in multiple dimensions or other planes of existence might make the connection, but even then it is unlikely until the character has spent some time watching how all the various components of the tubule system work together.

When the characters press against the membrane in an effort to get through it, they find that it requires 1 hour + 1d8 combat rounds to push through. Crossing a membrane is mentally very difficult, so each character gets a result from the "Membrane Crossing Effects" Table. What the characters find on the other side depends on whether they crossed the membrane into a tubule or into a void — contents of tubules and voids are described in the "Contents" section.

Personal Effect of Crossing Dimensional Membranes (solid map lines)

All effects, whether beneficial or baneful unless otherwise specified, require a saving throw, which, if passed, negates the effect entirely.

1d100	Effect
1–35	No effect
36–42	Stuck (minor). The character is still struggling through the membrane when the others get through. The character effectively does not exist in the new area for a period of 1d3 rounds. This effect is automatic; no saving throw or magic resistance allows the character to get through any faster.
43–45	Stuck (badly). The character is still struggling through the membrane when the others get through. The character effectively does not exist in the new area for a period of 2d6+1 rounds. A saving throw is allowed; success reduces the amount of time by 50%.
46–48	Slowed. The character is *slowed* as per the spell. The effect lasts for a full hour.
49	Silenced. The character (but not the character's gear) becomes completely inaudible for as long as the character is in this area.
50–51	Invisible. The character becomes invisible and remains so until attacking or until leaving the area.
52–53	Weakened. The character's strength is reduced by 4 while in the area.
54	Afraid. The character cowers in fear while in the area.
55–56	Transformed to ooze while in the area. It is important that the other characters are careful to collect all of the character before moving on, or parts may be missing when the ooze reconstitutes into a person.
57–58	Clumsy. The character drops all items held in hands and cannot hold anything for 1d6 rounds.
59–60	Stupidity until leaving the area.
61	Regeneration. Character regenerates all damage and lost limbs. Fail that save!
62	Truncation. Character emerges from membrane with 1d4 limbs missing. They reappear when the character goes through another membrane.
63	ESP. The character has *ESP*, as per the spell, while in the area.
64	Magnetic. The character becomes highly magnetic. Any weapon within 10ft becomes –1 to hit because it keeps veering toward the character, any person within 5ft wearing metal armor fights at –1 to hit, and loose metal objects fly toward the character.
65	Harmony. The character is in a state of harmony, and won't attack anyone. The pleasant happiness and oneness with the universe persists until the character leaves the area.
66	Ugly. The character becomes very ugly. The effect remains for a full day.
67	Magic resistant. The character gains 10% magic resistance while in the area.
68	Fiery. The character is surrounded by flames. The flames do not damage the character, but ignites anything that was not already part of the character's equipment, and causes 1d6 points of damage per round to anyone within 10ft. The effect persists until leaving the area.
69–70	Electric. The character is charged with electricity and shocks anyone within 10ft for 1d6 points of damage. Additionally, for the first 1d3 rounds after crossing the membrane, the character releases an involuntary bolt of lightning each round. This bolt finds a randomly determined target at any range, and inflicts 2d6 points of damage (save for half).
71	Eructations. Belches cause problems until leaving the area.
72	Haste. The character moves twice as fast as normal in every way except the ability to cast spells. The effect lasts for as long as the character is in the area plus 6 rounds thereafter.
73–75	Healed (minor). The character is healed of all hit point damage.
76	Healed (major). The character is healed of all hit point damage and any diseases, including magical ones.
77	Producing water. The character begins producing water, similar to a *create water* spell.

1d100	Effect
78	Magic resistant. The character gains 25% magic resistance while in the area.
79	Preternaturally smelly. The character becomes very smelly, with a 50% chance that it is a good smell, and a 50% chance that it is a bad smell.
80	Babbling. The character begins singing and babbling until leaving the area.
81	Restored. The character is restored as per the spell, cured of any diseases, and cured of all hit point damage.
82–83	Infected. The character is infected with a disease. The disease lowers the character's hit points by 1 per day, with no natural healing, for a period of 2 weeks. Magical curing can replace lost hit points. Each time a combat starts, the character must make a saving throw or be convulsed with nausea for the first 1d3 rounds.
84	Blood Poisoning (severe). The character must make a saving throw at +1 or suffer the loss of a total of 1d100 hit points, at a rate of 4 per hour.
85	Blood Poisoning (mild). The character must make a saving throw at +1 or suffer the loss of a total of 1d100 hit points, at a rate of 2 per hour.
86	Confusion. The character must make a saving throw or become disoriented for 2d10 rounds after arriving on the far side of the membrane. The character is not completely helpless, but cannot attack or cast spells. This is a mental condition, and cannot be magically removed as a curse or disease.
87–88	Catatonic. The character becomes completely catatonic for 1d4+1 rounds.
89	Infested with vermin
90–92	Catatonic. The character becomes completely catatonic while in this area but also *in the next area as well*. After being in that second area, the character recovers when emerging into the third.
93–94	Hallucinating. The character sees mirror images of everyone, as per the spell for as long as the character remains in this area. For each subsequent area the character enters, another saving throw is allowed.
95	Change in Fortune. The character becomes lucky or unlucky. There is an even chance of getting the good or bad luck, which equates to either a +1 or a –1 on all attacks and saving throws for the next 24 hours.
96	Mental Cloudiness. While in this area, the character's effective level is lowered by 2. The level is regained once the character crosses another planar membrane.
97–98	Palsied. The character drops all items held in his hands and cannot hold anything until crossing another planar membrane.
99	Metal Repulsion. The character repels metal with a strength of 18 in all directions.
00	Infected with disease (automatic; only paladins are immune). Penalty of –1 to all saving throws for 1d6 days, then make saving throw versus death (die or recover). A *cure disease* spell works to immediately remove the sickness.

Contents of Tubules and Voids

Unless the characters are moving into one of the numbered areas on the map, the contents of tubules and voids are determined randomly. There are three tables: one for unnumbered sections of tubules, and two tables for voids (one for appearance and the other for encounters).

Conditions in Tubules

Only the unique segments of the main tubules are numbered on the map key. Traveling the larger tubules is safer, but generally less rewarding than exploring the strange recesses of the small tubules. (The map contains many small tubules that are only one segment long. The only way to enter them is by crossing a membrane from a void or from an adjacent tubule).

Note: Conditions in the tubule sections change! If the characters move more than a couple of tubules or voids away and return, they will not find the tubule to have the same conditions as before because the paraflumic fluid has been moving through the area, which alters things. For you as the Referee, this makes things simpler as well. You don't have to try to keep track of conditions in all the minor areas the characters have traversed.

Tubules

1 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 50ft tall.
Conditions: Normal breathing and temperature, some turbulence in ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1 plantoid (5%)

2 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 50ft tall.
Conditions: Normal breathing and temperature, some turbulence in ectoplasm.
Encounter (Major Tubule): 1 phase spider (20%)
Encounter (Minor Tubule): 1d2 phase spiders (20%)

3 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 50ft long, 10ft wide, 100ft tall.
Conditions: Slightly difficult breathing, normal temperature, bad turbulence in ectoplasm (save or fall prone each round).
Encounter (Major Tubule): giant invisible ants (2d6 workers, 1d2 warriors) (75%). As regular giant ants, but with the effects of an *invisibility* spell. They do not become visible after attacking, but they make enough noise that their general area can be discerned.
Encounter (Minor Tubule): giant invisible ants (3d6 workers, 1d3 warriors) (100%). See above for description.

4 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.

Internal Dimensions: 1000ft long, 100ft wide, 20ft tall.
Conditions: Normal breathing and temperature, turbulence in ectoplasm in top 10ft but manageable if the characters stay on the "ground."
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d10 giant rats (almost certain to run from anything other than a very badly wounded group)

5 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature.
Encounter (Major and Minor Tubules): Billions of small blue bugs are on the membrane walls, creating patterns.

6 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 30ft wide, 100ft tall.
Conditions: High turbulence and strong currents in the ectoplasm. Anyone on the ground must make a saving throw each round or fall; currents are gentler higher up, with no saving throw required for fliers.
Encounter (Major Tubule): flesh golem #1 (if already killed, no encounter) (90%)
Encounter (Minor Tubule): 1d2 phase spiders (50%)

7 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 300ft long, 30ft wide, 100ft tall.
Conditions: Pleasure. The ectoplasm in these sections and/or pocket dimensions causes a pleasurable, euphoric feeling. Everyone is cured 1d3 hit points, any diseases are cured, and everyone gains 1d6 points of charisma until leaving the area (either by going through a membrane or through a mist-gate).
Encounter (Major Tubule): Jupiter Kwan (5%)
Encounter (Minor Tubule): 1 mihstu (10%)

8 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 20ft tall.
Conditions: Pleasure. The ectoplasm in these sections and/or pocket dimensions causes a pleasurable, euphoric feeling. Everyone is cured 1d3 hit points, any diseases are cured, and everyone gains 1d6 points of charisma until leaving the area (either by going through a membrane or through a mist-gate).
Encounter (Major Tubule): 3 happy oculethes (75%).
Encounter (Minor Tubule): 1d3 planar skulks (75%); the skulks hide and avoid combat, escaping into a nearby void if possible.

9 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 20ft tall.
Conditions: High Viscosity. Each character must make a saving throw or move/act at half normal speed; if an encounter occurs in the tubule, the slowed speed could be a real hindrance (monsters are not be affected by the high viscosity unless they are human-types).
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1 giant slug (15%)

10 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 150ft long, 20ft wide, 30ft tall.
Conditions: High Viscosity. Each character must make a saving throw or move/act at half normal speed; if an encounter occurs in the tubule, the slowed speed could be a real hindrance (the plantoids are not be affected by the high viscosity unless they are human-types).
Encounter (Major Tubule): 3 plantoids (50%)
Encounter (Minor Tubule): 1d4+1 plantoids with **plantoid king** and **1d6 plantoid servitors** (50%)

11 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 500ft long, 30ft wide, 50ft tall.
Conditions: Normal breathing and temperature, some turbulence in ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

12 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 80ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, very minor turbulence in ectoplasm, harmless threads of blue ectoplasm float through the rest.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

13 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 20ft wide, 50ft tall.
Conditions: Normal breathing and temperature, very minor turbulence in ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

14 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 50ft tall.
Conditions: Normal breathing and temperature, some

turbulence in ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1 phase spider (25%).

15 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 50ft tall.
Conditions: Normal breathing and temperature, some turbulence in ectoplasm. Magic does not function in this pocket dimension.
Encounter (Major Tubule): 1d2 gelatinous spheres
Encounter (Minor Tubule): 1d4 gelatinous spheres

16 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table
Internal Dimensions: 150ft long, 30ft wide, 50ft tall.
Conditions: Normal breathing and temperature, slight nausea, enough turbulence in ectoplasm to prevent spellcasting.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

17 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 40ft long, 100ft wide, 5ft tall.
Conditions: Normal breathing, slightly cold temperature, no turbulence in ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d3 voidwasps are present within hole in membrane wall.

18 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 80ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, no turbulence in ectoplasm.
Encounter (Major Tubule): 1d8 *seedling* cobra flowers at mist-gate, with minimum hit points and inflicting half damage on all successful attacks (50%)
Encounter (Minor Tubule): 1d3 fully-grown cobra flowers at mist-gate (75%)

19 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 70ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature, no turbulence in ectoplasm.
Encounter (Major Tubule): 1d3 phase spiders (10%)
Encounter (Minor Tubule): 1d3 phase spiders (20%)

20 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 80ft long, 30ft wide, 5ft tall.
Conditions: Normal breathing and temperature, slight turbulence in ectoplasm.
Encounter (Major Tubule): 1d6 giant silverfish (20%)
Encounter (Minor Tubule): 1d6+6 giant silverfish (20%)

21 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 60ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature. Extreme turbulence in ectoplasm causes loss of 1 hit point every other combat round until a character either dives into a mist-gate or a membrane.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

22 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: belled out into a sphere 200ft in diameter by the building power of the Karmic Surge
Conditions: Karmic Surge. Everyone in the tubule is blown through several sections; the surge moves the group 1d6+1 tubule sections in a randomly determined direction. If this results in reaching a dead-end before the Karmic Surge ends, they are blown out into the void (in some cases, you also need to roll to see which Void that will be).
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

23 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: Belled out into a sphere 100ft in diameter by the building power of the Karmic Surge
Conditions: Karmic Surge. Everyone in the tubule is blown through several sections; the surge moves the group 1d4+1 tubule sections in a randomly determined direction. If this results in reaching a dead-end before the Karmic Surge ends, they are blown out into the void (in some cases, you also need to roll to see which Void that will be).
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

24 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 10ft tall.
Conditions: Normal breathing. The ectoplasm is cold, inflicting 1 point of damage every 2 rounds until the character dives into a mist-gate or into a membrane.
Encounter (Major Tubule): 1 mihstu (10%)
Encounter (Minor Tubule): 1d3 mihstu (20%)

25 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4

rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 50ft tall.
Conditions: Normal breathing and temperature, no turbulence in ectoplasm. Membrane wall appears to have been damaged and repaired.
Encounter (Major Tubule): 3 plantoids (30%)
Encounter (Minor Tubule): 1d4+1 plantoids with **plantoid king** and **1d6 plantoid servitors** (30%).

26 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 60ft long, 20ft wide, 30ft tall.
Conditions: Normal breathing and temperature, no turbulence in ectoplasm. Membrane wall appears to have been damaged and repaired.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

27 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 50ft tall.
Conditions: Normal breathing, minor turbulence in ectoplasm. The temperature of the ectoplasm is very hot, and all characters take 1 point of damage for each 10 minutes spent in, or trying to get out of, this tubule. The characters take damage even while in the mist-gate or the membrane while leaving.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

28 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing, minor turbulence in ectoplasm. The temperature of the ectoplasm is warm and feels very humid. Make a saving throw or contract an itching fungal infection that causes a –1 on all saving throws for 1d6 days or until *cure disease* is cast on the victim.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d2 plantoids (20%)

29 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 70ft long, 20ft wide, 7ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm, with infinitesimal motes of light.
Encounter (Major Tubule): 1 gelatinous sphere (40%). The sphere is infested with a strange disease known as voidfever, and if anyone takes damage from the sphere, the character must make a saving throw or contract the disease. The character becomes more confused by the hour, vision blurring into the astral and ethereal planes, with a –1 to all die rolls at the end of the first day, –2 at the end of the second day, –3 at the end of the third day, and death or recovery at the end of the fourth day (50% chance to determine the result).
Encounter (Minor Tubule): flesh golem #2 (50%). If flesh golem #2 is already dead, treat this as no encounter.

30 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 1000ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm, with infinitesimal motes of light.
Encounter (Major Tubule): none
Encounter (Minor Tubule): giant invisible ants (3d6 workers, 1d3 warriors). As regular giant ants, but with the effects of an *invisibility* spell. They do not become visible after attacking, but they make enough noise that their general area can be discerned.

31 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 300ft long, 40ft wide, 100ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm, drips of water falling from condensation on ceiling, small pools in floor. Water is safe to drink.
Encounter (Major Tubule): 1d6 night ghouls with **leader** (if killed, subtract from roster in **Area 29U-12**) (50%).
Encounter (Minor Tubule): 1d3 renegade oculethes with **1 trained fungus-bat** each (50%). These are not in Jupiter Kwan's service, and would kill him if possible.

32 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 300ft long, 30ft wide, 100ft tall.
Conditions: Normal breathing, normal temperature, no significant turbulence in the ectoplasm.
Encounter (Major Tubule): 1 plantoid (10%)
Encounter (Minor Tubule): 1d3 plantoids (20%)

33 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 40ft wide, 40ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm, drips of glowing greenish liquid falling from condensation on ceiling, small pools in floor. The liquid is magical only because of its extra-planar nature, is safe to drink, and tastes terrible.
Encounter (Major Tubule): 1 giant slug (15%)
Encounter (Minor Tubule): 1d2 giant slugs (20%)

34 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 50ft wide, 50ft tall.
Conditions: Normal breathing, minor whirlpools of

turbulence in the ectoplasm, drips of dull green ooze falling from condensation on ceiling. The ooze is green slime (the dangerous type, not just icky residue).
Encounter (Major Tubule): The **green slime** is only in a few shallow pools and can easily be avoided.
Encounter (Minor Tubule): The **green slime** covers almost the entire floor. On entrance, make a saving throw or land in it.

35 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 50ft wide, 50ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm, drips of glowing greenish liquid falling from condensation on ceiling, small pools in floor. The liquid is magical only because of its extra-planar nature, is safe to drink, and tastes terrible.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d4+1 nemoworms (50%)

36 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 50ft wide, 50ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm. Parts of the tubule membrane appear to have been deliberately slashed and cut (open, not repaired yet). Investigation shows that the damage apparently came from the void outside.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

37 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 40ft wide, 40ft tall.
Conditions: Normal breathing and temperature, breezes in the ectoplasm. Parts of the walls and floor of the membrane appear to have solidified; they are hardened islands of glowing green calcite (worthless other than as a curio or possibly a potion ingredient).
Encounter (Major Tubule): 1d2 plantoids, **1 plantoid king**, and **1d6 plantoid servitors** (10%)
Encounter (Minor Tubule): 1d4+1 plantoids, **1 plantoid king**, and **1d6 plantoid servitors** (20%).

38 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 400ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, slight breezes in the ectoplasm. There are long scratches down the length of the tubule, which appear to have been repaired.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1 nebunorne demon (outside the tubule). It leaves quickly, for it does not want to be spotted (it was about to cut more slashes in the tubule).

39 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 400ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, slight breezes in the ectoplasm. The air is extremely dry; anyone who does not have water to drink begins losing points of constitution at a rate of 1 per 10 minutes. The lost points return after drinking lots of water at a rate of 1 every 2 hours.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d6 nemoworms (20%)

40 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 250ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, slight breezes and eddies in the ectoplasm.
Encounter (Major Tubule): 1d8 nemoworms (20%)
Encounter (Minor Tubule): 1d8+1 nemoworms (25%)

41 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, slight breezes and eddies in the ectoplasm.
Encounter (Major Tubule): 1d8 *seedling* cobra flowers at mist-gate, with minimum hit points and inflicting half damage on all successful attacks (10%)
Encounter (Minor Tubule): 1d3 fully-grown cobra flowers at mist-gate (20%)

42 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, strong breezes and eddies in the ectoplasm, along with floating bits of organic particles like small flower petals.
Encounter (Major Tubule): 1d8 *seedling* cobra flowers at mist-gate, with minimum hit points and inflicting half damage on all successful attacks (10%)
Encounter (Minor Tubule): 1d3+1 fully-grown cobra flowers at mist-gate (20%)

43 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, strong breezes and eddies in the ectoplasm, along with floating bits of organic particles like small flower petals.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

44 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-

gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, strong breezes and eddies in the ectoplasm, along with floating bits of organic particles like small flower petals.
Encounter (Major Tubule): 1 *seedling* cobra flower at mist-gate, with minimum hit points and inflicting half damage on all successful attacks (20%)
Encounter (Minor Tubule): 1d4 *seedling* cobra flowers at mist-gate, with minimum hit points and inflicting half damage on all successful attacks (20%)

45 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 5ft wide, 5ft tall.
Conditions: Normal breathing and temperature, breezes and eddies in the ectoplasm are noticeable but not severe, green water drips from ceiling (safe but smells of rot).
Encounter (Major Tubule): 1d8 *seedling* cobra flowers at mist-gate, with minimum hit points and inflicting half damage on all successful attacks (10%)
Encounter (Minor Tubule): 1d3 fully-grown cobra flowers at mist-gate (50%)

46 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, mild breeze in the ectoplasm.
Encounter (Major Tubule): Tube seems to narrow toward mist-gate, but otherwise none.
Encounter (Minor Tubule): Tubule is almost entirely blocked by a massive, solid clot of membrane where the wall (or ceiling, or floor, roll 1d4 to determine) has belled outward with unnatural growth. The growth is filled with moving grubs. These are **rot grubs**. The whole growth, grubs and all, can be killed with fire. (100%)
Rot Grubs (50+): HD 1hp; **AC** 9[10]; **Atk** burrow; **Move** 1; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** burrows to heart in 1d3+1 turns

47 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 500ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, breezes in the ectoplasm. Parts of the walls and floor of the membrane appear to have solidified; they are hardened islands of glowing green calcite (worthless other than as a curio or possibly a potion ingredient).
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d4+1 nemoworms (25%)

48 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 400ft long, 40ft wide, 40ft tall.
Conditions: Normal breathing and temperature, breezes in the ectoplasm. Parts of the walls and floor of the membrane appear to have solidified; they are hardened islands of glowing green calcite (worthless other than as a curio or possibly a potion ingredient).
Encounter (Major Tubule): 1d4+1 oculethes (20%)
Encounter (Minor Tubule): none

49 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature, breezes in the ectoplasm. The tubule wall is speckled with nodules, places where the membrane appears to have calcified (the nodules are worthless other than as a curio or possibly a potion ingredient).
Encounter (Major Tubule): 1d2 phase spiders (20%)
Encounter (Minor Tubule): 1d2 phase spiders (20%)

50 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature, breezes and sudden drafts in the ectoplasm. A zombie work team has a coffin-sized box containing knives, huge needles, and buckets of membrane. They appear to be digging and stitching their way into a tunnel of emptiness. This group is working on the long process of attaching a new pocket-dimension into the tubule network. A magic-user familiar with planes of existence quickly realizes what the zombies are doing.
Encounter (Major Tubule): 5 zombies with **1 night-ghoul supervisor** (100%). If the characters kill the night-ghoul, subtract it from the roster in **Area 29U-12**.
Encounter (Minor Tubule): 5 zombies with **1 night-ghoul supervisor** (100%). If the characters kill the night-ghoul, subtract it from the roster in **Area 29U-12**.

51 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 800ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, breezes in the ectoplasm. Blue-green mossy patches grow in several places along the tubule. The moss is harmless.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d2 phase spiders (10%)

52 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 80ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, breezes in the ectoplasm. Blue-green mossy patches grow on the walls and ceiling along the tubule. The moss is harmless.
Encounter (Major Tubule): 1d3 oculethes harvesting

moss for use in Jupiter Kwan's potions (20%)
Encounter (Minor Tubule): 1 wraith outside the tubule; it attacks, moving in and out of the membrane at will (20%).

53 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 50ft wide, 50ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

54 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

55 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing, minor whirlpools of turbulence in the ectoplasm.
Encounter (Major Tubule): 1d4 giant rats (75%)
Encounter (Minor Tubule): 2d6 giant rats (75%)

56 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 120ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing, strong whirlpools of turbulence in the ectoplasm. Saving throw is required each round to avoid being hurled to the ground with an additional saving throw to avoid dropping 1 held item.
Encounter (Major Tubule): 1d4+3 oculethe patrol attacks anyone who does not claim to be trying to find Jupiter Kwan. They accompany the characters to **Area 29U-20** if the characters say that they are here to see Jupiter Kwan. Kwan is notified by one of the oculethes (who travels a different path than the ones leading the party), and he take matters in hand as needed. (50%)
Encounter (Minor Tubule): 1d10+3 giant rats are insubstantial and damaged only by silver or magical weapons.

57 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 20ft tall.
Conditions: Mental conditions in this pocket dimension are dangerous, causing anyone failing a saving throw to become catatonic for 1d6 days, dreaming of oceans and fish. There are minor whirlpools of turbulence in the ectoplasm, and 1d3 catatonic giant rats scattered around. Minor condensation runs down the tubule walls.
Encounter (Major Tubule): 1d4 conscious giant rats (75%)
Encounter (Minor Tubule): 2d6 conscious giant rats (75%)

58 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 80ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing, normal temperature, minor whirlpools of turbulence in the ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1 giant slug (10%)

59 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 10ft wide, 10ft tall.
Conditions: Steep upward slope, normal temperature, bad turbulence in the ectoplasm (save or fall prone each round, and slide down 1d20ft).
Encounter (Major Tubule): giant invisible ants (1d6 workers, 1d2 warriors) (10%). As regular giant ants, but with the effects of an *invisibility* spell. They do not become visible after attacking, but they make enough noise that their general area can be discerned.
Encounter (Minor Tubule): giant invisible ants (2d6 workers, 1d3 warriors) (15%). See above for description.

60 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 500ft long, varies from 10–20ft wide, 10ft tall.
Conditions: Steep upward slope (hands needed for climbing), normal temperature, breezes in the ectoplasm without significant turbulence.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1 mihstu (20%)

61 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 500ft long, varies from 10–20ft wide, 10ft tall.
Conditions: Steep downward slope (hands needed for stable descent), normal temperature, breezes in the ectoplasm without significant turbulence.
Encounter (Major Tubule): 1d3 oculethes (10%)
Encounter (Minor Tubule): 2 plantoids (10%)

62 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, varies from 10–20ft

wide, 10ft tall.
Conditions: Oxygen feels a bit thin, normal temperature, the ectoplasm has medium-strong drafts but without significant turbulence.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

63 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, varies from 10–20ft wide, 10ft tall.
Conditions: Oxygen feels a bit thin, normal temperature, the ectoplasm has medium-strong drafts but without significant turbulence. Long strands of glowing green moss hang down in patches from the ceiling, swaying in the ectoplasmic flow. They can be circumvented at a maximum distance of 5ft.
Encounter (Major Tubule): 1d2 phase spiders (10%)
Encounter (Minor Tubule): 1d2 phase spiders (10%)

64 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 150ft long, varies from 20–30ft wide, 20ft tall.
Conditions: Normal breathing, temperature is warm and humid, ectoplasm has medium-strong drafts but without significant turbulence. Long strands of glowing green moss hang down in patches from the ceiling, swaying in the ectoplasmic flow. They can be circumvented at a maximum distance of 10ft.
Encounter (Major Tubule): 1d4 fungus-bats (75%)
Encounter (Minor Tubule): 1d6 fungus bats (80%)

65 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 150ft long, varies from 20–30ft wide, 20ft tall.
Conditions: Normal breathing, temperature is warm and humid, ectoplasm is sluggish. Long strands of glowing green moss hang down in patches from the ceiling, swaying in the ectoplasmic flow. They can be circumvented at a maximum distance of 10ft.
Encounter (Major Tubule): 1d4 fungus-bats (20%)
Encounter (Minor Tubule): 1d6 fungus bats (30%)

66 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 150ft long, varies from 20–30ft wide, 20ft tall.
Conditions: Normal breathing, temperature is warm and humid, the ectoplasm has medium-strong drafts but without significant turbulence. Long strands of glowing green moss hang down in patches from the ceiling, swaying in the ectoplasmic flow. They can be circumvented at a maximum distance of 10ft.
Encounter (Major Tubule): 1d4+1 zombies, **1d3+1 oculethes**, and **1 night ghoul supervisor**, harvesting moss (20%)
Encounter (Minor Tubule): 1d4+1 fungus-bats (20%)

67 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 60ft long, varies from 10–20ft wide, 20ft tall.
Conditions: Normal breathing, temperature is warm and humid, the ectoplasm has medium-strong drafts but without significant turbulence. Long strands of glowing green moss hang down in patches from the ceiling, swaying in the ectoplasmic flow. They can be circumvented at a maximum distance of 5ft.
Encounter (Major Tubule): 1d4+1 flumphs, feeding on moss and discussing various matters amongst themselves (10%)
Encounter (Minor Tubule): 1d4+3 flumphs, lost in the tubules (10%)

68 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, varies from 10–20ft wide, 20ft tall, has almost-vertical upward slope at center, 50ft tall, requiring flying, climbing or rope to ascend.
Conditions: Normal breathing, temperature is warm and humid, ectoplasm has medium-strong drafts but without significant turbulence. Long strands of glowing green moss hang down in patches from the ceiling, swaying in the ectoplasmic flow. They can be circumvented at a maximum distance of 5ft.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d3 cobra flowers at top of ascent (20%)

69 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 10ft wide, 10ft tall.
Conditions: Steep upward slope, normal temperature, some turbulence in the ectoplasm, but not enough to knock anyone down.
Encounter (Major Tubule): 1d4+1 flumphs (10%)
Encounter (Minor Tubule): 1d4+3 flumphs (20%)

70 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, varies from 10-20ft wide, 20ft tall, has almost-vertical upward slope at center, 50ft tall, requiring flying, climbing or rope to ascend.
Conditions: Normal breathing and temperature, breezes and drafts in the ectoplasm.
Encounter (Major Tubule): 1d4+1 flumphs (10%)
Encounter (Minor Tubule): 1d4+3 flumphs (20%)

71 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.

Internal Dimensions: 300ft long, 20ft wide, 20ft tall, has almost-vertical downward slope at center, 80ft down, requiring flying, climbing or rope to descend.
Conditions: Normal breathing and temperature, breezes and drafts in the ectoplasm.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1 phase spider (10%)

72 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 20ft tall, has almost-vertical downward slope at center, 60ft down, requiring flying, climbing or rope to descend.
Conditions: Normal breathing and slightly warm temperature, breezes and drafts in the ectoplasm.
Encounter (Major Tubule): 1d8+1 fungus-bats (10%)
Encounter (Minor Tubule): 1d8+1 fungus-bats (15%)

73 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, varies from 10–20ft wide, 20ft tall, has almost-vertical upward slope at center, 50ft tall, requiring flying, climbing or rope to ascend.
Conditions: Normal breathing and temperature, breezes and drafts in the ectoplasm.
Encounter (Major Tubule): 1 gelatinous sphere at top, ready to roll down at prey (10%).
Encounter (Minor Tubule): 1d3 gelatinous spheres at top, ready to roll down at prey one after the other (15%).

74 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 120ft long, varies from 10–15ft wide, 10–15ft tall.
Conditions: Normal breathing, normal temperature, ectoplasm has medium-strong drafts but without significant turbulence. Multiple, unusually brightly-glowing spots on membrane wall, which are nothing more than excess pigmentation resulting from the attachment of this pocket dimension to the rest of the tubule network.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d3+2 young phase spiders, having minimum hit points each (10%)

75 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 120ft long, varies from 10–15ft wide, 10–15ft tall.
Conditions: Normal breathing, normal temperature, ectoplasm has medium-strong drafts but without significant turbulence. Multiple, unusually brightly-glowing spots on membrane wall, which are nothing more than excess pigmentation resulting from the attachment of this pocket dimension to the rest of the tubule network.
Encounter (Major Tubule): Possible lost object, roll 1d8: (1–4) nothing, (5) *ring of invisibility*, (6) *potion of healing*, (7) single copper piece, (8) woolen sock.
Encounter (Minor Tubule): Possible lost object, roll 1d8: (1–4) nothing, (5) decapitated human head with brains removed, (6) ruby encrusted buckle (2000gp), (7) *potion of levitation*, (8) *wand of charm monster* with 3 charges

76 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 120ft long, varies from 15–20ft wide, 15–20ft tall.
Conditions: Normal breathing, normal temperature, ectoplasm has medium-strong drafts but without significant turbulence. Multiple, unusually brightly-glowing spots on membrane wall, which are nothing more than excess pigmentation resulting from the attachment of this pocket dimension to the rest of the tubule network.
Encounter (Major Tubule): None
Encounter (Minor Tubule): A monster identical to a **shambling mound (12HD)** has formed from the tubule membrane here (10%). It is not an uncommon event for parts of the membrane to bud into plantlike life forms; the membrane's generative properties are a byproduct of the way Jupiter Kwan grows the pocket dimensions together.

77 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 150ft long, varies from 20–30ft wide, 20ft tall.
Conditions: Normal breathing, temperature is warm and humid, ectoplasm has medium-strong drafts but without significant turbulence. Long strands of glowing green moss hang down in patches from the ceiling, swaying in the ectoplasmic flow. They can be circumvented at a maximum distance of 10ft. Note: This pocket dimension contains monsters growing/grown from the membrane. It is not an uncommon event for parts of the membrane to bud into plantlike life forms; the membrane's generative properties are a byproduct of the way Jupiter Kwan grows the pocket dimensions together.
Encounter (Major Tubule): 1d3 small fungus-bats growing from membrane wall (immobile) (25%)
Encounter (Minor Tubule): A monster identical to a **shambling mound (11HD)** has formed from the tubule membrane here (10%).

78 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 120ft long, varies from 10–30ft wide, 10–30ft tall. Numbers reflect one wide point in the center of the tubule where it bulges outward in all directions.
Conditions: Normal breathing, normal temperature, ectoplasm has medium-strong drafts but without

significant turbulence.
Encounter (Major Tubule): 1d8+1 fungus-bats (10%)
Encounter (Minor Tubule): 1d8+1 fungus-bats (15%)

79 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 120ft long, varies from 10–30ft wide, 10–30ft tall. Numbers reflect one wide point in the center of the tubule where it bulges outward in all directions.
Conditions: Normal breathing, normal temperature, ectoplasm has medium-strong drafts but without significant turbulence.
Encounter (Major Tubule): none
Encounter (Minor Tubule): 1d2 phase spiders (10%)

80 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 50ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. *Magic does not function in this pocket dimension*. This section of tubule is diseased, although it is not contagious to the characters. Huge patches of blackened, dying membrane are all along the tubule walls, floor, and ceiling.
Encounter (Major Tubule): 1 giant slug (10%)
Encounter (Minor Tubule): 1 giant slug (15%)

81 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 150ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. This pocket dimension is diseased, although it is not contagious to the characters. Huge patches of blackened, dying membrane are along the tubule walls, floor, and ceiling.
Encounter (Major Tubule): 1 gelatinous sphere (10%)
Encounter (Minor Tubule): 1d10 gelatinous spheres (10%)

82 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 150ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane is completely ripped open here, in a 60ft long tear (an attack by some of Isclaadra's nebunorne demons), and is open to the void beyond. If the characters want to enter the void from here, they can do it immediately, without passing through the membrane. The grottlefish have no trouble swimming inside the tubule just as well as they can swim in the void.
Encounter (Major Tubule): 1d6+6 grottlefish are nibbling at the edges of the tear (100%). A **drift-hag** (10%) with a large burlap sack is also harvesting bits of it with a long fish-gutting knife. The grottlefish are keeping their distance from her. The drift-hag will be carrying gems with an aggregate value of 2000gp, together with 1d4 *potions of healing*.
Encounter (Minor Tubule): 1d8 grottlefish are nibbling at the edges of the tear (100%). A **drift-hag** (25%) is present as described above.

83 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 300ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane is completely ripped open here, in a 100ft-long tear (an attack by some of Isclaadra's nebunorne demons), and is open to the void beyond. If the characters want to enter the void from here, they can do it immediately, without passing through the membrane. If grottlefish are present, they have no trouble swimming inside the tubule just as well as they can swim in the void.
Encounter (Major Tubule): 1d6+6 grottlefish are nibbling at the edges of the tear (50%). They do not attack unless attacked.
Encounter (Minor Tubule): 1d8 grottlefish are nibbling at the edges of the tear (50%). They do not attack unless attacked.

84 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane of the tubule contains millions of tiny fish and lizard skeletons, remnants of the world this piece of dimensional substance peeled away from.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

85 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane of the tubule contains millions of tiny fish and lizard skeletons, remnants of the world this piece of dimensional substance peeled away from.
Encounter (Major Tubule): 1 phase spider (10%)
Encounter (Minor Tubule): 1d3 phase spiders (10%)

86 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 150ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane of the tubule contains millions of tiny fish and lizard skeletons, remnants of the world this piece of dimensional

substance peeled away from.
Encounter (Major Tubule): 1d3 plantoids (20%)
Encounter (Minor Tubule): 1d4+1 plantoids with **plantoid king** and **1d6 plantoid servitors** (10%).

87 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane in this pocket dimension is lumpy, as if it had been subjected to some kind of energy that changed or damaged it slightly. Everyone who enters this pocket dimension must make a saving throw or refuse to leave. Every week, an oculethe comes through to carry out any bodies for Jupiter Kwan's necromancy.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

88 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane in this pocket dimension is lumpy, as if it had been subjected to some kind of energy that changed or damaged it slightly. Everyone who enters this pocket dimension must make a saving throw or become incoherent with rage, attacking others randomly for 1d6+4 combat rounds. Every week, an oculethe comes through to carry out any bodies for Jupiter Kwan's necromancy.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

89 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 30ft tall. The chamber bells out in the center to a width/height of 60ft.
Conditions: Normal breathing and temperature. There is a very strong undertow current in the ectoplasm. Anyone entering the tubule must immediately make a saving throw or be sucked into the center by the paraflumic pressure and then flung into the adjacent void. Once in the void, they actually travel only a few feet, but since the wall is still intact they have to cross through the membrane to return.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

90 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 30ft wide, 30ft tall. The chamber bells out in the center to a width/height of 90ft.
Conditions: Normal breathing and temperature. There is a very strong undertow current in the ectoplasm. Anyone entering the tubule must immediately make a saving throw at –3 or be sucked into the center by the paraflumic pressure and then flung into the adjacent void. Once in the void, they actually travel only a few feet, but since the wall is still intact they have to cross through the membrane to return.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

91 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 90ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane in this pocket dimension is shot through with strands of rainbow-like color, like drifting oil slicks. It is still easy to see through it and out into the void beyond.
Encounter (Major Tubule): 1d3 giant silverfish (10%)
Encounter (Minor Tubule): 1d6+3 giant silverfish (15%)

92 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 80ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The membrane in this pocket dimension is shot through with strands of rainbow-like color, like drifting oil slicks. It is still easy to see through it and out into the void beyond.
Encounter (Major Tubule): 1d4+3 oculethe patrol attacks anyone who does not claim to be trying to find Jupiter Kwan. They accompany the characters to **Area 29U-20** if the characters say that they are here to see Jupiter Kwan. Kwan is notified by one of the oculethes (who travels a different path than the ones leading the party), and he takes matters in hand as needed. (10%)
Encounter (Minor Tubule): none

93 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 80ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing but very cold temperature. The ectoplasm blows in vicious turbulence, but also seems as if the cold has thickened it, making it buffet the characters around rather badly. Each combat round, a character must make a saving throw or drop one item held in his hand. If the character is immune to cold, the saving throw is made at +4.
Encounter (Major Tubule): 1d6+3 fire beetles (75%)
Encounter (Minor Tubule): 1d6+3 fire beetles and **1 plantoid** (75%). These monsters are not connected to each other, but the plantoid tries to use the fire beetles to gain a tactical advantage.

94 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 120ft long, 20ft wide, 20ft tall.

Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The green membrane in this pocket dimension is speckled with patches of yellow. This is simply an unusual pigmentation, and has no significance to the characters.
Encounter (Major Tubule): none
Encounter (Minor Tubule): none

95 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 200ft long, 5ft wide, 5ft tall, but wider (10ftx10ft) right at the mist-gates.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The walls, floor, and ceiling of the tubule are almost entirely covered in blue and yellow moss, which scrapes off easily. It is poisonous if eaten.
Encounter (Major Tubule): 1d3 cobra flowers beside one of the mist-gates (10%). Roll to see which mist-gate they are beside; they might be right next to the emerging characters.
Encounter (Minor Tubule): 1d3 cobra flowers beside one of the mist-gates (15%). Roll to see which mist-gate they are beside; they might be right next to the emerging characters.

96 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 20ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. There are several clusters of cucumber-like eggs all over the walls and ceiling. These are Leng-bat eggs; all of them are sterile because they were laid outside of Leng.
Encounter (Major Tubule): 1d3 Leng-bats (20%)
Encounter (Minor Tubule): 1d3+3 Leng-bats (25%).

97 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 30ft wide, 20ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm. The walls, floor, and ceiling of the pocket dimension are budding with thousands upon thousands of small, pink and blue flowers.
Encounter (Major Tubule): 1d3 cobra flowers beside one of the mist-gates (10%). Roll to see which mist-gate they are beside; they might be right next to the emerging characters.
Encounter (Minor Tubule): 1d3 cobra flowers beside one of the mist-gates (15%). Roll to see which mist-gate they are beside; they might be right next to the emerging characters.

98 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 80ft long, 10ft wide, 10ft tall.
Conditions: Normal breathing and temperature, no turbulence in the ectoplasm. The walls, floor, and ceiling of the pocket dimension are budding with thousands upon thousands of small, pink and blue flowers. The flowers all inhale and exhale simultaneously.
Encounter (Major Tubule): none
Encounter (Minor Tubule): The floral scent is dangerous; make a saving throw or fall asleep for 1d6 days. If everyone falls asleep, they are either eaten by something or collected by the oculethes and brought to Jupiter Kwan.

99 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 100ft long, 20ft wide, 20ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm, strong breeze in the ectoplasm in the top 3ft of the tubule.
Encounter (Major Tubule): 1 mihstu hidden in (randomly-selected) mist-gate (20%)
Encounter (Minor Tubule): 1 mihstu hidden in (randomly-selected) mist-gate (25%)

100 **Entrance via Mist-gate:** Roll 1d3 for each character to determine which round they emerge from the mist-gate. Make a saving throw or be disoriented for 1d4 combat rounds after emerging.
Entrance Across Membrane: Refer to Table.
Internal Dimensions: 800ft long, 30ft wide, 30ft tall.
Conditions: Normal breathing and temperature, some turbulence in the ectoplasm.
Encounter (Major Tubule): Jupiter Kwan with **4 charmed plantoids** as bodyguards.
Encounter (Minor Tubule): Trap: floating ball of light explodes. Make saving throw or take 1d6 points of damage from tiny pellets of necromantic light. The pellets cause skin and flesh to begin rotting, inflicting 1d3 points of damage per hour for d% hours unless the rot is stopped by *neutralize poison* or *remove curse*.

The Minor Voids

These tables are used to determine the contents of the small, unnumbered voids. Roll 1d20 and d%.

Void Appearance

1d20	Appearance
1	Blue emptiness with occasional sparks
2	Red emptiness with occasional small dimensional bubbles
3	Yellow emptiness with occasional chunks of rock
4	Silvery emptiness with clots of seaweed
5	Grey emptiness with chunks of fungus
6	Black emptiness with multiple distant moons
7	Grey emptiness with occasional chunks of rock
8	Black emptiness with occasional small dimensional bubbles
9	Grey emptiness with clots of seaweed
10	Black emptiness with occasional chunks of rock

1d20	Appearance
11	Red emptiness with occasional chunks of rock
12	Yellow emptiness with occasional small dimensional bubbles
13	Silvery-grey emptiness with occasional chunks of rock
14	Silvery-grey emptiness with multiple distant moons
15	Black emptiness with clots of seaweed
16	White emptiness with occasional small dimensional bubbles
17	Blue emptiness with occasional chunks of rock
18	Grey emptiness with chunks of fungus
19	Silvery-grey emptiness with occasional chunks of rock
20	Silvery-grey emptiness with multiple distant moons

Void Encounters

d%	Contents or Event
01–65	This area of the void is currently uninhabited
66–70	Warning zombie-buoy tethered to rock
71–75	**4d6 grottlefish**
76–77	Karmic tornado (the characters are blown into and up a tubule for a distance of 1d4+3 segments)
78	**6 kismet chameleons**
79	Cluster of **2d6+2 phase spiders**
80–85	**1 void mantari**
86	**2d6 Leng-bats**
87–88	**1d6+2 oculethe sentries**
89	Planar gate to Ques Querax. Going through this glowing blue portal takes the characters to **Area 3H-4** in the Caravanserai of Ques Querax (**Chapter 2**). This is a one-way portal. The portal is guarded by a **denizen of Leng** floating in a lotus position with his **6 leng-bats**. He might be helpful (1–3 on a 1d6) or unhelpful (4–6 on a 1d6).
90	Storage bale of 20 troglodyte bodies and 10 grottlefish all bound up in wire and tagged as "Bale 21" in the language of the Under Realms.
91	Planar gate to Izamne in the hunting grounds of **1d4+1 grottlefish**. Going through the glowing blue disk transports the character (one-way) into the City of Izamne. The character appears just outside the Fortress of Pareetha Pra (**Area 13R-8, Chapter 4**).
92	**1d4 voidflowers**
93	**1d4+2 ectoplasms**
94	**1d2 drift-hags**
95	**1d20 voidwasps**
96	**1 piscodaemon**
97	**3d6 +3 grottlefish** with **1d4 Leng-bats**
98	**1 Mu spore**
99–00	Black Ship of the Moon-Beasts. If this encounter is rolled, a large moon will be visible at a great distance.

Ants, Giant Invisible (Worker): HD 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 18; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** invisible (–4 to attacker rolls).

Ants, Giant Invisible (Warrior): HD 3; **AC** 3[16]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** poison 2d6 (save for 1d4 only), invisible (–4 to attacker rolls).

Black Ship of the Moon Beasts

See **Sidebox**.

Drift-hag: **HD** 7; **AC** 6[13]; **Atk** 2 claws (1d6), bite (1d6+1); **Move** 12 (fly 12); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special**: +1 or better weapon to hit, magic resistance (50%), shapechange (3/day, heals 50% of damage per change). (**Monster Appendix**)

Ectoplasm (Ghost Ooze): **HD** 7; **AC** 9[10]; **Atk**: pseudopod (1d8 plus weakness); **Move** 0 (fly 6); **Save** 9; **AL** C; **CL/X**P 10/1400; **Special**: +1 or better weapon to hit. (***The Tome of Horrors Complete*** 222)

Flesh Golems

Two flesh golems patrol the tubules, looking for invaders. One patrols the large tubules, and the other guards the smaller, one-segment tubes. If one of the golems is killed, mark it off and treat that result as "no encounter" on future die rolls.

Flesh Golem: HD 8 (40hp); **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better weapon to hit, healed by lightning, immune to most spells, slowed by fire and cold.

Gelatinous Spheres

Some void-dwelling creatures are made of the same substance as a gelatinous cube. Without external constraints they take a spherical shape, and they are somewhat stronger than their material-plane cousins.

Gelatinous Sphere: HD 7; **AC** 8[11]; **Atk** 1 (2d4); **Move** 6 (float 12); **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** paralysis, immune to lightning and cold.

Grottlefish: **HD** 3; **AC** 6[13]; **Atk** 2 small-claws, bite (1d6); **Move** 1 (fly 12); **Save** 14; **AL** N; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, dimensional travel, magic resistance (50%), planar travel. (**Monster Appendix**)

Kismet Chameleon: **HD** 2; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d6); **Move** 12 (fly 18); **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: chameleon skin (surprise on 1–5 on d6), damage deflection (50% damage, next 25%, and the next nearest take one-eighth each). (**Monster Appendix**)

Leng-Bat: **HD** 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: 1d6 auto damage upon first bite, immune to spells, magic weapons receive no bonus. (**Monster Appendix**)

Mantari, Void: **HD** 8; **AC** 2[17]; **Atk** tail sting (2d6), bite (1d6); **Move** 3 (fly 24); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** fishhook prey (25% chance, can flip victim and bite for auto damage) (**Monster Appendix**)

Mihstu: **HD** 8; **AC** –3[22]; **Atk** 4 tentacles (1d6); **Move** 9 (fly 9); **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: +1 or better weapon to hit, engulf (1d2 points of constitution damage/round), immunity to electricity, resistance to missile attacks, magic

Black Ship of the Moon-Beasts

The Black ship contains **5 moon-beasts**, **10 denizens of Leng**, **20 bugbears**, and **50 slaves**. The ship itself is a major artifact, but it would be very, very hard for the characters to overcome its crew.

Moon-Beasts (5): HD 14; **HP** 72, 67, 70, 54, 52; **AC** –3[22]; **Atk** 2 claws (1d6), 4 tentacles (1d6 plus *confusion*); **Mov**e 18 (climb 9); **Save** 3; **AL** C; **CL/XP** 22/5000; **Special**: air walk, confusion tentacle (1d6 rounds, save avoids), gaze attacks, illusions and poison, immune to cold, magical abilities, magic resistance (35%), resistance to electricity and blunt weapons (50%).

Magical Abilities: at will—*ESP*, 3/day—*charm monster, dispel magic, phantasmal force*. (Monster Appendix)

Denizens of Leng (10): HD 8; **HP** 44, 41, 39, 37, 35, 34, 32, 30, 29, 20; **AC** 5[14]; **Atk** 2 claws (1d4+1), bite (1d3 plus lassitude), **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), regeneration (5hp/round).

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.

Equipment: robe, veil, turban, belt pouch containing 2d6 rubies (1d6x100gp each), 10% chance of magic item (any).

Bugbears (20): HD 3+1; **AC** 5[14]; **Atk** cutlass (1d8+1) or longbow x2 (1d6); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents, 50% chance.

Slaves: unarmed, noncombatant humans. They have been captured recently and can give no useful information about the moon-beasts.

Treasure: The Black Ship carries coinage in a locked metal bin in the hold. It is trapped with 3 *symbols of death* and coated with contact poison lethal to any species other than moon-beasts. The bin contains 367 takkas; 9376gp; 21,593sp, and 58,614cp. It also contains 2 *+1 spears*, 1 *+3 arrow*, 5 *potions of healing*, 1 *potion of heroism*, a *+1 shield*, and a *cloak of elvenkind*. The moon-beast captain has a metal chest in his cabin containing 252 garnets (10gp), 35 opals (20gp), 52 chunks of jade (20gp), 6 sapphires (100gp), 8 emeralds (500gp) and 5 diamonds (1000gp)

resistance (15%), susceptible to cold (save or be stunned for 1d4+2 rounds). (***The Tome of Horrors Complete*** 381)

Mu Spore: **HD** 35; **AC** –5[24]; **Atk** 4 tendrils (2d6), bite (4d6); **Move** 15; **Save** 3; **AL** N; **CL/XP** 41/22,900; **Special**: +3 or better weapon to hit, regenerate (2hp/round), resistance to acid (50%), spores, swallow whole on natural 20, tendrils hold prey (automatic swallow on next round). (**Monster Appendix**)

Nemoworm: **HD** 2; **AC** 5[14]; **Atk** bite (2d6 + poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 6/400; **Special**: 90% chance to surprise by teleport attack, insubstantiality venom, semi-corporeal (magic or silver weapon required to hit). (**Monster Appendix**)

Night-Ghoul: for hit points and other stats, refer to the roster in **Area 29U-12**

Oculethe: HD 7+6; **AC** 3[16]; **Atk** tentacle (1d8); **Move** 12 (fly 18); **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: lethargic gaze (save or begin falling asleep; fatigue over 1d4+2 rounds, cumulative –1 to attack and saving throw rolls until collapse). (**Monster Appendix**)

Daemon, Piscodaemon: **HD** 10; **AC** –1[20]; **Atk** 2 claws (2d6), mouth tentacles (1d8 plus poison); **Move** 9 (swim 18); **Save** 5; **AL** C; **CL/XP** 20/4400; **Special**: immunity to acid and poison, magical abilities, magic resistance (50%), poison (*slow* for 1 turn, save negates), see invisible, sever limbs, silver or +1 or better weapon to hit, telepathy 100ft. (***The Tome of Horrors Complete*** 122)

Magical Abilities: 1/day—*fear, darkness 15ft radius, protection from good*; 2/day—*mirror image*.

Plantoid: **HD** 5; **AC** 5[14]; **Atk** 4 tendrils (1d4 plus grab); **Move** 0 (fly 18); **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: control, create servitor, immune to blunt weapons. (***The Tome of Horrors 4*** 172)

Plantoid King: **HD** 10; **AC** 2[17]; **Atk** 4 tendrils (1d6 plus grab); **Move** 0 (fly 18); **Save** 5; **AL** N; **CL/XP** 14/2600; **Special**: +1 or better weapons to hit, control, create servitor, immune to blunt weapons, magic resistance (55%). (***The Tome of Horrors 4*** 172)

Plantoid Servitor: **HD** 3; **AC** 8[11]; **Atk** 2 slams (1d4 plus grab), bite (1d4 plus poison); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: poison (save or paralyzed for 1d6 rounds or if failed a second save or grow moss or if failed a third save or become servitor). (***The Tome of Horrors 4*** 172)

Silverfish, Giant: HD 3; **AC** 7[12]; **Atk** bite (1d6 plus 1d6 acid); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** acid, immune to mind-affecting spells. (***The Tome of Horrors 4*** 193)

Skulk, Planar: **HD** 2; **AC** 6[13]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** surprise on 1–4 of d6. (**Monster Appendix**)

Slugs, giant

Technically these are dimensional slugs, as described in ***Tome of Horrors 4***, but in this dimension they are, for all intents and purposes, ordinary giant slugs.

Giant Slug: HD 12; **AC** 8[11]; **Atk** bite (1d12) or acid; **Move** 6; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** spit acid (6d6).

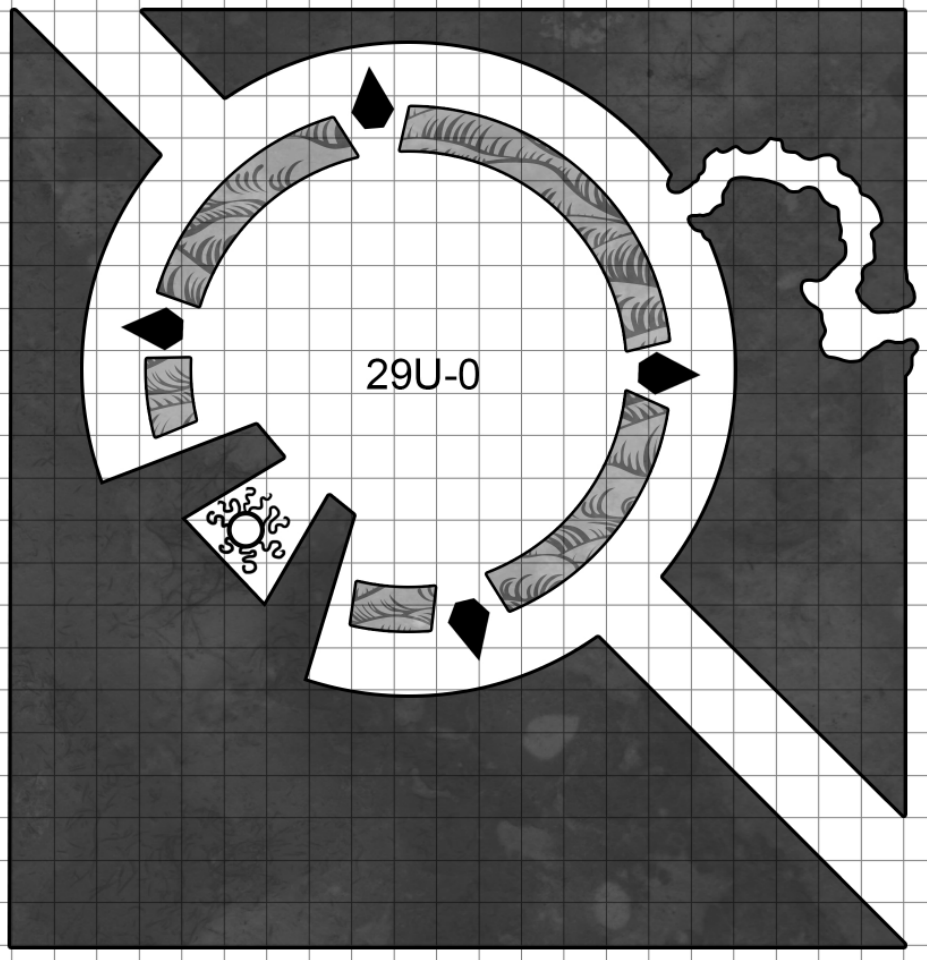
Spider, Phase: HD 5; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** lethal poison (+1 save or die), dimension phasing.

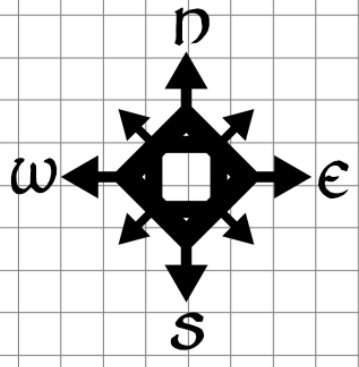
Voidflower (HD 11): **AC** 0[19]; **Atk** 6 tendrils (poison); **Move** 1; **Save** 4; **AL** N; **CL/XP** 16/3100; **Special**: immune to blunt weapons, venom (save or take 4hp/round, dies regardless in victim HD+1 number of rounds unless tendril is destroyed: AC 3[16], 20hp). (**Monster Appendix**)

Voidwasp: **HD** 6; **AC** 4[15]; **Atk** bite (2d4), sting (1d6 plus poison); **Move** 12 (fly 18) (wingless flight 3); **Save** 11; **AL** N; **CL/XP** 9/1100; **Special**: dimensional tunneling, paralysis poison (save or comatose for 2d6 days), implant eggs (auto into

Hex 29U

Gateway to the Hidden Worlds







Sphere



Floor Pattern

1 Square - 10 Feet

paralyzed victim, incubate while comatose, victim dies if hatched) (**Monster Appendix**)

Wraith: **HD** 4; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special**: drain 1 level per hit, hit only by silver (half-damage) and magic weapons, resistant to silver and magic arrows (1hp/hit).

Zombie-Buoys

Zombie-buoys are zombies tethered to one of the floating rocks in a void. They are used by Jupiter Kwan as a navigation aid when he chooses to move physically through the tubules.

Zombie: HD 2; **AC** 8[11]; **Atk** fist (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Map Key

29U-0. The Sphere of Light and Shadow

This large chamber is almost circular, with three entrances. In the southwestern part of the chamber, the walls turn inward toward the center of the circle, framing a deep alcove. A shifting pattern of light is visible within.

Fifteen feet from the wall, all around the chamber, is a 10ft-wide area in which the floor has been deeply etched with strange symbols. This wide circle of symbols is broken in six places, as follows: A 5ft-wide path through the symbols on each side of the place where the walls frame the glowing alcove. Four more 10ft-wide pathways are at the southern, northern, eastern, and western sides of the circle. Each of these four paths is partly blocked by a column of stone shaped like an arrow, pointing outward, one to each of the four cardinal points of the compass.

When the characters inspect the alcove:

Inside the alcove is a floating latticework of light and shadow, like a ball of yarn made with woven strands of luminescence and darkness. The lattice sphere is 1ft in diameter, and floats 5ft above the ground, revolving slowly. Inside the sphere, the strands and threadwork also shift in relation to each other, crisscrossing, joining, and separating again into new patterns.

If the characters have not already learned the way to enter the hidden worlds of Jupiter Kwan, they might pass this little oddity by — or they might be in for quite a surprise. Touching the shifting sphere (with bare skin) immediately pulls the person who touches it into the area labeled "Reality 1."

If the characters inspect the northern pillar:

A column of strange runes runs down the length of this pillar.

The runes are in the language of Dragons. If translated, the runes read:

And do you seek the subtle mage?
So spherical and sleekly sage?
Avoid the weird and deepling ways
Within my manifolded maze.

And would you know which way to go,
The path to tread, the roads to follow?
Swim the voids to cross the ways
Within my manifolded maze.

What do you need to find direction?
Say it with the right inflection!
Make your cardinal points, don't make a fuss,
My Hidden World is beyond all...

If anyone speaks the word "Compass," then a compass appears from thin air in front of that character. The compass works in the Hidden Worlds, and its cardinal points are not the normal North, South, East, and West. Rather, the compass shows Weird, Eccentric, Strange, and Deep as its four cardinal points.

29U-1. Edge of Reality (Reality 1)

You are standing in a mist of grey vapor. On one side of you is a shadowy vision of stone walls, and the shifting light and dark striations of a floating globe. On the other side of you, the grey vapor is being slowly sucked down into a huge vertical vortex, the shape of which is outlined by the roiling mist. Through the vortex you can see a faint greenish glow.

This area is a middle zone between the world of material reality and Jupiter Kwan's in-between world of planar tubules, dimensional folds, and stitched-together bits of nothingness. The floating globe visible through the mist is the Sphere of Light and Shadow described in **Area 29U-0**. It is completely possible for the characters to decide that they want nothing to do with the vortex, turn around, and walk right back into normal reality. If they decide to enter the vortex, they are entering an area almost as strange as the Plateau of Leng — the Hidden Worlds of Jupiter Kwan.

A magic-user has an 8% chance per level to know (and a magic-user who can cast *gate* automatically knows) that the grey vapor in this area is called "ectoplasm," and that it exists between different dimensions, demi-planes, and pocket realities. The magic-user might or might not choose to inform the other members of the party that the paraflumic flow between dimensions can be violently turbulent — enough to rip a person not just into several different pieces, but to fling each piece into a different reality. Most likely there is no need to alarm anyone, or cause yet another debate about which direction to take. What the rest of the party doesn't know won't hurt them, right?

As the characters move into the grey mist, they can see that the green light resolves itself into the mouth of a tube.

When the adventurers enter the tubules, if it is for the first time, read or paraphrase the following:

You have entered a large tube, 50ft in diameter, made of a faintly greenish membrane. The membrane is slightly transparent, and beyond it you can see a vast cloud of tubes like the one you are in. Some of the tubes are much

larger than the others — they branch off and recombine, their pathways curling and twisting through a tangle of thousands of smaller tubules. Not all of the tubule systems are connected to each other; you can see a few areas that are isolated from the others, and even some places where a globule of greenish membrane hangs in the void, unattached to any of the tubules. Outside the tubules, there is blank, unrelenting emptiness.

You have obviously stepped beyond the realm of material reality.

The flow of grey mist is pulling you forward, along the tubule; it is not easy to keep your footing, but as long as you are careful it causes no problems.

In case you need a better way to visualize what the characters see, if looks like the neuron pathways in the brain, or the human circulatory system. If you don't mind using modern-language descriptions, this might be the fastest way to convey to the players what the characters see.

29U-2. Edge of Reality (Reality 2)

This area is a huge dome made of a very organic-looking, greenish membrane. The membrane is slightly transparent, and beyond it you can see a vast cloud of tubes. Some are much larger than the others — they branch off and recombine, their pathways curling and twisting through a tangle of thousands of smaller tubules. Not all of the tube systems are connected; you can see a few areas that are isolated from the others, and even some places where a globule of greenish membrane hangs in the void, unattached to any of the tubules. Outside the tubules, there is nothing but an empty void.

The dome is filled with a shifting mass of grey mist. It moves sluggishly, almost like a viscous liquid. The current is nudging you toward the dome's only exit, a tube 50ft across that leads into the network of tubules beyond the walls of the dome. The only other detail of the dome chamber is a much smaller tubule, perhaps 20ft across. The smaller tubule is attached to the dome, but the membrane blocks off any access to it.

Unless they got here by crossing the tubule network, the characters probably got here by setting off a trap in the City of Izamne (**Chapter 4**, **Area 13R-14**). It isn't possible to get back into reality from here without using one of Jupiter Kwan's pinwheel keys, which he gives only to those who are performing tasks or missions on his behalf. The party may have received one (or possibly stolen one) in **Area 29U-29**.

The pinwheel keys look like the letter "T," a silver rod with a wooden crossbar that is shaped much like a propeller. Spinning the silver rod with both palms makes the device almost, but not quite, rise into the air. Instead, it spins slowly downward to the membrane floor. As the pinwheel descends, a vortex begins to form in the floor, and the membrane blows in a circle like mist. In moments, everything in the chamber is sucked down into the dark streets of the City of Izamne, outside Doctor Quattromani's house (**Chapter 4, Area 13R-14**). The pinwheel keys are destroyed when they create the vortex.

29U-3. Edge of Reality (Reality 3)

This area is a dome with glowing green membrane-walls more than 300ft high. It has no floor or gravity, and an infinite void of churning darkness is underneath it. A huge amoeba-like creature floats in the middle of the chamber, 150ft below the domed, membranous ceiling. It is sucking up a massive tornado of dark mist upward from the void beneath the dome. As the dark mist churns up into the bizarre object, massive bolts of lightning blast outward from the amoeba, all of them disappearing into a small black disk that whirls around it in a tight orbit.

There appears to be one exit from this bizarre chamber: a mist-filled tube. Beyond it, you can see the eerie glow of thousands of tubes lit with green light, spreading outward into a night-black void like a vast circulatory system.

If the characters are entering this area because they flew too high in the cavern over the City of Izamne, they are actually inside the cone of darkmist, and need to react *immediately* or be pulled into the amoeboid creature. The "creature" is an organic machine created by Jupiter Kwan's necromancy; it combines ectoplasm with darkmist to create violent blasts of energy, which it then sends into the black planar gate orbiting around it. The energy is diffused through the membrane to keep the entire tubule network alive. If the characters are in the tornado of darkmist coming from Izamne, they need to escape the vortex of darkmist. If the player immediately states that the character is trying to get out of the tornado, the character is able to get free. If the player decides to wait, even for a few moments, the character has a harder time getting out: a saving throw is required to flail and swim out of the vortex. Characters that decide to follow the vortex all the way into the amoeba are converted into lightning and blasted into the dark globe to be used as energy by the tubule system. Nothing is left.

If anyone tampers with the machinery here, it has been equipped with an instant demon-summoning charm that automatically fishes a very angry **marilith demon** out of the Ginnungagap and into the chamber, tasked with defending the machine.

Demon, Marilith (Category V): **HD** 7; **HP** 35; **AC** 7[12]; **Atk** 6 weapons (1d8), tail (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 13/2300; **Special**: +1 or better weapon to hit, immune to fire, magic resistance (80%), magical abilities.

Magical Abilities: at will—*charm person*, *levitate*, *polymorph self*; **1/day—***gate* **50% (roll 1d12; [1–3] I, [4–6] II, [7–8] III, [9–10] IV, [11] VI, [12] demon lord or prince). Equipment: necklace of fire opals (10,000gp).**

When the characters start into the tubule system, don't forget the effects of moving from one pocket dimension to the next. The characters do not emerge exactly at the same time: Roll 1d3 for each character to see which round the character gets through the mist-gate. Emerging into the new dimension is disorienting; each character must make a saving throw or be disoriented for 1d4 combat rounds after emerging.

29U-4. Edge of Reality (Reality 4)

Unless you're using this particular location as a way into the Cyclopean Deeps from aboveground, the characters enter from within the Hidden Worlds, and the following description is given from this perspective:

This dimensional chamber is a circular dome about a quarter of a mile across. The membrane-floor slopes downward toward the middle and is open at the bottom, revealing a sunlit area, obviously on the surface aboveground. At the exact center point of the opening

you can see an ancient runestone half buried in earth. The opening in the membrane floor is high above the stone, a 50ft drop, and it is only 20ft wide.

Two occupants are in the room, hulking humans with strange body proportions that look as though they were created by sewing the parts of several people together. Each is connected to the wall by a finger's-width vine of green membrane. They open glowing eyes when you enter.

This gateway looks down onto one of two possible destinations, both of which appear identical from inside the Hidden Worlds. It shifts to the other destination on the first night of each new moon. The Referee should decide which location it is pointing to when the characters arrive (if they go through). The first location is a runestone located 5 miles to the south of Zelkor's Ferry, near Rappan Athuk (see ***Rappan Athuk*** from **Frog God Games**). The other location is a runestone located near a grain silo just outside and to the northeast of the City of Endhome (see ***The Lost City of Barakus*** from **Frog God Games**). Neither the citizens of Zelkor's Ferry nor the citizens of Endhome are aware that these runestones connect to the interdimensional realms of an arch-necromancer, which is lucky; they sleep better at night not knowing. Jupiter Kwan is careful not to let the information become general knowledge, too. The *last* thing he needs is a stream of first-level adventurers with torches tromping around in the tubule system, trying to kill him in exchange for a chicken, free room and board, and 75% of the loot they recover.

It is possible to re-enter the Hidden Worlds of Jupiter Kwan from here, but one must fly upward directly from the runestone that marks the location of the portal overhead. The portal is two-dimensional and only points directly down at the runestone, so it is impossible to fly into it sideways or downward.

Guarding this room are **2 flesh golems**, in the unlikely event that someone — or something — is well enough informed to use this portal to invade the Hidden Worlds. These are not the flesh golems from the random encounter tables; they are found here regardless of the party's earlier encounters. Each flesh golem is connected to the wall by a cord of glowing green membrane the width of a finger that is plugged into the back of the golem's head. These cords draw upon the lightning from **Area 29U-3** if the golems are wounded and need healing. If either golem goes to 20 or fewer hit points, a charge of lightning pulses through the cord, healing 20 points of damage. This continues indefinitely unless the cord is severed. Cutting the cord is easy enough, although a magic weapon is needed; they have only 10 hit points. Unfortunately, when the cord is severed, a blast of electrical power fills an area 50ft in all directions from the point where the cable is cut. Anyone in this area takes 5d6 points of electrical damage (save for half).



Flesh Golems (2): HD 8 (40hp); **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special:** healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

29U-5. Gate of the Watchers

As you cross through the cloud of mist, the tube widens and becomes a vast chamber. The top is perhaps half a mile over your heads, and the chamber spans a mile across. There are three other exits, each of them a cloud of mist that swirls around in the form of a round portal. You see tubules on the far side of the mist-gates. You have just emerged from a similar gate.

The air-like substance you have been breathing seems to have some strong currents in this area, pushing you around almost hard enough to throw you off balance.

A hooded figure floats in the air before each mist-gate, including the one you have just exited. A single, huge eye gazes at you from beneath the hood, and long, branching tentacles protrude from the sleeves and the bottom of the robe.

Don't Forget: The characters do not emerge exactly at the same time. Roll 1d3 for each character to see which round the character gets through the mist-gate. Emerging into the new dimension is disorienting: Each character must make a saving throw or be disoriented for 1d4 combat rounds after emerging.

These creatures are **oculethes**, servants of Jupiter Kwan. They are very intelligent, but communicating with them may be a problem since they only communicate mentally.

See the compass rose found on the map: These four gates are referred to as the Weird gate, the Deep gate, the Eccentric gate, and the Strange gate (one for each of the bizarre compass points in Kwan's realm). The oculethe at the Eccentric gate has a *deck of terse discourse* that it uses if no one in the party is able to contact it telepathically. Its first word from the deck is "Welcome," but after that, you as the Referee, have to determine the course of the necessarily short conversation.

The oculethe at the Deep gate has a map of the Tubules in a pocket of its robe (a Player Map). Unless the characters ask for a map and demonstrate that they are welcomed visitors, the oculethe does not volunteer that it has one.

The characters are likely to try certain words, if they figure out the deck's magic quickly enough.

- "Kwan" causes the oculethes to point between the Eccentric Gate and the Strange Gate (pointing at the antechamber in **Area 29U-20** in a straight line)
- "Treasure" causes the oculethes to shake their heads sadly.
- "Attack" causes the oculethes to look at each other in confusion, then attack the character with the cards.
- "Lost" causes the oculethes to point toward the Weird Gate.
- Double Combinations: If the characters are clear (sort of) that they

Deck of Terse Discourse

A deck of terse discourse is a deck of cards, slightly larger than modern playing cards. It feels as though there are 50 or 60 cards in the deck, but the exact number cannot be determined, as discussed below. Five times in a period of 24 hours, the user can draw 1 or 2 cards from the deck (and have the magic work properly). Each card magically has whatever single word the user wants painted upon it in beautiful, intricate calligraphy. Anyone looking at the word is able to read it in the reader's native language, even if illiterate. In 5 minutes, the lines painted on the cards twist and reshape themselves into the picture of a fat man, then disappear, leaving the card blank. A draw of 1–2 cards can be pulled 5 times in a day. There is a limit on the magic: The sixth time a draw is made, each card shows a "wrong" word instead of the one intended (see table of wrong words). The seventh time the deck is used it also causes 1 point of damage to the person drawing cards (still showing a wrong word on each). The inflicted damage is cumulative; the second incidence of damage is 2 hit points, the third is 4, the fifth is 8, the sixth is 16, the seventh is 32, the eighth is 64. Once the 24-hour resting period is finished — the deck quietly and unobtrusively shuffles itself until it is ready — the deck allows another 5 draws to be made safely.

If the deck is to produce a wrong word after 5 draws, roll 1d10 on the table below to determine the word:

Wrong Words

1d20	Word	1d20	Word
1	Coward	11	Help
2	Wrong	12	Below
3	Yes	13	Alone
4	No	14	Inclination
5	One	15	Fish
6	Left	16	Kwan
7	Treasure	17	Cheese
8	Danger	18	Here
9	Floor	19	There
10	Rescue	20	Danger

The deck can have only one division (into card and deck) at a time; multiple single cards cannot be drawn. If a card is drawn, the rest of the deck might as well be a solid block. The bottom card always shows a shifting, unreadable symbol of some kind. When the card is returned to the deck, the whole thing suddenly becomes a deck of cards again.

Since the deck is made for the use of Jupiter Kwan's oculethes, they can use it as many times as desired without producing wrong words.

work for Kwan or have a message for him, the oculethes are more helpful. "Help-Kwan," "employee-Kwan," "message-Kwan," "delivery-Kwan," "delivery-here," "letter-here" and similar combinations get the characters a guide through the Hidden Worlds directly to the Antechamber in **Area 29U-20**.

Oculethes (4): HD 7+6; **HP** 55, 51, 41, 30; **AC** 3[16]; **Atk** tentacle (1d8); **Move** 12 (fly 18); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** lethargic gaze (save or begin falling asleep; fatigue over 1d4+2 rounds, cumulative –1 to attack and saving throw rolls until collapse). (**Monster Appendix**)

Equipment: One has a map (Player Map), one has the *deck of terse discourse*, **one has a single takka coin, and the fourth has a bag containing a** *rock of stability* **(see Magic Item Appendix)**

If the party obtains an oculethe guide to Jupiter Kwan's antechamber, the oculethe take the Eccentric Gate until it is in the third segment; in other words, as soon as it is adjacent to the Void of Ootra. It then crosses the membrane itself into the Void of Ootra (**Area 29U-18**) and then swims (incredibly fast) to the membrane that houses the antechamber (**Area 29U-20**). It is worth noting to the players that there were other places the oculethe might have taken them; they pass by 3 large bubbles of membrane along the way to the largest one that houses the antechamber, and if the characters choose to land on these, it is only a moment's thought to split off from the others and land on those membranes. The membranes are opaque, so the characters cannot see inside any of the other bubbles, or into the other membrane segments they pass.

29U-6. Garden of Smells

This section of tubule bulges outward, expanding in diameter from 50ft to 500ft. The interior surface of the membrane is almost completely covered with brightly colored vegetation, with only a few bare patches showing the emptiness beyond. The huge chamber smells heavenly; clouds of fragrance wash over you as you are carried along in the current. An ornate chair levitates in the middle of the bulbous chamber.

Only one other mist-portal leads out of this area.

This area is cultivated by Jupiter Kwan as a pleasant place to spend time in contemplation. There is a 10% chance that the party encounters an **oculethe** gardening here, and a 1% chance that they actually encounter Jupiter Kwan.

Unlike most areas in the tubules, it is possible to remain here longer than an hour before being pushed through to the far side. The current is slower than normal, and with some effort the adventurers could stay here as long as 3 hours.

The floating chair is where Jupiter Kwan sits to enjoy the fragrances of the garden. It is permanently enchanted to float in the air, and it comes to Jupiter Kwan if he calls it, but it has no other magical properties. It is made of wood.

Oculethe Gardener (10% chance): HD 7+6; **AC** 3[16]; **Atk** tentacle (1d8); **Move** 12 (fly 18); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** lethargic gaze (save or begin falling asleep; fatigue over 1d4+2 rounds, cumulative –1 to attack and saving throw rolls until collapse). (**Monster Appendix**)

Note: The gardener is able to shoot out of the tubule in 1d3+1 rounds if attacked. It certainly does not try to fight a party of well-armed adventurers.

29U-7. The Spleen

This area is a globule-like chamber with rounded walls. The planar membrane is more transparent than in the tubules, and in the center of the chamber is a banquet table with 20 seats. The places at the table are not set, but a stack of earthenware plates sits at one end of the table.

If all the chairs in the chamber have weight sitting in them, the table fills with delectable food of all kinds. Bottles of wine and one earthenware

pitcher of ale also appear to accompany the meal. This is all real food and is not poisoned in any way.

29U-8. The Thing in the Spying Throne

This organelle has two dead-end tubules budding out from the center, as well as three mist-like portals leading out. In roughly the middle of the area, the membranous floor of the chamber is pinched upward to form a kind of chair in which sits a human corpse. The body is not in very good condition, but the decomposition appears to have been stopped about midway to the skeleton. Strangely, the eyes appear to be perfectly intact and undamaged. They gleam at you in the green light.

There is a 75% chance that **1d10 phase spiders** materialize on the outside of the membrane if the characters remain in this area for more than 10 minutes. They look in to see if the characters look like easy prey, and if they decide to attack they phase through. If the characters have established an alert guard, there is a 5-in-6 chance to notice the spiders' arrival on the outside of the membrane.

The characters are likely to investigate (or destroy) the cadaver in the membrane throne. If anyone specifically looks into the cadaver's eyes, they see a dark alleyway. This is the dead-end alley at the map coordinate **19-G** on the map of Izamne (see **Chapters 3-4**). This scrying device allows Jupiter Kwan to see and hear the events of supposedly secret meetings scheduled by his agents in this particular alleyway. Anyone watching the alleyway can hear the sounds, which are spoken through the body's mouth, and clearly see what is happening there as a reflection. Even if there is no illumination in the alleyway, the cadaver's eyes reflect the events as if the area were well lit.

Phase Spider: HD 5; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** poison (+1 save or die), phase to avoid attacks (except from ethereal).

29U-9. General Appendix

This long, membranous chamber appears to have only the one entrance. It is crowded with floating objects, many of them organic-looking.

The Appendix Chamber is the end of one of the ectoplasmic currents that moves through the system of tubules. As a result, bits and pieces of decaying planar and dimensional substance accumulate here, eventually leaching their way out into the void as they decay. As mentioned in the textbox, most of this dimensional material has an organic look to it, but it is neither organic nor mineral, not actually being a material substance in the first place. The stuff is mostly worthless, looking like wormhole-scarred wood or globs of concrete. However, if the characters search the area, it is possible that they find a few treasures. For each hour spent in the chamber, the characters may make a single die roll per character to see what they find. After 5 items are found, the amount of time required to find an item doubles to 2 hours, and the time required continues to double for each 5 items. Once 20 items are found, no more is discovered until the ectoplasm currents have time to restock the room, a process that takes days. The scavengers from **Area 29U-10** are waiting for the chamber to refill, and will not chance upon the characters here.

Planar Garbage in the Appendix Chamber

1d100	Item
01	Tattered hat designed for a strange head, possibly insectile.
02	3 silver bells (5gp each) covered with green mucus that delivers an electric shock for 1 point of damage.
03	A beetle made of living gold (100gp alive, 20gp dead), which eats parchment and cloth.
04	Ceramic pig with 2 heads (worthless).
05	Figurine of a wolf; apparently made of metal, but if squeezed, the tongue pops out from the mouth.
06	1d6gp
07	Purple velvet bag with yellow trim. If dice are placed into the bag, they become irregular polygons that defy Euclidean geometry.
08	Twisting shape made of mithral wire, worth 500gp.
09	Old, decaying piece of sausage, made from troglodyte meat.
10	1d100 wooden coins (worthless) in silver box. The box is worth only 20gp for its metal content. It radiates magic, but its only power is to turn silver into wood over the course of time. A coin-sized silver object has a 25% chance per year to turn into wood.
11	Clay disk, 3ft in diameter, stamped with pictures of cat-like creatures.
12	Sword inscribed with the word "Wompom." This result can be rolled twice. In each case there is a 50% chance that the sword is magical on any given day (+1 to hit). If both swords are located, it becomes clear that on any day that one sword is magical, the other is not. One of the swords is always magical. The swords are completely indistinguishable from each other.
13	A black rock; touching it necessitates a saving throw vs. death (3 times, after which the rock becomes inert). This is a natural feature of the rock's home dimension; it is not inherently magical, nor can it be fabricated by alchemy or magic.
14	A piece of driftwood with symbols carved into it. This is from the wreck of the astral ship *Lethrimath*, a tragedy that happened 40 years ago. If this result appears twice, the second piece of wood has the ship's name on it.
15	A pair of spectacles, missing one lens (worthless).
16	A string of glass beads (worthless).
17	A copper kettle (1sp).
18	A comfortable wooden chair (1sp).
19	The clasp for a cloak, silver, in the shape of a griffon's head (25gp).
20	A glass eye radiates magic. Anyone who is missing an eye can wear this one, and gain a +1 to missile attacks.
21	A feather from some completely unknown and unidentifiable beast that makes its home between planes of existence.
22	A shiny red rock (worthless but pretty).
23	A large, woven basket.
24	A pair of richly embroidered gloves (25gp).

1d100	Item
25	A boomerang made of dragon bone.
26	A mouse running around in a sealed glass jar, somehow breathing and well fed.
27	A jar of powder, labeled "Powdered Moth."
28	A round stone jar containing a narcotic paste.
29	A ceramic statue of the evil god Set.
30	Bronze oil lamp (1sp), dented.
31	A helmet, turned to stone (non-magical).
32	A fishing pole made of bamboo.
33	Wooden chest containing 1d6 x100gp.
34	Cloak made of feathers, slightly rotted away at the bottom edge.
35	Bag of 1d8x1000 copper coins.
36	3 bolts of green woolen cloth (10gp each).
37	Spinning wheel, broken.
38	A scrap of magical cloth. It was part of a sail that once allowed a ship to enter other planes of existence. There is not remotely enough of the cloth to do anything other than send a toy boat on a one-way journey into the astral plane, although a concerted research effort might eventually allow a magic-user to duplicate the cloth's weave and magical construction.
39	A bottle labeled (accurately) as tiger saliva.
40	A dictionary of the trade language of the Under Realms, allowing slow translations into elvish and dwarvish. There is a 5% chance per attempted phrase that the meaning is slightly off; the author of the dictionary had only an imperfect command of elvish and dwarvish.
41	A glass globe containing 20 gems, each worth 1d10x100gp.
42	A glass globe containing 20 gems, each worth 1d10x50gp; if broken, the globe contains a poison gas that requires everyone in a 20ft radius to make a saving throw against immediate death.
43	A barrel of salt pork, in good condition. The barrel is stamped "Riverton."
44	A barrel containing a dead Halfling.
45	A jar containing elder ambergris (see **Appendix**). The contents of the jar would be worth 2000gp to Jupiter Kwan, who has no idea that such a treasure has drifted into the appendix of the tubule system.
46	A mask shaped like the front of a human head but with a long, conical extension for a beak. This is the face-mask of a skelzi that was crushed between two boulders when a gust of ectoplasmic turbulence suddenly disturbed the crowded chamber. What is particularly interesting is that it is not the face-mask of an Empire skelzi (the Yarumaru skelzis are in the Void of Mirlle, **Area 29U-15**). Rather, it is the face-mask of a Norajama skelzi (see **Area 29U-28**). If the characters show the mask to any of the Yarumaru skelzis, the fact that enemies are so near causes immediate consternation and high alert among the Yarumaru.
47	A cigar-butt and three empty bottles.
48	A crate of fine vellum weighing 400 pounds, worth 100gp.
49	A crate of shoes, definitely not designed for human feet; they would be worn by a creature with talons.
50	A barrel of fruit, so badly rotted that it is unidentifiable.
51	A metal ball with a fuse. This contains a small **fire elemental** in deep sleep. If it is awoken by fire from the fuse, it blasts out of its enclosure, inflicting 3d6 points of damage to anything within 40ft.
52	A large crate filled with iron bars (1 ton).
53	A bale of hay.
54	A long, red coat with gold trim on the collar and cuffs (100gp).
55	The rudder of a large ship, broken and covered in moss.
56	A large tangle of rigging from a tall ship.
57	A very angry green parrot in a cage.
58	An empty treasure chest, broken open.
59	A bundle of 5 jhoat-sticks (20gp each).
60	1d10 takkas (25gp each).
61	A wooden rake.
62	A wineskin containing vinegar.
63	Molted skin of a 30ft snake.
64	*Potion of healing* and *invisibility* (both effects).
65	Potion of *diminution* and turning blue (1d6+6 turns duration).
66	Scroll of *protection from undead*.
67	A ship's wheel, cut from granite with 8 obsidian demon heads at the end of the spokes (100gp each).
68	A bag of marbles (1gp).
69	A chess set, missing one of the knights.
70	A clay oil lamp.
71	An oil painting of a dragon in an ornate wooden frame (the painting is worth 2gp, but the frame is worth 400gp).
72	Scroll case containing a Player Map of the City of Izamne (see **Chapters 3–4**)
73	A sewing kit containing needles, thread, and 3 buttons.
74	A suit of chainmail (normal).
75	A used saddle for a giant spider, bearing a spider insignia.
76	Skeleton of a harpy.
77	A copper serving tray (5gp).
78	A set of 5 wine glasses (50gp each).
79	A Player Map of the Hidden Worlds (probably the characters already have one).
80	A 5ft-diameter globule of water that does not break.

1d100	Item
81	A *portable hole* (if this result is rolled a second time, the result is a spoon).
82	A 5ft-long box containing a mummy-embalming kit with 400ft of wrappings and various spices and unguents (300gp).
83	A barrel of **green slime** (this was once brewed tea, but it was taken over by slime as it aged).
84	A plain gold ring (25gp).
85	A bearskin rug (50gp).
86	Barrel of salt (20gp).
87	A compass designed for the directions in the Hidden Worlds (i.e., Weird, Eccentric, Strange, and Deep).
88	Small jar of divine ambrosia (4 servings). The ambrosia is not only the most delicious thing ever tasted, but it cures disease and restores all lost hit points. Moreover, whoever eats a serving has a +1 to charisma for the following 24 hours.
89	2d4x10 pound chunk of seaweed from the voids between planes. It tastes horrible and has no nutritional content at all.
90	Broken-off half of a sphere of glass-like substance (original diameter: 20ft) that is as strong as steel and repels magic (a total of 12 levels of spells may be cast against it, at which point it shatters). The edges are very sharp and jagged where the original sphere broke in half.
91	Silver nose-flute (20gp).
92	A pair of pixie wings preserved in alcohol in a glass jar.
93	A barrel of pickled cabbages.
94	A wooden chair.
95	A pair of magic bagpipes, enchanted to be louder than normal.
96	The bent iron frame of a stained glass window, with some of the glass intact, but most broken out. The frame is 10x20ft, and the scene apparently once depicted two manticores fighting each other.
97	Wooden crate containing a disassembled dogsled and a bottle with **3 dehydrated worgs**. When dropped into water (10 gallons required for each) the worgs are reconstituted at full size. They are not, unfortunately, friendly.
98	Wooden crate containing 300 unassembled balsa wood gliders. Each has a wingspan of 1ft.
99	Wooden crate containing 200 corked bottles of maple syrup.
00	Wooden crate containing 50 woolen blankets.

29U-10. Scavengers

Ten sleeping pallets are in this chamber, and a pile of what appear to be farming implements.

This chamber is the lair of **10 planar skulks**, slaves of the skelzis of the Eternal Empire of Yarumaru (see **Area 29U-15**). The skulks are assigned to harvest the various items that drift into the Appendix of the tubule system (**Area 29U-9**). If attacked, one of them dives into the membrane wall in an attempt to reach the skelzis for protection.

The "farming implements" are actually tools that allow for more efficient harvesting in the Appendix. The pile contains 6 long rakes, 100ft of rope, a machete, 2 poles (10ft), and a grappling hook.

Skulks, Planar (10): HD 2; **HP** 15, 14, 12, 11x2, 8x3, 6, 5; **AC** 6[13]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** surprise on roll of 1–4 on 1d6.

Equipment: The skulks all wear a loincloth, belt, and belt pouch made of chameleon-skin. The pouches contain 1d20gp each.

29U-11. Tubule Section

The weirdward wall of this tubule is almost transparent if one looks directly at it. As you gaze through it, words suddenly appear in your minds: "The Void of Sebedru."

The mental image here is a landmark for navigation, left by the archmage for his servants and guests. Other than this magical signpost, nothing is in this part of the tubule system.

29U-12. Barracks

From the outside, this sphere appears to be a huge bubble made of the same membrane as the tubules.

Entering the sphere, you seem to be clawing your way up through the floor of a luxurious palace. The room is round, with a diameter of about a thousand feet. It is filled with comfortable chairs, and small tables here and there with vases of small red flowers. The ceiling is not visible because the entire room is covered with hammock-like sheets of multicolored cloth. Chandeliers hang down through the ceiling-drapery, glowing magically to illuminate the room with a strange, purplish light.

This pocket dimension serves as the barracks for Jupiter Kwan's **15 night-ghoul troops** and **3 night-ghoul leaders**. Any night-ghouls killed in random encounters should be subtracted from this roster. Also found here is **Johan Kalamoa,** one of Jupiter Kwan's special agents who is often sent as an ambassador or an assassin to handle Jupiter Kwan's diplomatic needs in the Cyclopean Deeps.

The area is a pocket dimension pinched-out of the Plateau of Leng, rather than a dimension rooted in the material planes. It is filled with air of Leng, which the characters may already have encountered in **Chapter 6**. The pertinent information is repeated here for the Referee's convenience:

The air is extremely hallucinogenic; anyone making contact with it must make a saving throw (penalty of –5) or be affected. Anyone previously affected once by the air of Leng makes the saving throw without the penalty, and anyone who has the misfortune to be affected three times is subsequently immune to its effects. Roll on the following table to determine what an affected character experiences:

1d10	Experience
1–2	The character is attacked by a floating, pinkish-colored snake 10ft long with 3 hit dice. An affected character sees visions that are real *for that character* but which quite literally *do not exist* for the other members of the party. Any other character affected by the air of Leng also sees the snake and can fight it.

1d10	Experience
3	The character gains a certain degree of understanding about the underlying reality of things; a saving throw is required to avoid insanity. An insane character becomes worse at combat (–1 to hit and damage) until rescued by a *cure disease* spell or similar magic. The insane character also is able to see invisible objects and creatures while insane, although they all appear to be piles of ants and beetles (only while they are invisible). The character has a 25% chance to gain 1 point of intelligence once the insanity is cured.
4	The character begins to shake with an uncontrollable palsy, and has great difficulty holding anything. The character has a 90% chance to drop anything held in his hands, and must check again each combat round (or minute, as applicable). The condition persists for 4d6 turns, and is considered a curse for purposes of getting rid of it.
5	The character's skin turns blue, and so does the skin of the next living being the character touches (no saving throw). The blue skin is considered a disease for purposes of getting rid of it.
6	The character is paralyzed and also weighs 2,000 pounds due to a change of material density. This condition persists for 3d6 turns. During the period of paralysis, the character can shoot lightning bolts from the eyes with a range of 100ft, inflicting 2d6 points of damage (save for half). Keep in mind that the character's head cannot turn, so the range of vision/lightning is limited to roughly a 90-degree arc, the movement of the eyeballs.
7	The character is attacked by 1d3 giant ants that have twisted, feral human features. These visions are real for that character but *do not exist* for the other members of the party except others that have been affected by the air of Leng. The first ant attacks the affected character, but the next two choose to attack another character who has been affected by the air of Leng (if there are any). If no other characters are affected by the air of Leng, all of the ants attack the character that rolled this result. **Human-Faced Giant Ant (Warrior): HD** 3; **AC** 3[16]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** poison 2d6 (save for 1d4 only).
8	The character attacks, and attempts to eat, another randomly determined character in the party. The cannibalistic impulse fades within 1 hour, except for the very occasional (and quite controllable) urge every once in a while, for the next year or so.
9	A character who is not affected by the air of Leng (if there is one) appears to exhale a green, glowing stirge once every 3 rounds (or minutes, as applicable). The stirge exists only for the characters who are affected by the air of Leng.
10	The character is turned to stone for 1d6 melee rounds (or minutes) and then starts to get better, able to move at one-quarter normal speed for 2d6 turns, then half speed for 3d6 turns, after which the character goes into convulsions for 1 minute, then is cured of the result. Keep in mind that the character might be affected/attacked by hallucinations from Leng that have been summoned forth by others in the party.

Johan Kalamoa, Night-Ghoul: **HD** 5; **HP** 28, **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, backstab (x2), +2 save bonus vs. traps and magical devices, sleep poison (–2 on save or fall into twitching sleep for a hour), Thf7 skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%

Equipment: *cloak of elvenkind*, +1 dagger, *potion of extra healing*, 50gp gems (x5).

Night-Ghoul Leaders (3): HD 8; **HP** 36, 43, 28; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour).

Equipment (#1): embroidered loincloth, small bag of flour, fork, pouch containing 3 takkas (25gp) and 1 jhoat-stick (20gp).

Equipment (#2): shirt and trousers, pouch containing 10gp and a garnet (50gp)

Equipment (#3): trousers and short cape, gold medallion with pearl (200gp), large gold belt buckle (100gp), 3 rings (20gp, 50gp, 20gp).

Night-Ghouls, Servants (15): HD 4; **HP** 18, 21, 11, 21, 16, 18, 24, 17, 18, 15, 17, 9, 23, 21, 15; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour).

Equipment: 1d4 gems (never rubies) worth 1d2x100gp each.

Treasure: The night-ghouls sleep in hammocks slung over the top of the cloths that obscure the ceiling. Each hammock contains a bag holding the night-ghoul's possessions.

Hammock #1 (Johan Kalamoa): Pair of drumsticks, tambour made of dark creeper skin, lyre, human mask, robe, high boots designed for hoofs and double-jointed legs, long blond wig.

Hammock #2 (Leader 1): Stuffed giant ant, necklace of blue rocks (worthless), 2 sapphires (100gp each), bolt of blue silk (500gp)

Hammock #3 (Leader 2): Pair of bone dice (worthless), small box containing snuff (20gp), long box containing 5 jhoat-sticks (20gp each)

Hammock #4 (Leader 3): small mirrored sphere (50gp), sack containing 43gp and 1 takka (25gp)

29U-13. Void of Avatu

You are floating in an empty place between the tubules. You can see the tubes of the network from where you are, but they seem unusually distant. A few rocks drift through the air, covered with spiky ferns and brightly colored flowers.

Anything that moves in the Void of Avatu leaves a trail of color behind it, which lasts for ten seconds or so. Everyone (unless invisible) leaves behind a psychedelic trail showing the character's most recent ten seconds of actions.

If the characters inspect the nearby asteroid-like rocks, they indeed find that most are covered with bizarre vegetation: molds, mosses, and the occasional fern-growth. It is not difficult for them to browse around, since movement is essentially instantaneous. Five large rocks can be found, and about a hundred smaller ones. None of the smaller rocks has any interesting characteristics; about half of them have vegetation growth, and half do not. None of the rocks are made of or contain valuable minerals. The five larger rocks are as follows:

Rock #1: About 20ft long and 10ft wide/deep, this rock is covered in trailing ferns that grow from the rock itself. As the characters shift into the area, the ferns immediately orient themselves toward the characters. The ferns

are vampiric; anyone touching them automatically loses 1d6 hit points and must make a saving throw or be stunned into unconsciousness and pulled into the ferns. The character loses 1d10 points per round automatically while held in the ferns. The ferns are not flammable, but they are vulnerable to spells (including cold, paralysis, charms, etc.). There is no treasure on the rock.

Rock #2: About 35ft long, 10ft wide, and 20ft deep, this rock is bare of vegetation and has one side that is almost a flat plane. The flat side of the rock is incised with a full map of the Hidden Worlds (give the players a copy of the full Player Map if they do not already have one).

Rock #3: About 10ft by 10ft by 5ft, the surface of this rock has no plants on it, and appears to be slick with moisture. The rock is covered with a thinly spread grey ooze.

Grey Ooze: HD 3; **HP** 24; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** acid, immune to spells, heat, cold, and blunt weapons.

Rock #4: This rock is fairly close to being a sphere with a 30ft diameter. It is covered with mosses, but has no other interesting features.

Rock #5: This rock is 30ft by 20ft by 30ft, and is bare of vegetation. It has been hollowed out inside by someone in the distant past, and is now used as the lair of a **ghost-ammonite**.

Ghost-Ammonite: HD 6; **HP** 38; **AC** 0[19]; **Atk** 6 tentacles (level drain); **Move** 6 (through stone 12); **Save** 11; **AL** N; **CL/XP** 11/1700; **Special:** regeneration (inside shell, 1hp/round), temporary drain of levels (every third level drain, permanent loss of a point of constitution, level return at one per 24 hours). (**Monster Appendix**)

29U-14. Void of Sebedru

This vast, empty space swallows sound entirely. You can still see the tubules that make up this strange place, but they seem to be much, much farther apart than when you were within them. Each of them looks like a distant string. Numerous rocks drift in the emptiness, caked in moss and tufted with growths of fungus. Even stranger, you can see tiny fish darting around in schools, swimming through the air.

Sound does not travel in the Void of Sebedru, but it is not completely eliminated; spells requiring spoken words still function.

If the characters stay here for more than 3 hours, they attract the attention of a school of **2d6 grottlefish**. If they actually camp here, roll for a possible encounter on the Contents of Voids table every 12 hours.

Grottlefish: **HD** 3; **AC** 6[13]; **Atk** 2 small-claws (1d4), bite (1d6); **Move** 1 (fly 12); **Save** 14; **AL** N; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, dimensional travel, magic resistance (50%), planar travel. (**Monster Appendix**)

29U-15. Void of Mirlle: Skelzis of the Eternal Empire of Yarumaru

This empty space is unimaginably vast. The tubule from which you came is still close, but the others all appear to have receded into the distance, curling around this void like threads in a night sky. You can see a large number of what appear to be glass globes floating in the distance. It is hard to tell exactly how far away they are; distances seem to be distorted.

It takes no particular effort to travel instantaneously through the void to one of the spheres visible in the distance. In fact, it is possible for the characters to find themselves out of sight of the tubule system entirely. Each time the characters go to investigate one of the spheres, they have a 10% chance of accidentally getting beyond sight range of the tubules. This is considered being lost. Once the characters are lost, they have only a 10% chance of finding the tubule system on successive jumps, and it begins to get cold. Each jump in the cold causes 1 point of damage to each of the characters until they come back into sight of the tubule network. Meanwhile, they are being watched (see below).

The bubbles in the Void of Mirlle are all pocket dimensions, but most of them are complete junk that Jupiter Kwan keeps here in case he needs dimensional material for another structure. The outer surface of the bubbles is reflective, but completely insubstantial. A character can reach through, poke a head or arm through, or take any other sort of action as if the mirror-like border does not exist at all. Two of the spheres that the characters may encounter are detailed below as **Sphere A** (skelzis) and **Sphere B** (weredactyls). If the characters poke around the nearby parts of the Void of Mirlle, the inside of the spheres may be determined randomly:

Spheres in Mirlle

1d8	Interior of Sphere
1	This is the sphere of the skelzis (see below for details). The skelzis' sphere is always close to another sphere, which houses their weredactyl mounts (see below). If this result is rolled more than once, the interior of the sphere is white and phosphorescent, with 8 interior faces (shaped like the inside of a d8).
2	Interior of sphere is a sphere with a diameter of 1d100+3ft. The walls are covered in mucus, and look like green flesh of some kind.
3	Interior of sphere is cubic, metallic, and blue. It is impervious to any physical damage, and if a magic-user's flesh enters it, the cube conducts all of the magic-user's spells out into the void. The spells appear as motes of light, and if they are caught and pushed into the magic-user's head, they return. No more than a 12th-level magic-user's spells remain floating around in the void, and if they are left too long, grottlefish eventually find and eat them.
4	Interior of sphere is a pyramid of yellow metal, 1d8+4ft tall. Nothing is inside.
5	Interior of sphere is green, a shapeless area of indeterminate size filled with long, trailing green hairs. Anyone breathing the "air" inside one of these dimensional pockets must make a saving throw or be infected with dysmorphia (see **Sidebox**).
6	Interior of sphere is an ellipsoid filled with a pinkish substance that appears to be a liquid. Reaching deep into the liquid beyond these bubbles does not cause anything to appear from the bubble's outside. These spheres have a 50% chance to contain a swarm of baby **voidwasps**. The swarm automatically inflicts 1d10 points of damage to anyone reaching into the sphere, then breaks into a thousand tiny wasps flying in all directions into the void. The damage from bites does not cause any poisoning effect.
7	Interior of sphere is green, a shapeless area of indeterminate size filled with long, trailing green hairs. Anyone breathing the "air" inside one of these dimensional pockets must make a saving throw or be infected with dysmorphia (see **Sidebox**).

1d8	Interior of Sphere
8	This is the sphere of the **28 weredactyls** that serve as mounts for the skelzis (see below). This sphere is always close to sphere #1. If the result is rolled more than once, then the interior of sphere is a pyramid of yellow metal, 1d8+4ft tall. Nothing is inside.

Dysmorphia

Dysmorphia is a dangerous disease found only in the non-material planes or in dimensional spaces such as the inside of a *portable hole*. It is generally airborne, or the equivalent of it: The disease might be found floating in the ectoplasm, or Aether, or astral space, or any other such medium. The airborne form of dysmorphia is the least dangerous but the easiest to contract. Anyone breathing it must make a saving throw or be affected. Once affected, the victim slowly begins to come apart, little bits of substance fading off into nothingness. The process is long, but the initial loss of matter immediately causes 1d4+1 points of damage. Each hour, the character suffers another 1d2 points of damage until the disease is cured. The hit points cannot be recovered until the disease is cured, so death is inevitable unless magic is used. The tiny bits of matter that disappear into other dimensions eventually give rise to new clouds of the disease. The victim is not contagious except in one way: The disease can be contracted via spells. Anyone casting a spell on the victim must make a saving throw or be infected with the disease. A *cure disease* spell is sufficient to remove the disease and restore the lost hit points, but the cleric casting the spell must make the saving throw or be infected.

The blood-borne variety of dysmorphia can be contracted only if the disease comes into contact with a person's blood. The blood need not be inside the person's body; a wound that drips on a patch of dysmorphia-infected area can cause the wounded person to catch the disease. The blood-borne strain of dysmorphia is more contagious than the airborne variety, with a –4 penalty on saving throws. It causes 1d3 points of damage per hour, but the course and symptoms of the disease are otherwise the same as the blood-borne strain.

The Void of Mirlle is home to a group of skelzis that make their lair in one of the dimensional-pocket bubbles that float in this void. A skelzi is always on duty as a scout, and if the characters start investigating bubbles, the scout alerts the others. This group is the 3rd Squadron of the 11th Group of the 4th Void Wing of the 7th Void Force of the Eternal Empire of Yarumaru. The empire is one of the many multi-world-spanning skelzi empires, and it is at war with another such empire, the Infinite Sheikdom of Norajama. This squadron, designated the 215th Diplomatic Support Squadron, is led by **Squadron-Lord Pja Koa**, an 8th-level fighter. Its assignment is to maintain relations with Jupiter Kwan, and prevent any local interference by the Sheikdom of Norajama.

Sphere A. Skelzi Outpost

The bubble where the 3rd Squadron lives is quite different from the small, defective little pocket dimensions that fill the rest of the Void of Mirlle. The inside of the sphere's reflective surface is a dome 100ft across and 80ft high at the apex. It contains curtained-off sleeping areas for each of the skelzis around the outer edge, and the middle is a luxurious common area.

The squadron is composed as follows: **Squadron-Lord Pja Koa**, **Flight-Masters Ea Koa** and **Te Koa**, the **battle-priest Ne Marua**, and **24 skelzi warriors**. All of them wear cloaks emblazoned with the sigil of the Koa family. If attacked, the skelzis all leave the sphere, shooting toward the one where their weredactyl mounts live.

Squadron-Lord Pja Koa: HD 8; **HP** 52; **AC** –1[20]; **Atk** whip (1d6 plus bleed); **Move** 12; **Save** 7; **AL** C; **CL/XP** 12/2000; **Special:** chameleon (75% hide, 95% in shadows), surprise on 1–4 on 1d6, whip (bleed 1hp/round per hit up to 3hp/round).

Equipment: *+1 shield*, silk surcoat, cloak, bloodwhip, *ring of protection +1*, key to chest.

Flight-Master Ea Koa: HD 6; **HP** 30; **AC** 2[17]; **Atk** whip (1d6 plus bleed); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** chameleon, surprise on roll of 1–4 on 1d6, hide in shadows, whip, Thf7 skills, backstab, +2 save vs. devices and magical devices.

Thieving Skills: Climb 92%, Traps/Tasks 50%, Hear 5 in 6, Hide 55%, Silent 60%, Locks 55%.

Equipment: cloak, bloodwhip, battle-flag, pouch containing thief's tools, key to chest.

Flight-Master Te Koa: HD 7; **HP** 42; **AC** 2[17]; **Atk** whip (1d6 plus bleed); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** chameleon (75% hide, 95% in shadows), surprise on 1–4 on 1d6, whip (bleed 1hp/round per hit up to 3hp/round).

Equipment: silk surcoat, cloak, bloodwhip, battle-flag, key to chest.

Battle-priest Ne Marua: HD 5; **HP** 32; **AC** 2[17]; **Atk** whip (1d6 plus bleed); **Move** 12; **Save** 9; **AL** C; **CL/XP** 12/2000; **Special:** +2 save vs. paralysis and poison, chameleon (75% hide, 95% in shadows), surprise on 1–4 on 1d6, whip (bleed 1hp/round per hit up to 3hp/round), spells Clr7 (2/2/2/1/1).

Spells: 1st—*cure light wounds* (x2); 2nd—*hold person* (x2); 3rd—*prayer, remove curse*; 4th—*cure serious wounds*; 5th—*finger of death*.

Equipment: silk surcoat, cloak, bloodwhip, unholy symbol, key to chest

Skelzi warriors (24): HD 5; **HP** 31x3, 30x2, 27, 26, 25x3, 24x2, 23x5, 22, 20, 19x2, 18, 16, 12; **AC** 2[17]; **Atk** whip (1d6 plus bleed); **Move** 12; **Save** 12; **AL** C; **CL/XP** 9/1100; **Special:** chameleon (75% hide, 95% in shadows), surprise on roll of 1–4 on 1d6, hide in shadows, whip (bleed 1hp/round per hit up to 3hp/round).

Equipment: bloodwhip, plate mail, cloak, key to chest.

Treasure: The skelzis' treasure is kept individually in 28 locked chests in their dimensional bubble. The chests contain the following:

Chest 1: (Squadron-Lord Pja Koa): long wooden case containing 4 jhoat-sticks (50gp each), leather bag with 21 takkas (25gp each), 28gp, a diamond (1000gp) and a *potion of healing*.

Chest 2: (Flight-Master Ea Koa): leather bag with 107gp, 2 opals (100gp) and 1 sapphire (500gp).

Chest 3: (Flight-Master Te Koa): leather bag with 2 takkas (25gp), 88gp, 3 garnets (50gp) and 1 opal (100gp).

Chest 4: (Battle-priest Ne Marua): embroidered velvet bag containing an inlaid-wood lute. (500gp), 14 takkas (25gp), and 3 pearls (200gp each).

Chest 5: 2 takkas, 35gp, and a *potion of levitation*.

Chest 6: 447gp, 1328sp, 2102cp, 3 pieces of malachite (10gp).

Chest 7: 28gp, gold knife and spoon (100gp total), silver necklace with seed pearls (1000gp).

Chest 8: long wooden case containing 6 jhoat-sticks (50gp each), 30gp, and 228sp.

Chest 9: bone scroll case containing *protection from elementals scroll*, cloth bag containing 36 takkas (25gp).

Chest 10: cloth bag with 16 takkas (25gp each).

Chest 11: bag containing a magnifying glass (25gp) and 16 takkas.

Chest 12: 2 takkas, 342gp, 5439sp, and 8502cp.

Chest 13: necklace of jade skelzi skulls (1000gp), 59gp, 417sp.

Chest 14: *potion of healing*, 81gp.

Chest 15: 3 coral bracelets (200gp each), 335gp, 1952sp.

Chest 16: Wooden box of chocolate candies individually wrapped in lead foil, amethyst necklace (500gp), 309gp, 455sp, 1831cp.

Chest 17: velvet bag with 19 takkas (25gp each).
Chest 18: round tin of powdered mice, 15 takkas, 1622gp, 2675sp.
Chest 19: Rosewood brooch (100gp), silver goblet chased with gold (100gp), 16 takkas, 495gp, 2406sp.
Chest 20: 5 takkas, 563gp, 2294sp, 5671cp, 1 opal (200gp).
Chest 21: Empty
Chest 22: Empty
Chest 23: Empty
Chest 24: long cherrywood case (25gp) containing 2 jhoat-sticks (50gp each).
Chest 25: jade pipe (500gp), bag of tobacco (25gp), 328gp, 7436sp, 12cp.
Chest 26: round tin of hallucinogenic snuff that puffs out when the tin is opened. Everyone in a 10ft radius must make a saving throw or hallucinate for 1d3 days. A small velvet bag contains 17 takkas.
Chest 27: *potion of levitation, potion of heroism, potion of gaseous form*.
Chest 28: gold tinderbox with pterodactyl etching (300gp), turquoise disk with sacrifice carvings (1000gp), 46gp, 708sp.

Sphere B. Weredactyl Stable

The weredactyl stable is a dome 100ft across and 80ft high at the apex. The inside is filthy, piled with gnawed bones and stained with reeking filth. Wooden tables and chairs are battered, and numerous sleeping-furs are around the edge of the bubble-dome. There are **28 weredactyls** here, all in human form. If attacked they turn into weredactyl shape and leave the sphere, but they are not intelligent enough to seek help from their skelzi masters.

Weredactyls (28): HD 4; **HP** 24x2, 23x4, 22, 21x4, 20x2, 19x3, 18, 17x3, 16x2, 14x3, 13x2, 12; **AC** 6[13]; **Atk** bite (1d6+1) or 2 claws (hold only); **Move** 6 (fly 18); **Save** 13; **AL** N; **CL/XP** 8/800; **Special:** claw hold (save to release for strength 17–18 only), lycanthropy (50% or less hit points for infection), silver or +1 or better weapon to hit.

Treasure: A total of 18gp, 3825sp, and 4882cp is scattered about in the filth.

29U-16. Void of Shiantha

This area outside the tubules is wickedly cold. There is no color; you and your companions appear only in various shades of grey.

Everyone avoids the Void of Shantha. The cold causes 1 hit point of damage immediately, with an additional 1 hit point per turn. There is also a 1% chance per day for a **Mu Spore** to be encountered here — not that anyone would stay for an entire day in this desolate place.

29U-17. Void of Ethra

This is a cold, vast emptiness beyond the system of glowing green tubules. As far as you can tell this is an infinite space, with a few rocks and boulders floating at great distances.

It takes no particular effort to travel instantaneously through the void to investigate rocks. It is possible for the characters to find themselves out of sight of the tubule system entirely. Each time the characters investigate one of the rocks, there is a 10% chance that they accidentally get beyond sight range of the tubules. This is considered being lost. Once the characters are lost, they have only a 10% chance of finding the tubule system on successive jumps, and it begins to get cold. Each jump in the cold causes 1 point of damage to each of the characters until they come back into sight of the tubule network.

None of the rocks in this void has any value, at least not the ones anywhere near the tubule network.

29U-18. Void of Ootra

Dark emptiness spans out before you to the limit of your vision. A few rocks seem to float in the void, bearded with moss of different colors. You can see the strands of the green tubules reaching through the empty space, some of them looking close, some quite far away.

For various reasons having to do with planar geometry, it is not possible to become lost in the Void of Ootra. In fact, no matter how hard the characters might try to get away from the tubule network in this void, they keep stumbling upon it right ahead, just after it went out of sight in the other direction. None of the rocks in the void have any value, but for every 3 rocks the characters investigate, roll 1d10 to see if they encounter any grottlefish. If the die comes up 1, they encounter **1d6 grottlefish** swimming over to investigate them. If they camp here, check for grottlefish every 3 hours.

29U-19. Void of Noom

This is an empty space, cold and apparently infinite. Strange colors move in the far distance, like the northern lights.

No rocks are in the Void of Noom, and therefore it has no significant ecology. Grottlefish are not found here, nor are the creatures that feed on them. This is a safe place for the characters to set up camp if they want to stay on the outside of the tubule network.

29U-20. Antechamber

Tubes emerge from the membranous walls in a complex web, connected to a number of well-preserved cadavers hung in some way from the ceiling. Each cadaver has at least five tubes inserted into it. A night-ghoul stands by each of the cadavers with a quill pen and parchment on a clipboard.

This globule is the antechamber to Jupiter Kwan's living and working areas; a teleporter here leads to the Mobius chamber (**Area 29U-21**), which has a second teleporter that leads to Kwan's living chamber and throne room (**Area 29U-29**). There are **5 night-ghouls** in the chamber, and the night-ghoul in front of cadaver #5 is the supervisor; if the characters want to communicate with Jupiter Kwan, he conveys their words via cadaver #5, and relays Jupiter Kwan's answers. This is how most of Kwan's servants and agents communicate with him; only a very trusted few actually see him in the throne room.

The cadavers in this globule are communication devices. What they hear is spoken elsewhere, what is spoken elsewhere, they speak. The night-ghouls are scribes who monitor the cadavers, writing down messages.

Cadaver #1: This cadaver is connected to another cadaver in the contemplation room of Doctor Quattromani in the City of Izamne (see **Chapter 4, Area 13R–14**). Speaking into the ear of this cadaver causes

Doctor Quattromani's cadaver to say the same words. Correspondingly, speaking into the ear of Doctor Quattromani's cadaver causes this one to speak. The speaker must be close to the cadaver to hear or be heard; the things don't hear or speak as well as they used to.

Cadaver #2: This cadaver connects to a skeletal body that sits at one of the tables in the Shady Character Inn, in the City of Izamne, **Chapter 4 Area13R–3**. The cadaver wears a hooded robe and gloves, and is set up holding a drink, so no one pays it much attention there. It is, however, the way Sla (the tavernkeeper) can get in touch with Jupiter Kwan if need be.

Cadaver #3: This cadaver has intact eyes that gleam in the green light. It spies on the Eye of Garos (**Chapter 2, Area 3H-15**) in the same way as the spying cadaver in **Area 29U-8**. Its eyes reflect what happens in the palace chamber in Ques Querax, and, unlike the less-powerful cadaver in **Area 29U-8**, this one also speaks aloud what it hears.

Cadaver #4: This cadaver is connected to the Thing in the Twitching Throne, **Chapter 6, Area 11F-4**.

Cadaver #5: This cadaver is used to communicate directly with Jupiter Kwan.

Night-Ghouls, Scribes (5): HD 4; **HP** 25, 20, 17x2, 16; **AC** 4[15]; **Atk** bite (1d4) and 2 claws (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit.
Equipment: scholar's robe, quill pen, inkpot, parchment, clipboard, belt pouch containing 1d4 gems worth 1d2x100gp each. Scribe #5 has a blunt sword in a scabbard, the teleportation device described below.

The night-ghoul monitoring cadaver #3 has written:

> *"Mutter, mutter, like to request mutter be hanged for stealing my sword and pouch mutter caravan. Mutter thief. Mutter perfidious calumnies mutter esteemed eye that sees all mutter certainly someone else. Mutter. All muttering now."*

The other night-ghouls have clean sheets of parchment. If threatened, they gladly explain that they transcribe what the cadavers say, but they do not know how the cadavers work or where the counterparts are located. The supervisor-scribe, however, knows how the teleporter works. He does not reveal this knowledge unless tricked, harmed, or mentally dominated in some way.

The supervisor's blunted sword is a magical teleportation device. If the tip is pressed hard against a person, that person is instantly teleported to **Area 29U-21**.

29U-21. Mobius-Floor Chamber

The membranous walls and ceiling of this chamber are almost completely covered over with shelves, tables, and carpets, as if the whole chamber were somehow a single floor.

This chamber's gravity pulls outward, so the entire inner surface is a floor. The floor's gravity pulls the ectoplasm to the outside, with the result that the middle of the chamber has a 10ft-diameter globe containing no substance whatsoever, an artificial void in reality.

If the characters walk around to look at things in the room, they find that the shelves contain mummified bodily organs from a bewildering variety of species, most of them completely unknown to humankind. None of these radiates magic, but a large wardrobe made of some (valueless) pink metal does appear to contain something magical inside.

The magical thing in the wardrobe is the mummified cadaver of a bugbear, stuffed into the compartment. The cadaver is holding out one hand. Apparently the bugbear was a polydactyl; the hand has six fingers. If all six of the fingertips are touched simultaneously, the person touching the hand is instantly teleported to **Area 29U-29**. The teleporter does not, however, teleport metal. A command word, *"Vrock,"* removes this restriction and allows metal to be teleported. The characters are unlikely to discover this, other than those lucky or paranoid enough to use divination magic on the bugbear's mummified body. Most likely they arrive at the other end of the teleport without their metal gear (or anything that was intrinsically part of metal containing gear — armor is not ripped away from its connecting straps, for example; the straps stay behind).

If only 5 fingers of the hand are touched, the person touching it is transported with all equipment (including metal) to **Area 29U-20**.

29U-22. Damaged Membrane (under repair)

The membranous wall of this chamber is badly torn in several places. It appears to have disintegrated away into the void, for scraps and bits of it hang motionless in the emptiness just outside.

The chamber is currently under repair by **5 oculethe servants**. Four of them ignore the party unless attacked, and continue repairing the membrane with pots of glue. The fifth one, however, is extremely hungry and attacks the characters when they enter the chamber. Membranes in the Hidden Worlds are sometimes damaged by normal use or age, but the nebunorne demons of the cult of Isclaadra are now inflicting damage to the tubule system on a regular basis.

Oculethes (5): HD 7+6; **HP** 54, 52, 43, 40, 31; **AC** 3[16]; **Atk** tentacle (1d8); **Move** 12 (fly 18); **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: lethargic gaze (save or begin falling asleep; fatigue over 1d4+2 rounds, cumulative –1 to attack and saving throw rolls until collapse). (**Monster Appendix**)
Equipment: robe, pot of glue, roll of membrane (folds out to 10 sq. ft), paintbrush, trowel, bracelet worth 1d6x100gp.

29U-23. The Great Void (Ginnungagap)

This void appears to form the outer edge of the network of luminescent tubes. Emptiness stretches away to infinity.

This is the edge of the Ginnungagap, the infinite void. While a few rocks and other bits of eroded planar material can be found out in the Ginnungagap, this void is far emptier and more forbidding than the lesser voids such as Mirlle, Ootra, and Avatu. Any creature entering into this part of the Ginnungagap begins to lose metaphysical substance as both soul and body are leached away into this dreaded emptiness. A character must make a saving throw once per hour or lose one of the following (roll on 1d6) — 1: 1d6x50 XP; 2–4: 1d4x100 XP; 5: 1 point of a randomly determined attribute score; 6: 1 level temporarily for 1d6 days. Experience point losses are only half recovered, at a rate of 10 per hour once outside the Ginnungagap. Ability scores have a 40% chance (per point) of returning at a rate of 1 per day once outside the Ginnungagap — those that are indicated as not returning are lost unless a *restoration*

Stranded in the Void

If the characters find themselves trapped out in the Ginnungagap, although they are unlikely to get very far from the membrane, they are potentially in trouble if they do not have a *fly* spell. If they simply launched themselves into the void, they quickly realize that they cannot simply fly in this medium. The void is not entirely frictionless, so they do not continue floating away forever; they eventually come to rest 100ft from the membrane.

It is possible to use bows or other projectile weapons to move back, just as one could in space. A bowshot moves a single character 5ft in 20 minutes, a thrown piece of small to medium equipment (1–9 pounds) moves the character 10ft in 20 minutes, and a large piece of equipment (any armor, any shield, and anything weighing more than 9 pounds) moves a character 20ft in 20 minutes. It is impossible for the trip to take less than 20 minutes, no matter what kind of force the characters are able to exert — this is simply the nature of this part of the Ginnungagap. Don't let a discussion of physics get in the way of the adventure's pace.

Fishing stuff back out of the void with a grappling hook takes a full 5 minutes per item, so don't forget to add this to any time spent in the deadly environment.

spell is cast. Even a *restoration* spell has a 5% chance of failing, in which case the point does not return and the character's maximum ability score forever becomes 17, then 16, etc.

Moreover, unlike the smaller voids inside the tubule system, travel in the Ginnungagap is not instantaneous. To be more precise for the magic-users in the crowd, it is not instantaneous relative to the tubule system — planar geometry is unspeakably complicated. Swimming and mental effort (including telekinesis) do not allow movement, although a *fly* spell allows a person to move to a certain degree. The spell's power is partially leached away into the surrounding emptiness, and it is not as powerful as it normally would be. The spell is only sufficient to move the spell's target and another 2 people a distance of 100ft. Moving along the outside of the membrane in the Ginnungagap is a strategy with little to recommend it. The characters are able to move along the outside of one full segment in 2 hours, suffering the effects of the void the entire time.

29U-24. Void of Skelmu

Numerous chunks of rock drift in this void, caked in strange growths of vegetation. Fish dart around in schools, swimming through the emptiness as if it were water. There is no air, but apparently it is not needed, for you have no particular desire to breathe, and no sense of suffocation.

The void of Skelmu has ordinary chances to contain some nearby creatures, so roll on the "Void Encounters" Table to determine what is here.

29U-25. Ectoplasm Pumping Station

A stone head with 2 faces, 10ft from top to bottom, floats in the middle of the chamber. Suddenly, one of the heads seems to inhale, violently enough that the "air" is disturbed with turbulence, pulling you toward the mouth for a moment.

This chamber is an ectoplasm pumping station, pushing the extra-planar substance through the system of tubules. In addition to the task of circulating the ectoplasm, it filters it and creates more to replace the small amounts that seep into the voids. These pumping stations (there are three of them, essentially identical) would certainly be important targets in any attack against Jupiter Kwan. The head inhales and exhales once every 10 minutes.

If a character gets close enough (10ft) to the intake mouth when the pump inhales/exhales, the character is instantly thrown through 1d3+4 tubule segments.

The pumping station dissolves if it is taken out of the tubule system into another plane or dimension.

29U-26. Ectoplasm Pumping Station

A stone head with 2 faces floats in the middle of the chamber. Suddenly, one of the heads seems to inhale, violently enough that the "air" is disturbed with turbulence, pulling you toward the mouth for a moment.

This chamber is an ectoplasm pumping station, with the same purpose and function as **Area 29U-25**.

29U-27. Ectoplasm Pumping Station

A stone head with 2 faces floats in the middle of the chamber. Suddenly, one of the heads seems to inhale, violently enough that the "air" is disturbed with turbulence, pulling you toward the mouth for a moment.

This chamber is an ectoplasm pumping station, with the same purpose and function as **Area 29U-25**.

29U-28. Envoy of the Sheikdom of Norajama

This membrane bubble is approximately 100ft in diameter, and on the inside it is shaped like a dome. In the middle the membrane is hardened into ridged chitin chairs and tables. Around the table sit 5 birdlike humanoids wearing splendid silk robes with bright patterns, and tall, ornate headdresses decorated with tiny bells. They are in the middle of serving tea from a teapot into small cups.

This bubble of membrane is relatively remote within the tubule system, and for good reason. It hides an embassy of visitors that Jupiter Kwan would prefer remains unknown to his allies (the skelzis of the Eternal Empire of Yarumaru who are in **Area 29U-15**). The **4 skelzis** in this area are ambassadors from the court of the Sheikdom of Norajama, a vast, imperially ruled extra-planar empire of skelzis who are locked in a genocidal war with the skelzis of the Empire.

One of the ambassadors disappeared recently while it was secretly exploring the tubule system, and the remaining four are anxious to find out whether he died by accident, or — much worse — was caught spying by Jupiter Kwan, their host.

Ambassador Kchek Na Norajama: HD 10; **HP** 75; **AC** 2[17]; **Atk** whip (1d6 plus bleeding); **Move** 12; **Save** 12; **AL** C; **CL/XP**

9/1100; **Special:** chameleon, surprise on roll of 1–4 on 1d6, –2 attacks, hide in shadows, whip. (**Monster Appendix**) <<JR – where is this envoy?>>

Lesser Envoy Skelzis (4): HD 5; **HP** 32, 22, 28, 18; **AC** 2[17]; **Atk** whip (1d6 plus bleeding); **Move** 12; **Save** 12; **AL** C; **CL/XP** 9/1100; **Special:** chameleon (75% hide, 95% in shadows), surprise on roll of 1–4 on 1d6, –2 attacks, hide in shadows, whip (bleed 1hp/round per hit up to 3hp/round). (**Monster Appendix**)

Equipment: robe, bloodwhip, pouch containing gems. Gems: #1 has a ruby (100gp) and a sapphire (1000gp); #2 has a *wand of fireballs* and a pouch containing 20 takkas; #3 has a pouch containing 3 takkas and a garnet (50gp); and #4 has a pouch containing a complete copy of the *Umpathra Manuscript* (**Magic Item Appendix**), intended as a gift for Jupiter Kwan if he switches his allegiances to the Sheikdom of Norajama. The manuscript is clearly labeled as the "*Umpathra Manuscript*." It is a heretofore unknown copy that has secretly been in the possession of the Sheikdom of Norajama for a very long time.

29U-29. Jupiter Kwan's Chamber

This space has membrane walls that arch high above in a dome, the ceiling laced with ripples of chitinous struts and pulsing cords of darker green that run though the walls like blood vessels. The chamber is arranged as a garden, with five flowerbeds in a circle, and diamond-shaped pillars separating them. At the center of the chamber is a fishpond. The delicate scents of the blooming flowers fill the air, along with the faint music of a single flute playing.

At one edge of the circle, in a deep alcove, is a throne made of huge petals of jade cut blade-thin, formed into a huge lotus flower, tipped slightly forward so that it frames the man sitting in it. He is extremely fat, and his face is cruel, notched by two parallel scars running vertically down the sides. A raven sits on his shoulder and a huge black dog sits by either side of the throne, wisps of smoke rising from their nostrils.

This is the throne room of the Archmage **Jupiter Kwan**. He almost certainly has been warned about the characters' approach, so unless he considers them no threat, the throne's magical force field is closed (see *Lotus Throne of Kwan the Cruel*, **Magic Item Appendix**), preventing solid objects and spells from reaching him. The dogs are **2 hellhounds**, Kwan's loyal companions.

Talking with Jupiter Kwan:

As you can see from a quick perusal of the sidebox "Jupiter Kwan," a number of different reasons exist why the characters would want to talk to the archmage, and equally many missions that Kwan could send them on if they decide to work together. The archmage knows that he is likely to be the next target for elimination by the Cult of Isclaadra, and although he is confident of his ability to protect himself, he is not foolish enough to think it will be an easy victory. He is using all his resources to gain information about the cult and to weaken it at the edges before Isclaadra and Pathawara Lia decide they are ready for all-out warfare in the Deeps. (Pathawara Lia is the High Vessal of the Demon Prince Isclaadra; see **Chapter 12**). He knows that some of the damage being caused to the membranes of the Hidden Worlds is being caused by Isclaadra's nebunorne demons, but so far the vandalism is just an annoyance.

If the characters convince Kwan that they are trustworthy enough (he doesn't require true loyalty, just reliability), the archmage might give them any number of tasks, and he pays well. One mission in particular has been on the wizard's mind for a while: Using elder ambergris in the preparation of various magical items and potions. The nearest and easiest source of elder ambergris is the elder creature Yiquooloome (see **Chapter 10**).

Jupiter Kwan (MU18): HP 44; **AC** 8[11]; **Atk** staff (1d6); **Move** 12; **Save** 3; **AL** C; **CL/XP** 20/4400; **Special:** spells MU (6/6/6/6/6/5/2/2/1).

Spells: 1st—*charm person*, *detect magic, magic missile* (x2), *protection from evil*, *shield*; 2nd—*ESP*, *invisibility, mirror image, phantasmal force* **(x2)**, *web*; 3rd—*dispel magic, fireball, protection from normal missiles, rope trick, slow* (x2) ; 4th—*confusion* (x2), *fear, ice storm, polymorph other, wall of ice*; 5th—*cloudkill*, *hold monster* (x2), *passwall*, *teleport* (x2) ; 6th—*anti-magic shell, dimensional rift** **(x2)**, *disintegrate*, *stone to flesh* (reversed); 7th—*power word stun* (x2); 8th—*the Manifold Curse of Jupiter Kwan** (x2); 9th—*gate*.
Equipment: robes, staff, *potion of healing*, *ring of protection +1*, *scroll of animate dead,* imp familiar (disguised as raven), pinwheel key (allows escape from Edge of Reality #2), map to Rappan Athuk, the Dungeon of Graves, 102gp, 58sp, and three 20gp gems.
*see **New Spells Appendix.**

Hellhounds (2): HD 6; **HP** 35, 25; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** breathe fire (12hp).

Sisilix the Imp (disguised as raven): HD 2; **HP** 15; **AC** 2[17]; **Atk** sting (1d4 plus poison); **Move** 6 (fly 16); **Save** 16; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, immune to fire, poison tail, polymorph, regenerate (1hp/round). (***Monstrosities*** 262)

Treasure: A brass compass is fixed to the wall behind Kwan's throne. It is the strange compass-style of the Hidden Worlds, with the cardinal points of "Weird," "Strange," "Eccentric," and "Deep" instead of North, South, East, and West. The names of the cardinal points are carved into a movable gold band that runs around the outer edge of the compass. Experimenting with the compass quickly shows that the needle is currently fixed in place and does not move. It points to "Weird" on the movable gold band.

If the band on the compass is turned so that Weird changes to Strange, the entire reality of Jupiter Kwan's secret world rotates in some incomprehensible metaphysical space. When it comes to rest in its new position, the doorway at the top of the map (which was originally to the Weirdward but is now to the Strangeward — and you might as well give up keeping track of it at this point) is no longer covered by the wall, and can be entered.

This metaphysically hidden space contains Jupiter Kwan's main treasures:

Book of Korbus (**Magic Item Appendix**)

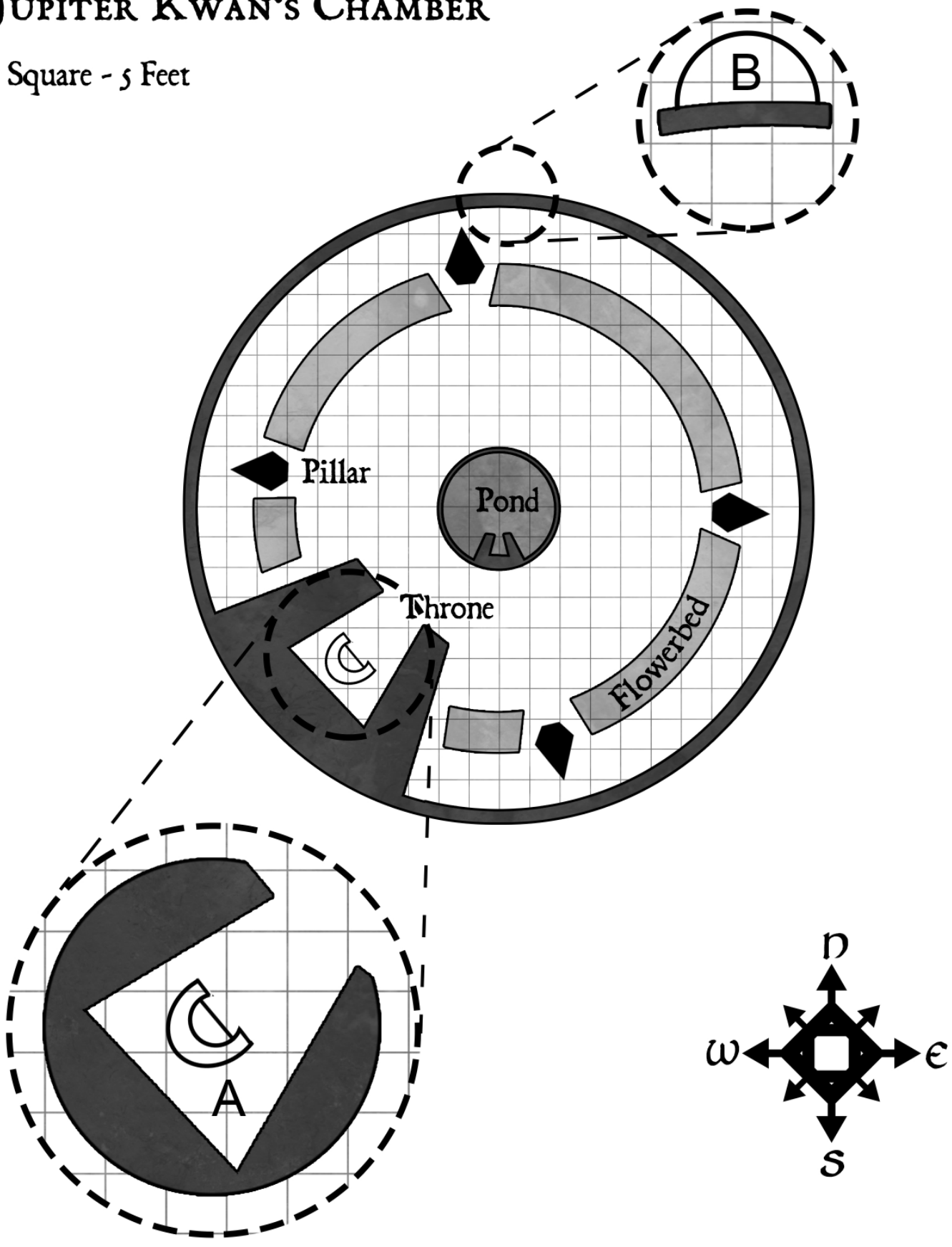
Jupiter Kwan's Spellbook

Jupiter Kwan's spellbook is bound in plain black leather, and contains the following spells:

1st—all 1st-level spells listed in the book; 2nd—*continual light, darkness 15ft radius, detect invisibility, ESP*, *invisibility, magic mouth, mirror image, phantasmal force, web, wizard lock*; 3rd—*clairaudience, clairvoyance, dispel magic, fireball, fly, monster summoning I, protection from normal missiles, rope trick, slow*; 4th—*confusion*, *dimension door, fear, ice storm, monster summoning II, polymorph other, remove curse, wall of ice*; 5th—*animate dead*, *cloudkill*, *hold monster*, *magic jar*, *passwall, teleport*; 6th—*anti-magic shell*, *dimensional rift**, *disintegrate*, *geas, legend lore, stone to flesh* (reversed) ; 7th— *limited wish, permanency,*

Jupiter Kwan's Chamber

1 Square - 5 Feet



phase door, power word stun; 8th—*clone, the Manifold Curse of Jupiter Kwan**; 9th—*astral spell*, *gate, time stop, wish*.

* see **New Spells Appendix**.

The Elder Ambergris Mission

"One of the material components I need is a substance known as elder ambergris. It forms in black, wax-like globs that can be found inside certain primordial creatures. I happen to know of such a creature, a thing called Yiquooloome that lives several miles to the Northwest of the City of Izamne. If you return at least ten pounds of elder ambergris to me, I will pay you 40,000 gold pieces for it."

One of the missions that Jupiter Kwan might hire the character to do is, "Retrieve some elder ambergris from Yiquooloome, a creature that lives to the Northwest of the City of Izamne." This turns out — and it might be important for the characters to figure it out earlier rather than later — to mean, "Kill Yiquooloome."

The elder creature is described in **Chapter 10**, but Jupiter Kwan gives the characters a quick briefing about the nature of elder ambergris before sending them to Izamne via Reality #2 (**Area 29U-2**).

If the characters accept this offer, they can work out the details of getting to Izamne as a starting point (via Reality #2 at **Area 29U-2**). Jupiter Kwan gives them one of the pinwheel keys, allowing them to go directly to the city, but he cannot get them directly to the Orchard of Yiquooloome.

Jupiter Kwan

Long-term Goals: Increase his own personal power; eliminate enemies; become an immortal power of the universe, feared by demigods, sung in legend.
Current plans: Get some elder ambergris from Yiqooloome (**Chapter 10**), thwart the Cult of Isclaadra in its efforts to control the entire Cyclopean Deeps (see **Chapter 12** and elsewhere).
Allies: Encephalon gorgers in the Narrows of Braath (**Chapter 7**), Doctor Quattromani (**Chapter 4**), Sla (proprietor of the Shady Character inn in Izamne; **Chapter 4**), certain factions of the denizens of Leng (**Chapter 6**), certain factions of the skelzis.
Enemies and Rivals: the Cult of Isclaadra (long-anticipated, inevitable collision about to occur), Aouc Jamac (due to affiliation with the cult — see **Chapter 8**).
Notes: Jupiter Kwan is a servant of Chaos, but is not a servant of Isclaadra. He is perhaps the greatest threat to Isclaadra's domination of the Cyclopean Deeps, with the possible exception of the serpentfolk. If these two groups were to unite, they would be a formidable opposition to the rise of Isclaadra's Cult, but such an alliance is unlikely to develop.

Chapter 10: Orchard of Yiquooloome

Background

The northeast region of the Cyclopean Deeps described in this chapter was originally the home of a large and ancient civilization of serpentfolk — a much older dynasty than the ones to the south in the Domes of the Serpentfolk (**Chapter 5**). Unlike the serpentfolk of the domes, the northeastern civilization degenerated long ago, perhaps more than 2000 years in the past, and their descendants have now been enslaved by something old and foul. The old civilization receives almost no treatment in the chapter because it was been extinct for at least a hundred years before a much-older creature of Primordial Chaos decided to make use of the serpentine barbarians. This singular and horrible being called itself Yiquooloome, and its later activities caused the other cultures of the Cyclopean Deeps to give it the additional title of "the Cultivator." The reader will soon perceive that while "Cultivator" might seem to suggest a benign or at least a productive sort of individual, the truth is quite the contrary. There are many in the Cyclopean Deeps who partake of the fruits of Yiquooloome's activities, but only the most inhuman of these "customers" do not consider Yiquooloome to be a monster among monsters.

Yiquooloome the Cultivator is an ancient being born of the Primordial Chaos. Indeed, the source of its substance appears as one of the hex descriptions in this chapter, although even the most hardened slaughterers of the Deeps shun it as a terrifying place (**Hex 19U**). It is impossible to guess when Yiquooloome separated from the Primordial Chaos and began to survey the material world around it. Certainly the being is younger than the world itself, but it certainly predates the serpentfolk culture it eventually enslaved. In any event, scholars would consider it to be an "elder" being due to its source, even though it is mostly young and immature compared with others of its kind.

At present, Yiquooloome rules its domain without opposition, and trading caravans of the drow civilization north of the Cyclopean Deeps pass around the Orchard using a side corridor (see the map and description of **Hex 20Z**). Although he is shunned by the drow, Yiquooloome has constructed an economy of sorts, producing and trading things mindlessly as do many creatures with minds that have no intersection with the time-frame, morals, ideals, or hopes of humankind. Although the map key provides much more information about the component parts of Yiquooloome's "Bazaar of the Bizarre," a short summary is useful for the Referee before reading the minutiae. In short, Yiquooloome breeds the serpentfolk and grows them to maturity on bizarre trees that accelerate the growing process, kill the adult



serpent-person, and then turn it into a zombie. Before the zombie begins to rot, the body is "harvested" from the tree, and its brains are removed. These fresh brains are sold in bulk to such customers as neh-thalggu, encephalon gorgers, wizards, etc. The bodies of the unbrained serpent-folk zombies are also sold as food, and they conveniently transport themselves: They are ordered to walk to their destination as zombies, and then are killed and eaten once they arrive. These caravans of zombies are guarded on their journeys by Yiquooloome's horrid creations, the dhuulghs. Even some of Yiquooloome's customers (notably the dark stalkers of Izamne) consider the process rather disturbing and the food not entirely wholesome, but Yiquooloome's prices are low. The Cultivator can essentially produce meat from almost nothing, and can grow it quickly. As with sausages, one can eat the product with satisfaction as long as one is careful not to think too much upon the production process. In this adventure, however, the characters journey right into the middle of the hellish factory itself.

The Minor Hexes

Hex 17U: The Demented Gate

Yiquooloome's servants, the dhuulghs, occupy the Demented Gate. The place is important only because if someone else took control of the crossroad, Yiquooloome's degenerate serpentfolk could not make their "Great Procession" to bring eggs to the Orchard. This would be a severe problem. It happened once in the distant past, after which Yiquooloome posted guards in the crossroad caverns.

17U-1. From the Domes of the Serpentfolk

> This is an extremely well-traveled main corridor that leads north with frequent detours around harder rock faces. As you bear northeast, you see that you are headed toward a wider chamber with more than one exit.

This primary corridor leads southward from the map area to the Domes of the Serpentfolk (**Chapter 5**). It is probably the way the characters will approach the Orchard unless they circled around a very long distance.

17U-2. The Demented Gate

> An archway with writing carved into it frames the corridor leading northeast from here.
>
> It is a well-maintained and well-traveled corridor, but it has a strangely quiet feel to it, as if to walk down it would be to be moving into the domain of something repellent.
>
> Doable, Fleipe?

The writing on the archway is in the language of the Under Realms, and reads, "*The Wonderful Food.*"

This corridor proceeds to **Hex 20Z**. As with the rest of the main corridors of the Deeps, it has many side corridors and caves. The "empty and repellent" feeling continues all the way to the Orchard (**Hex 20Z**).

17U-3. To the Breeding Pits

> An archway with writing carved into it spans this wide corridor.

The writing is in the language of the Under Realms, and reads, "*Return and Multiply.*" It is obviously addressed to Yiquooloome's degenerate serpentfolk returning from the "Great Procession" they make to Yiquooloome's Orchard carrying eggs to give him as a sacrifice in exchange for the Wonderful Food.

17U-4. Empty Chamber

> This chamber has four corridors leading out, including your own, but otherwise it appears to be empty other than some very faded bas-relief carvings on the north wall.

The relief carvings are so old that most of the detail has been completely worn away. It appears to have shown snake-people, and nothing more can be discerned. If the characters can somehow magically divine the original appearance of the carving, it showed highly civilized serpentfolk confronting and defeating a band of more barbaric serpentfolk who carry clubs and snarl with their bared fangs at the robed and plumed defenders. This was a commemoration of the victory of serpentfolk civilization against the rising tide of degeneracy, but, as the reader will see, the tide continued to rise. The only serpentfolk the characters encounter beyond this chamber (with one arguable exception) are utterly degenerated into barbarism and terrifying servitude.

17U-5. Lair of the Refugees

> You smell water as you approach this area, and hear the pleasant sound of drips falling into a pool.

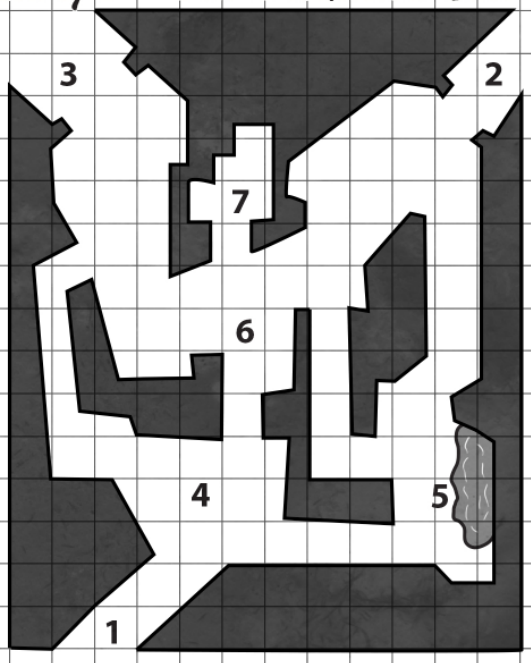
A small pool formed in this chamber after an underground stream through the limestone above changed course and leaked into the ceiling, dripping onto the floor. The pool is not deep, only 3ft or so at the bottom. It is safe to drink if the imbiber can tolerate the strong mineral taste.

A small band of **12 degenerate serpentfolk** has formed here from a lucky few who managed to escape the breeding pits of **Hex 20X**. Under no circumstances do they go through the two corridors leading north from this chamber, for they have seen zombie-caravans go through here, and realized that something terrible happens to the "sacrificial objects" in the Orchard. If the characters question these creatures, they gain only a very garbled account of what happens down the corridor leading to the Orchard. The responses below *do not just flow out in response to any single question*; the information should be strung out over an entire session of questioning since the serpentfolk are not only degenerated but are inbred specimens of the type (considering the small gene pool available in **Hex 20X**).

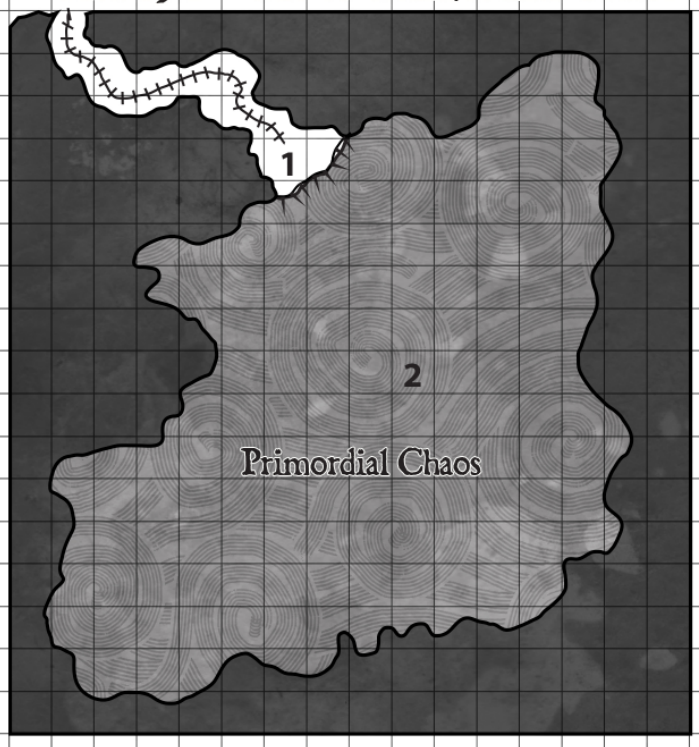
Degenerate Serpentfolk (12): HD 4; **HP** 26, 24, 23x2, 21x3, 20, 18, 15, 12, 11; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d3 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: loincloth

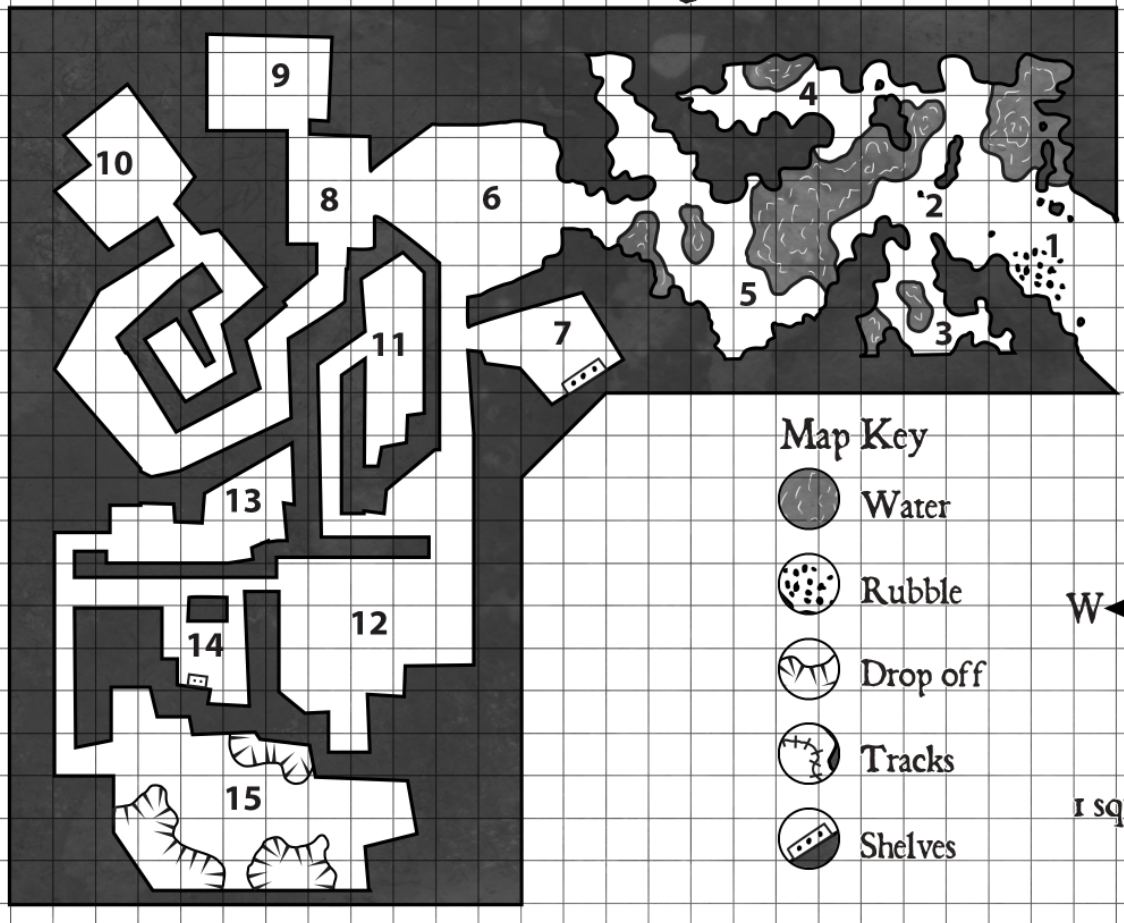
Hex 17U - The Demented Gate



Hex 19U - Pit of Primordial Chaos

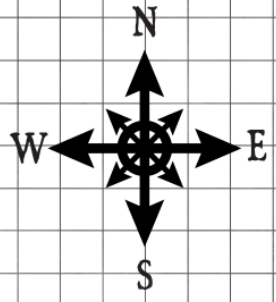


Hex 20X - Breeding Pits



Map Key

- Water
- Rubble
- Drop off
- Tracks
- Shelves



1 square = 10 feet

Available Information

- The Wonderful Food is beyond the archway, far, many miles to the north.
- The Wonderful Food is carried back by the Shaman after the sacrifice, and all shall eat of it.
- The northeast corridor does indeed lead to the Wonderful Food.
- We do not know what is in the Wonderful Food; it is prepared by the Shaman.
- The Wonderful Food is given to the shaman by the Great One, Yiquooloome the Cultivator.
- The Great Procession goes to the Orchard of the Cultivator, offering the sacrificial objects. (Referee Note: the serpentfolk have never actually seen the Orchard, only the "Great Statue").

Taboo Information

Under no circumstance do these serpentfolk tell a human what the "sacrificial objects" are. In the event the characters use telepathy or some sort of magical coercion (a mere charm is *not* sufficient), the serpentfolk cowers and grovels, admitting that the sacrifice given to Yiquooloome is the serpentfolk tribe's own unhatched eggs.

Treasure: Not showing much creativity, the serpentfolk keep their treasure in the 3ft-deep pool. It amounts to 35gp, 91sp, and 322cp. There is also an axe head (this is a *+1 battleaxe*, but a handle has to be put on it).

17U-6. Processional Hall

This is a large and irregularly shaped chamber with multiple entrances and exits. A strangely patterned path is worn into the stone floor of this chamber: long, rippling channels as if thick cables had been pulled through for hundreds of years.

The channels of worn stone in this room are the result of serpentfolk moving on their "Great Procession" from the Breeding Pits (**Hex 20X**) to the Orchard (**Hex 20Z**). A ranger immediately realizes that these are snake-tracks, and a druid has a 75% chance to identify them.

17U-7. Garrison

In the dark at the back of this stone chamber is a sight from a madly bad dream. A hulking being 9ft tall looms almost as high as the ceiling, its face bearded with long tentacles and with bat wings arching from its back.

This room is the permanent garrison of Yiquooloome's sentry, a **dhuulgh**. These creatures were built by Yiquooloome from the elder creature's fevered dreams, and the resemblance to Cthulhu is most likely not a coincidence. The dhuulgh speaks the language of the Under Realms with a slow, deep intonation, and asks the characters where they are headed (meaning northeast, northwest, or due south). It does not care at all about travelers headed due south, and ignores the characters if this is their answer (unless the dhuulgh finds them heading in another direction later). It does not allow anyone to take the northwestern corridor that leads to the Breeding Pits (**Hex 20X**). If the characters say they are taking the northeast corridor, the dhuulgh demands that they pay Yiquooloome's toll: 10gp per member of the group.

Dhuulgh: **HD** 10; **HP** 49; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

Treasure: The dhuulgh wears a necklace of strange, green stones carved in the shape of monkey heads (5000gp).

Hex 19U: Seething Pit of Primordial Chaos

This hex contains the source of primordial Chaos that spawned Yiquooloome thousands of years ago.

19U-1. Isolated Tunnel

The tracks continue down the tunnel for miles, until eventually you see a bizarre, grayish light shining up ahead. It flickers and has an almost palpable, physical quality to it. Then the smell reaches you, and it is so horrible that it takes some time to avoid losing your rations all over the tunnel floor.

The characters are encountering the very edge of the aura of Primordial Chaos. If they proceed farther, each character must make a saving throw. Each character that fails is affected by the Primordial Chaos in a random fashion. Roll d% on the table below.

Roll d%	Primordial Chaos Mutation*
1	Arm grows 1d4+3 inches.
2	Arms (both) grow 1d3ft (can use sword as spear).
3	Arms shrink (50% half size; –1 to hit).
4	Blood changes to acid (squirt for 1hp when hit).
5	Body becomes spongy (half damage from blunt weapons).
6	Body odor changes and increases; roll 1d4 (1: flower; 2: wolf; 3: burning leaves; 4: excrement).
7	Ears like a bat.
8	Ears like a donkey.
9–10	Exhalations are black air, like smoke.
11	Extra ant legs from side of torso (not usable).
12	Extra eyes (1d3) (no game effect).
13-14	Extra finger or toe (1–3: finger; 4–6: toe).
15	Extra nose (no game effect).
16	Extra pair of thumbs (1–3: on hands; 4–6: on feet).
17-18	Eye color changes to black.

Roll d%	Primordial Chaos Mutation*
19	Eye color changes to red.
20	Eyes grow in back of head (hard to surprise).
21	Eyeballs bulge prominently.
22	Eyes triple in size.
23	Eyes turn faceted like an insect's.
24	Face forms into a snout.
25	Facial hair grows as little tentacles.
26	Facial hair grows.
27	Feathers grow.
28	Feet become webbed.
29	Feet grow.
30–32	Feet turn into hooves.
33	Feet or hands produce sticky sap/pus/glue.
34	Fish scales grow on body.
35	Flatulence occurs in direct sunlight.
36	Floppy ears like a dog.
37–39	Fungi grow on skin in many lovely colors and shapes.
40	Grows 1d10 small, blue tentacles in a line down back.
41	Grows 1d100 small spines on back.
42	Grows 1d3 bat wings (only 10% chance to be large enough to allow flight).
43	Grows 1d3 bird wings (only 10% chance to be large enough to allow flight).
44	Grows 1d3 bug wings (only 10% chance to be large enough to allow flight).
45–46	Grows 1d3 small, purple tentacles in ruffle around neck.
47	Grows 1d3 1ft-long spines on back.
48	Grows a beetle shell (back has AC improved by 1).
49	Grows a mane like a horse.
50	Grows a tail like a horse.
51	Grows antennae (hard to surprise as these grant better sense of smell).
52	Grows bird tail.
53	Grows claws on end of fingers (–1 to hit with weapons).
54	Grows claws on end of toes (not usable).
55	Grows dog tail.
56	Grows flared, colorful, pulsing gills at sides of neck.
57–59	Grows fur (1: black; 2: brown; 3: red; 4: striped; 5: spotted; 6: paisley).
60	Grows gills (subtle, too small for breathing much underwater).
61	Grows horns (not usable in combat).
62	Grows new face on back of head (small and ugly, but helps against being surprised).
63	Grows a horn in center of forehead.
64	Grows a rat tail.
65	Hair grows.
66	Hair turns into dreadlocks.
67	Hands grow to twice normal size.
68	Hands turn into pincers (1d4 damage).
69	Head doubles in size.
70	Head turns discernibly conical.
71	Legs grow 1d10+2 inches.
72	Legs shrink 50%.
73-74	Extra elbow in arm.
75-76	New orifice for expelling squid ink.
77-78	Nose length changes.
79-81	Prone to becoming fat from drinking potions (gains 10 lbs. per potion).
82	Second mouth in back of head.
83	Skin becomes like bark (improve AC by 1).
84	Skin becomes chameleonic (1/day, 50% chance of success).
85	Skins becomes extremely wrinkled.
86	Skin changes color and stays that way; roll 1d4 (1: blue; 2: red; 3: purple; 4: grey).
87	Skin gains a diamond pattern.
88	Sneeze when stressed.
89	Teeth grow like a hippo.
90–92	Teeth grow like a wolf.
93	Thorny skin.
94	Toes grow 1d10 inches.
95	Tongue becomes forked.
96	Tongue grows 1d6+1 inches.
97	Trumpet-like secondary breathing apparatuses grow from sides of head.
98	Warts on arms (10% chance they spread to face).
99	Photosynthesize.
00	Sunlight hurts.

*Those familiar with ***The Lost Lands: Sword of Air*** adventure might notice a fairly high degree of similarity between the effects of the Primordial Chaos and the mutations caused by proximity to the City of Tsen.

19U-2. Seething Pit of Primordial Chaos

The tracks end near a stone ledge where the tunnel opens out into a larger cavern. The drop-off is only 5ft or so, but the floor of the cavern below is not solid rock. It is a seething mass of what looks like protoplasm or ooze. The substance is grey, and it churns as if it were boiling, but it gives off no heat.

Primordial Chaos

Primordial Chaos, which some say is the sludge at the bottom of the Ginnungagap, the ultimate depth of emptiness, the non-substance from which substance formed and into which all substance shall eventually erode at the end of time. Some magic-users are said to know a few of the secrets of using Primordial Chaos; these are wizards who are shunned and feared by all sane practitioners of magic, even the traditionalists of black magic and the dark arts. For behind the dark arts, as behind all horrid secrets, lie arts and secrets darker and even more horrid.

The Primordial Chaos is found in more than one place in the Cyclopean Deeps, for this is a region riven so deep into the intestines of the earth that ordinary laws and precepts begin to strain at the edges. Where the strain is great enough, and gaps appear, these rifts provide a way for the Primordial Chaos to seep through.

It is treated as acid for most intents and purposes, inflicting 2d6 points of damage per round while touching bare skin, and eating through any material substance within 2 rounds (3 if the substance is magical). A shaped field of magical force, if the characters can produce such a thing, holds the Primordial Chaos without being dissolved. The Primordial Chaos affects non-material creatures from other planes of existence in the same way as material creatures (i.e., 2d6 points of damage per round).

If Primordial Chaos is exposed to material reality (including air) long enough, it begins to harden into a more solidified and much safer form known as elder ambergris. A separate Sidebox later in the chapter discusses the solidified form of Primordial Chaos.

This substance is Primordial Chaos, and the characters are looking upon a phenomenon that few have ever seen: a place where Primordial Chaos seeps into the Material Planes of Existence (see **Sidebox**). Ordinarily, as noted in the Sidebox, Primordial Chaos turns into a semi-solid called elder ambergris if it stays exposed to material reality for a long enough period of time. Here, however, the constant seethe and churn of Chaos keeps any particular part of it from being exposed to the outside reality for very long. Before it can solidify into ambergris, it is submerged again in chaos.

If the characters remain within 200ft of the seething pit for more than 10 minutes, they have to make a second set of saving throws to avoid being mutated, as they did in **Area 19U-1**. This second saving throw is required even if the character has already been mutated, and a character can receive as many as 3 separate mutations from proximity to the Primordial Chaos. Upon gaining a third mutation, the character suddenly realizes that his or her material composition is likely to fall apart if it remains subjected to this kind of relentless contact. The character is no longer mutated after a further 10 minutes spent close to the Primordial Chaos, but instead needs to make saving throws every 5 minutes or be utterly disintegrated.

Hex 20X: Breeding Pits of Yiquooloome the Cultivator

This complex of ancient caverns was once the home of a small community of serpentfolk, most of whom were wizards or scholars. Over time, however, their descendants became degenerate and barbaric. At this point in time, Yiquooloome has effectively taken control of them, turning them into the base material for its insane trading operations. The serpentfolk are convinced that the elder being is a god, and under the instruction of their shaman they bring it weekly offerings of their own eggs. In return, the pilgrims to the orchard receive the vital ingredient for the "Wonderful Food" prepared ritually by the shaman. This substance is elder ambergris, which is used to create an intensely addictive substance that combines aphrodisiac and hallucinatory properties. "Wonderful Food" is manufactured in the Orchard by Yiquooloome itself, and once the serpentfolk return to their breeding pits their shaman ceremonially mixes it into their ordinary meals.

20X-1. Entrance Passageway

The wide corridor abruptly changes from carved stone to broken rubble and the remains of mortared blocks. Apparently a much larger chamber was here once, but parts of it have collapsed.

This corridor leads back to **Hex 17U**, which is where the characters are coming from — it is the only way to reach this hex unless you added your own material to the adventure, in which case, good job!

20X-2. Great Collapsed Chamber

As you make your way into what was once a large room, you can see that in addition to the rubble piles, several large pools of water are in the chamber. The walls, which are built with large, mortared stones, are broken by huge vertical cracks from whatever disaster took place here to collapse walls and make the floor uneven enough for the pools of water to form. As far as you can tell, the area has three exits. To the south is a narrow opening in the rubble about 5ft across and 5ft tall. You need to climb a 3ft-slope of rubble to reach it. To the northwest is a second exit, a much wider gap. This one is harder to reach because the largest of the pools almost blocks it off, but there is a point just next to the wall where you can jump across only 2ft of water to get around. The third exit is the largest, really more of a continuation of the room itself, but narrowed by the fallen walls. The large pool of water completely blocks this exit, and would need to be crossed.

These pools are actually quite deep, for the magically induced earthquake that shattered the room caused deep rifts underneath it, in addition to collapsing the ceiling and walls. The pools are upwellings from a river far below, connected by numerous cracks that can be as wide as 2ft. Cave fish swim back and forth between the river and the pools, and if the characters watch the pools for a while they might see one of the fish splash at the surface.

The serpentfolk who live in the breeding pits rely on these pools for most of their meals, sending out one or two of their number to fish each day. The river below keeps the pools quite well-stocked, enough to feed the serpentfolk and the crocodile that lives in **Area 20X-4**, although the crocodile also likes to supplement its diet of fish with the occasional serpent-person. Needless to say, the serpentfolk are quite watchful when they are in these caverns since they want to avoid being on the crocodile's dinner menu. No serpentfolk are in the cavern when the characters first arrive.

20X-3. Hideout of the Heretics

The narrow opening leads to a side chamber formed by massive walls of rubble that settled into a stable formation here when the ceiling and walls of the large outer room fell. Several pairs of eyes watch you from the darkness.

This side cavern is the lair of **5 degenerate serpentfolk** that left the breeding pits because they decided (for the wrong reasons) that Yiquooloome does not mean them well. They are convinced that the elder being is sending evil spirits to bite them in their sleep, and that their souls will eventually be devoured if they continue to eat the Wonderful Food. It is remotely possible that they were guided by their ancestor spirit, for they have stolen Imzir Kuurtz' yellow serpent amulet of Sa-Heloth and placed it on a crude altar in the extreme southeast corner of the cave (see **Chapter 5** for more information about Sa-Heloth and the serpent amulets, and **Area 20X-7** for information about Imzir Kuurtz).

Besides their treasure, the serpentfolk also place their battle-trophies in front of the Sa-Heloth altar. The amulet sits on a rock pedestal, the base of which is crusted with dried blood, bits of bone, scalps, and teeth. To each side of this altar is a large skull (bugbear) that has had the top removed to serve as a container for coins.

Degenerate Serpentfolk (5): HD 4; **HP** 30, 29, 22, 17, 16; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d3 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)
Equipment: loincloth and necklace of fish bones

Treasure: Besides fishing in the pools of **Area 20X-2** like the others, this group of serpentfolk has done a bit of raiding and banditry outside the confines of Yiquooloome's domain. They place all their treasure in the bugbear skulls beside the Sa-Heloth altar. The left skull contains 1 takka and 103gp. The right skull contains 6 takkas, 15sp, a chunk of obsidian (10gp), a pearl (500gp) and a *potion of healing*.

20X-4. Crocodile Pool

The north wall of this side chamber did not collapse, and shows that the original room was well-built by expert masons. Part of the floor directly in front of the intact north wall, however, must have collapsed downward, because a large pool of water now extends 20ft along the wall, 10ft across.

A **giant crocodile** lives in the waters under this pool where it turns into a small lake underneath the level of the corridors shown. It preys upon cavefish, and occasionally comes out to feed on the serpentfolk while they are fishing in **Areas 20X-2** or **20X-5**.

If the characters get into a battle with the crocodile and the serpentfolk in **Area 20X-3** are alive, they dash across the large chamber to see what is happening, initially fearing that one of their own has been caught. They arrive in 1d4 rounds. When they see that some potential prey are fighting their long-time enemy, they attack whichever side appears stronger, hoping to wipe out both the adventurers and the crocodile.

Crocodile, Giant: HD 6; **HP** 41; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** none.

20X-5. Far Side of the Pools

On the far side of the pools you see that you are still in the collapsed room, which must have been more than 100ft long from east to west. This part of the room has two exits, one of which is obviously a dead-end. The dead-end is a corridor of collapsed stone stopping at the mortared wall of the original chamber. Due east is another 10ft-wide corridor through the rubble. A pool is in front of the tunnel entrance, but an area 3ft wide could be used to skirt around the water beside the tunnel's north wall. Other than the dead-end and the western exit, this part of the collapsed room has one item of some interest, a primitive cave painting on the blocks of the intact southern wall.

The cave painting on the wall was made by the degenerate serpentfolk, and it depicts their deity, Yiquooloome. The nature of the painting is probably not immediately obvious to the characters unless they have already seen Yiquooloome, given the creature's bizarre body form. Give the characters a description something like the following:

The cave painting is crudely drawn with charcoal and colored with daubs of red, green, and white pigments. It shows a large number of serpentfolk in two groups, standing in front of three open jars. The jars are either steaming something green, or might have green tentacles coming out of them; the painting is too crude to tell. The jars are shooting red ghosts (or blobs of some kind) at one group of serpentfolk. The other group is placing white blobs in front of the jars.

This picture is old enough to show Yiquooloome receiving the tribute of eggs, rather than the serpent-man statue that has been used for more than a century. Not even the shaman would be able to tell the characters why the picture shows three jars instead of a serpent-man, or what the green tentacle/steam part of the drawing represents. Any of the serpentfolk are able to say that the red ghost-blobs are spirits that Yiquooloome sends against those who do not bring him tribute. They might even tell the characters that the white blobs represent the tribute. It is taboo to tell anyone that the tribute is serpentfolk eggs, however, and the serpentfolk do not interpret this part of the picture even under duress (not even the heretics in **Area 20X-3**).

20X-6. Antechamber

This room was apparently at the edge of the earthquake that destroyed the outer chamber, for although it has some cracks in the walls, it is otherwise not damaged. The walls are mortared blocks of good construction, just like the surviving parts of wall in the chamber with the pools. Cave paintings are scrawled and painted on the stone, but you do not have time to look at them immediately. A large figure with bat wings and a tentacle-draped face stands in the western part of the room, blocking the open entrance to some other room. An unguarded corridor leads to the south.

The Cthulhu-like creature guarding the west tunnel is a **dhuulgh**; the characters have probably already encountered at least one before.

Most of the cave paintings in this chamber are stylistically identical to the painting the characters just saw in **Area 20X-5**, but there is a wider variety of subjects and one definite exception. The exception is a frieze that runs all the way around the room, just at the intersection of the wall and ceiling. The frieze shows serpentfolk casting spells, reading scrolls, and working with strange machinery. It is all done with delicate brushstrokes. Although the paint is very, very faded, it shows a wide range of colors instead of the two or three crudely mixed paints used for the rest of the artwork in the room.

The main theme of the pictures in this room seems to be eating. There is a shaman or priest of some kind wearing a blue robe, and it is shown

in front of a cauldron in many of the paintings, usually with several other serpentfolk gathered around the cooking pot as well. In all of the cooking pictures, the shaman is in the midst of throwing some kind of black bead into the food. The rest of the pictures look like Celtic knots done in green paint, but on closer view they are actually pictures of lots of serpentfolk involved in all kinds of intimate activities.

If the characters end up fighting the dhuulgh, there is a 75% chance that Imzir Kuurtz hears the sound of the battle and comes to investigate. He is cautious, but he knows that anyone fighting their way into the area plans to kill everyone they find. If he sees the fight and is not detected, he goes to warn the serpentfolk in **Area 20X-11**, to delay the attackers, then **Area 20X-12** and the shaman (**Area 20X-14**) to attack with him as a group. If a battle looks like the serpentfolk are going to lose, Imzir tries to escape past the pools in the collapsed room (**Area 20X-2**) if he has already cast his highest-level spell.

Dhuulgh: HD 10; **HP** 48; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

20X-7. Expert Consultant

The entrance to this room is a makeshift door, a curtain made from strands of beads hanging from the top of the tunnel's ceiling.

This room contains a large basket 5ft in diameter and padded with what looks like the skin of a leopard. Lamps hang from the ceiling, casting a soft glow in the room. A serpent-man wearing blue robes sits coiled in the basket, chewing meditatively on the end of a long stick. The rest of the room is comfortably furnished, including a desk, a strangely shaped chair adapted to the figure of the serpentfolk, and a bookshelf set against the southeast wall.

This **serpent-man** is **Imzir Kuurtz**, originally a member of the Yellow Society in the Domes of the Serpentfolk (see **Chapter 5**) and believed by the other serpentfolk to be dead, for he has been missing for more than a year. Imzir stumbled upon the Breeding Pits while guarding a small group of dark stalker merchants. Whereas virtually all civilized serpentfolk would be utterly repelled by the activities taking place in the Breeding Pits, Imzir was enthralled. He erased all record of his arrival by helping the serpentfolk kill the dark stalkers he was guarding, then tossed aside his amulet of Sa-Heloth and settled into a life of complete debauchery among the savages. So far he has established himself as an "Envoy of the Great One," and since Yiquooloome neither knows nor cares about a renegade serpent-man freeloading on the Orchard's production process, Imzir has completely succeeded with the imposture. The shaman and the degenerate serpentfolk all assume that Yiquooloome would strike dead anyone who dared lie about being Yiquooloome's representative. Not so.

Imzir, like many civilized serpentfolk, is somewhat addicted to a drug called jhoat (see **Volume I**, **Appendix**). Jhoat is compressed into sticks and chewed to release the narcotic properties. The characters might immediately assume that the stick is a jhoat-stick if they have seen them in use before, but there is no need for you to remind them — to do so would unfairly prejudice their reaction to Imzir's trick. Although he does indeed have a satchel containing jhoat-sticks, he has quickly grabbed his primary defense and started nibbling the end of it, since it looks very much like a jhoat-stick. This is a *wand of cold*, with the command word "Delicious."

As soon as the characters enter the room, Imzir holds up his hands with the wand still held in his mouth, to show that he holds no weapons. He gets up slowly in this "don't attack me" pose, starts to speak, and the stick is, of course, in the way, so he takes it out of his mouth and holds it in his hand. Assuming that he is not already in combat, he gestures with the wand, "This is a narcotic stick called jhoat. I'm afraid it's my weakness. I wouldn't want to seem rude; can I offer you some?" If he has everyone lined up properly, he concludes, "because it's *delicious*." As "delicious" is the command word, this launches a *cone of cold* from the wand. If he cannot get everyone lined up nicely immediately, he waits until he does, then tries, "Are you sure you don't want some? It's delicious."

By himself, unless he manages to line up his shot with the wand, Imzir alone is not a particularly dangerous opponent for a high-level party. A loud battle in **Area 20X-6** alerts him, and he responds as described in that area's descriptive text.

Imzir Kuurtz, Serpentfolk Spellcaster: **HD** 5; **HP** 26; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom, spells MU5 (4/2/1).

Spells: 1st—*charm person, detect magic, magic missile* (x2); 2nd—*detect invisibility, web*; 3rd—*slow*.
Equipment: blue robe, *wand of cold* (16 charges), satchel containing 3 jhoat-sticks (25gp)

20X-8. Room of Wondrous Food

This rectangular room is painted with crude, twining symbols that do not appear to have any meaning. A large cauldron sits in the middle of the room on a raised fire pit. Skulls of humans and other creatures are arranged around the cauldron in a decorative fashion, and most of these are painted with symbols like the walls. Another one of the hulking, Cthulhu-like creatures stands in this room.

The **dhuulgh** in the room is a guard and attacks immediately if anyone other than serpentfolk or dhuulghs enter the room. Outsiders are not supposed to be here under any circumstances whatsoever. The paintings on the wall are as meaningless as they appear to be at first glance; they are an attempt by the serpentfolk to mimic writings that they have seen elsewhere, without actually understanding how written language works.

If any combat occurs in this room, the **2 dhuulghs** in **Area 20X-9** cease their meditations and come to see what the trouble is. They arrive in 1d6+3 rounds.

Dhuulgh: HD 10; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)
Equipment: necklace of blue jade (1000gp).

20X-9. Meditation Chamber

The walls of this room are painted with patterns, but not the crude daubing you have seen in other rooms. Here, the patterns are almost psychedelic; multiple colors are used to create three-dimensional effects, and just looking at it makes you feel a bit dizzy. Not a single inch of the walls is uncovered, and the walls and ceiling have received the same treatment. Two of the Cthulhu-creatures float in the air in the room, their legs crossed in a lotus position.

Obviously, if the dhuulghs have already left the room to join a fight elsewhere, omit the last part; the characters discover for themselves that the room has unusual properties. This room is a meditation chamber for the dhuulghs, a place where they can commune with Chaos, or, if need be, with Yiquooloome. It takes time for them to reach Yiquooloome's mind,

so they cannot give their master any warning, or ask for help, unless the characters retreat from the area for more than 3 days.

Anyone entering the room begins to feel even more lightheaded than just from looking in at the patterns, even if the character's eyes are closed (yes, and holding the nose, covering the ears, and all the sorts of experiments the players might attempt). The lightheadedness does not come from seeing the patterns, it comes from being near them. Staying in the room for more than 5 minutes causes levitation to begin. A person levitating can move around just by willing it, but the levitation stops at the door.

Trying to meditate while levitating in this room is dangerous. The patterns are not designed for a human mind, and they are utterly oriented toward Chaos, death, madness, and ruin. What is a pleasant mental "happy place" for the dhuulghs is not pleasant for humans. Anyone meditating in the room, unless they are Chaotic in alignment, runs the risk of becoming temporarily insane. If the character fails a saving throw, insanity sets in for a period of 1d6+3 days, with 1 of the following effects (roll 1d4):

1d4	Resulting Insanity
1	Character believes himself/herself to be a duck. The duck happily follows along with the rest of the adventurers, but it quacks loudly when startled, and tries very hard to go for a swim if water is available.
2	Character becomes catatonic and cannot be awakened from the paralyzed state until the insanity ends.
3	Character is confused and follows any orders given by any other person of the same species.
4	Character wants to remain in the room, and tries to return; although in neither case does the character resort to violence. Sneaking, on the other hand, is likely.

Dhuulghs (2): HD 10; **HP** 58, 39; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

Equipment: turquoise necklaces carved in spiral pattern (200gp)

Treasure: In the center of the room's ceiling is a concealed trapdoor cut in the shape of a psychedelic elephant-head. A secret attic-like compartment over the trapdoor contains some of the dhuulghs' possessions and tools, including the following. A chest is locked, and has no visible lock other than an indentation with a spiral shape on it — it can be unlocked by touching the lock with one of the turquoise necklaces worn by the dhuulghs. The chest contains 4 takkas, 633gp, 38 chunks of turquoise (10gp each), 2 rubies (500gp), 1 Leng-ruby (500gp or 5000gp to a Leng-creature), and a chunk of *green stone*. The green stone is heavy, weighing 10 pounds, but it conveys complete immunity to any attempt to mentally dominate the person who carries it, from the song of harpies to the magic of a *charm person* spell. Note: Spells causing confusion or insanity are not affected; it is only mental compulsion that the stone negates. The stone does protect against non-magical forms of mental domination, such as a psionic power.

20X-10. Cold Storage

This room is extremely cold; the temperature drops so much that it is obviously magical. The air in the room is white with condensation, but you can see figures hanging from meat-hooks inside.

Visibility in the room is only 10ft, but since there are no monsters it should not be an issue unless the characters actually decide to use the low visibility in some scheme of their own. The bodies hanging from hooks are those of some bugbears that wandered into the area a week ago, and were killed by the serpentfolk for future use as food. Meat is not the main source of food in the Breeding Pits though: once the characters are far enough into the room they discover 4 barrels of frozen cave fish taken from the pools in **Areas 20X-2** and **20X-5** and stored away.

The magical cold in the room is caused by a symbol on the floor, which is covered in frost and larger ice crystals. If some of this is chipped away, a few carved lines become visible underneath, and a bit more work (10 minutes or so) reveals that the lines form some kind of mystical symbol. Many of the lines converge at a non-central point (20 minutes of chipping required to locate this part of the symbol), where a tiny hole is drilled into the stone, capped with a piece of flagstone, and mortared in place. This can be broken out to reveal a piece of elder ambergris, the partially solidified form of Primordial Chaos.

Elder Ambergris

A substance called elder ambergris plays a role in several aspects of Yiquooloome's realm, and, indeed, in Yiquooloome itself. When Primordial Chaos comes into contact with material reality, it can solidify under the right circumstances, turning into spheres that resemble obsidian. However, the material does not behave like stone; it is not hard, and feels like a bag of heavy, sludgy liquid. If the ambergris comes into contact with other pieces of elder ambergris, the two pieces occasionally meld together. Elder ambergris, being a substance not far from true Primordial Chaos, is extremely valuable for magical research and in the riskiest types of alchemy.

In the Breeding Pits, the main use of elder ambergris is to alter the food given to the degenerate serpentfolk (see **Area 20X-14**). It has also been used to anchor a symbol that creates cold, in **Area 20X-10**.

In general, a fragment of elder ambergris can be sold for as much as 10,000gp.

20X-11. Sleeping Area

This room is relatively featureless, although some cave paintings are on the walls. There are 7 circular nests on the floor, each of them about 5ft in diameter.

This is the largest sleeping area in the pits, although not all the inhabitants are encountered here. If the serpentfolk have not been summoned to defend the area, **4 serpentfolk** are in this room (3 others are in **Area 20X-12**).

Degenerate Serpentfolk (4): HD 4; **HP** 22, 16x2, 13; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d3 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom(save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: loincloth and necklace of fish bones

Treasure: If the characters search the sleeping nests of the serpentfolk, they find it a revolting task, for there are bits of rotting fish, maggots, and other unmentionable substances stuck to the nests of trash where the serpentfolk sleep. Mixed in with the garbage are a few valuable or shiny objects that the savages have kept. The most obvious are the skulls; there are 16 of them, of various sizes from kobolds to one ogre skull (the ogre skull has a chunk of crystal in the left eye socket worth 20gp). Other materials include a somewhat fouled dark stalker prayer rug worth 100gp

if cleaned, a box of colored powders that can be mixed with water to create paint, a broken *+1 longsword*, a *+1 mace*, 230gp, 749sp, 1120cp, a small sapphire (200gp) and a small diamond (500gp).

20X-12. Tribal Common Area and Food Prep for Normal Fish

The walls of this open area are painted, but the pictures are more uniform than in the other rooms; these all seem to depict cave fish of different kinds. The room contains a large cauldron in the center of the chamber, 5 circular sleeping-nests, a pile of some kind of ropy fungus in the southwest corner, and 7 serpentfolk.

This is a common area where the serpentfolk prepare normal food on the days they do not receive food spiked with elder ambergris. There are **3 degenerate serpentfolk** (from **Area 20X-11**) here, **4 strong degenerate serpentfolk** (6HD) and a **very strong one** (7HD) who would be a chief if these serpentfolk weren't already under the shaman's complete control.

If the characters spend some time examining all the cavefish pictures, they find that about 1 in 4 has a small cut chiseled across it. The room's paintings are a guideline, prepared over many years and with many casualties, of which cave fish are safe to eat (no cut-mark) and those which are poisonous to serpentfolk (the cut-marked ones). The guidelines would not be completely accurate for humans and their kin, but would be close enough to ensure 99% safety if for some reason the characters chose to rely upon it.

Degenerate Serpentfolk (3): **HD** 4; **HP** 18, 16, 14; **AC** 4[15]; **Atk** bite (1d3 plus poison) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: loincloth and necklace of fish bones

Strong Degenerate Serpentfolk (4): **HD** 6; **HP** 31x2, 28, 26; **AC** 4[15]; **Atk** bite (1d3 plus poison) and 2 claws (1d4); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: loincloth and necklace of fish bones

Very Strong Degenerate Serpentfolk: **HD** 7; **HP** 38; **AC** 4[15]; **Atk** bite (1d3 plus poison) and 2 claws (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: embroidered silk loincloth (25gp), necklace of serpentfolk teeth, pouch containing 4 diamonds (1000gp each).

Treasure: The leader's 4 diamonds (1000gp each) are the most valuable treasure in this room. However, the 5 sleeping nests also contain a few trinkets: 29sp, 33cp, a piece of ivory carved as a stirge (50gp), and a jhoat-stick (25gp).

20X-13. Egg-Laying Chamber

This room is unnaturally warm. The floor is uneven, covered with irregular indentations, and many of these contain head-sized, round lumps.

This chamber is used for laying eggs, and storing them until the Great Procession, when they are exchanged for the Wonderful Food. It is heated in the same way that the Cold Storage (**Area 20X-10**) is heated: a symbol etched in the floor is powered by a small piece of elder ambergris at its focal point (not the center). The symbol is easier to detect in this room than in the ice-rimed Cold Storage, but it would still be necessary for the characters to be actively checking the floor before they would notice the lines.

The piece of elder ambergris is identical to the one in **Area 20X-10**; the different magical effect (heat vs. cold) stems from the differences in the two symbols, not the ambergris used to power them. There is only one type of elder ambergris (see the "Elder Ambergris" Sidebox for details about this substance).

No serpentfolk are present.

20X-14. Shaman's Quarters

This room is much better furnished than the others you have seen, but is still barbaric and crude-looking. A shelf made of bones is against the south wall, and holds scrolls and clay jars. You also see a sleeping-nest made of a variety of cloth and badly-tanned hides, and a worktable fashioned from wood-like fungus planks. Herbs of various types hang from the ceiling. In the corner alcove is a large hook on a long staff.

This room is the lair and sleeping chamber of the shaman, whose name is simply "Food-Cooker." **Food-Cooker** is a large serpent-man with unusual yellow striations on his scales (due to inbreeding). The shaman of the serpentfolk is a long-established position, and a new shaman is chosen by the dhuulghs when one dies. The shaman receives the secret knowledge of how to prepare the Wonderful Food (take the pieces given by Yiquooloome, and stir one into the stew). Shamans are telepathically infused with the knowledge of how to read the language of the Under Realms (a process that occasionally drives the less-intelligent candidates mad), allowing them to make records of the parentage of the more successful eggs. The shamans are unknowingly keeping records that allow Yiquooloome to breed the highest-quality brains from the tiny genetic pool he has to work with.

Food-Cooker has a scroll of clerical spells on the shelf, and if he has a chance to use it in a battle, he does.

The room contains a number of items of interest, some of which can be considered treasure. Unless he grabs the scroll of spells, Food-Cooker carries nothing that has any particular value. The table has nothing on it.

The Hook: The hook in the corner is nothing more than a tool for grabbing and moving serpentfolk in the Breeding Pits of **Area 20X-15**. It could possibly be used as a not-very-good weapon with training, but it is really nothing more than a tool for use with big snakes.

The Shelves: The shelves contain 12 scrolls, 14 clay pots, all with lids, mortar and pestle, and quills, ink, and papyrus.

Scrolls

Of the scrolls, 10 are filled with notations of some kind that resemble family trees. A character with any sort of experience on a farm recognizes breeding records. In terms of the records, really only one thing stands out at all: a new addition to the tables. The addition seems to have been added to the mix recently, but no dates identify the exact time (this is Imzir's arrival; see **Area 20X-7**). One is a scroll of clerical spells: 1st—*cure light wounds* (x2)*, detect magic*; 2nd—*find traps, hold person, silence 15ft radius*; 3rd—*continual light, continual darkness, cure disease, remove curse*. The last scroll is a set of instructions for the shaman, and looks very old. The writing is as follows:

This is the Doctrine of Yiquooloome, and it shall be read by the Shaman, and the Shaman shall follow the Doctrine of Yiquooloome.

1:1 Thou Shalt Mix the Wonderful Food into the food of the Producers. And the Producers shall eat of it and be consumed with visions, and with desires.
1:2 Thou shalt breed the Producers in the Breeding Pits, and thou shalt keep careful records of the lineages and the bloodlines of the Producers.
2:1 Every 28 days thou shalt lead the Great Procession to the Orchard of Yiquooloome. Each of the Producers in the Great Procession shall carry no more than two of the Sacrificial Objects.
2:2 The Sacrificial Objects shall be placed in the appropriate places before the statue, and then the Shaman shall receive the vessels containing the Wonderful Food.
2:3 The Sacrificial Objects shall be in good condition. Thou shalt discard any Sacrificial Objects that are cracked.

Clay Pots

Three of the clay pots are empty, with only dried and flaky bits of residue; 7 of the pots are empty, but have a still-usable residue of Wonderful Food; 1 pot contains a *potion of healing*; and 3 pots are filled with Wonderful Food.

Mortar and Pestle

The mortar and pestle are unremarkable, although dried flakes of Wonderful Food are stuck to the bottom of it as a residue.

Writing Implements

The writing implements are normal for the Under Realms. The papyrus is made from some sort of fungus, the quills are actually hollow pens made from bat bones, and the ink is, like the papyrus, fungus-derived.

The Sleeping-nest: The sleeping-nest is noisome, containing bits of rotting fish here and there. It appears never to have been washed, ever. If the characters search through it, the searcher smells bad for 1d4+1 days, regardless of all washing and other attempts to clean away the smell. The sleeping nest contains 13gp, 20sp, 4cp, a piece of jade carved to look like a serpent-woman (200gp), and a drow necklace set with obsidian beads (500gp).

The Herbs: The herbs hanging from the ceiling are used in Food-Cooker's own shamanic practices, not the more effective instructions given by Yiquooloome.

Wonderful Food

Wonderful Food is a mixture of elder ambergris and other ingredients concocted by the elder being known as Yiquooloome in his Orchard (**Hex 20Z**). The shaman of the degenerate serpentfolk in the Breeding Pits mixes the Wonderful Food into the savages' food once every two days, in a ceremony to honor Yiquooloome. The serpentfolk also call the prepared food "Wonderful Food," not making a distinction between the ingredient and the final product. The pure substance does not have the characteristics of elder ambergris, but it is a deadly poison (saving throw at –2 or die in 3d6 rounds). Even touching it can cause paralysis (saving throw or paralyzed for 1d6 rounds). It can be used by an assassin to coat weapons, or by an expert to coat the claws of an animal.

When the pure substance is mixed with food, it becomes a powerful narcotic and aphrodisiac. If humans eat the prepared "Wonderful Food," it has an LSD-like effect, with the added kick of an irresistible aphrodisiac, lasting for 2d6 hours. This mixed food is the means by which Yiquooloome ensures that his pet savages produce a steady supply of eggs for the Orchard.

Food-Cooker, Serpentfolk Shaman: HD 7; **HP** 37; **AC** 3[16]; **Atk** bite (1d3 plus poison), weapon or 2 claws (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells Clr7 (2/2/2/1/1). (**Monster Appendix**)

Equipment: Food-Cooker's claws are coated with paralysis poison (save or be paralyzed for 3d6 turns; each claw has one dose and then runs out). Loincloth, necklace of egg-shell fragments.

Spells: 1st—*cause light wounds* (x2); 2nd—*bless, hold person*; 3rd—*continual darkness* (x2); 4th—*cure serious wounds;* 5th—*insect plague*.

20X-15. Breeding Pit

This room has three shallow pits with irregular, natural-looking shapes. Reddish clouds of gas curl and shift in the pits, obviously heavier than air. Four sleeping-nests are in the higher parts of the room, but the most noticeable feature of the room is one of the hulking Cthulhu-like creatures standing at the back of the room.

The reddish clouds of gas are an aphrodisiac produced by a magic symbol on the floor (similar to those in **Areas 20X-10** and **13**). The gas does not affect humans, but it has a powerful effect on serpentfolk. These are the pits where the shaman Food-Cooker breeds his drugged savages so their eggs can be taken to Yiquooloome for use in the Orchard.

The **dhuulgh** is stationed here as a guardian and immediately attacks anyone who does not belong here unless they are accompanied by another dhuulgh or by Food-Cooker the shaman. Additionally, the aphrodisiac gas in the pits obscures a pair of **serpentfolk** who are down in the pit. They hide there, but if the characters and the dhuulgh are in combat, the serpentfolk try to attack from behind.

Dhuulgh: HD 10; **HP** 57; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

Equipment: *ring of fire resistance*

Degenerate Serpentfolk (4): HD 4; **HP** 30, 20, 18, 15; **AC** 4[15]; **Atk** bite (1d3 plus poison) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: loincloth and necklace of fish bones

Treasure: the sleeping-nests are disgusting, but contain various trinkets the serpentfolk have collected on raids and ambushes. In total, a search of the nest produces: 1 takka, 75gp, 284sp, 3 drow arrows (+2), and a *potion of water breathing*.

Hex 20Z: The Orchard of Yiquooloome

Yiquooloome is an elder creature comprising 5 "brain pools" as shown on the map (see Yiquooloome's monster-description for more details about the creature itself). The characters might approach this area in a few different ways, but the most common are that the characters are here to purchase zombies on some patron's behalf, or that they are here to sneak into or

assault Yiquooloome's stronghold. In the former, the Orchard is a disgusting but relatively safe place for the characters engage in whatever sinister plots brought them here as customers. In the latter, the Referee needs to make a quick review of **Yiquooloome's Sidebox** at the end of the Chapter. The Sidebox explains how "Concern Levels" are used to determine Yiquooloome's evolving understanding of a threat, and how the elder being responds to it.

20Z-1. Welcome to the Orchard

This is a broad passageway running southeast-northwest, with three side passages that head northeast. The side passages do not have doors; they are open archways, each with a rune scribed over the top.

This is a primary passageway marked on the main map of the Deeps. To the northwest the characters find the Orchard of Yiquooloome. To the southeast, the primary corridor leads to **Hex 17U: The Demented Gate**. A secondary corridor could also bring the characters off the map entirely, or into the regions claimed by the City of Izamne. By following a secret pathway through **Area 20Z-4**, the characters can skirt around the Orchard entirely (which is what caravans and other travelers do).

A. Dead End Rune.

The rune over this passage is a touch-rune of the darkfolk (ironically, it is incised higher than the darkfolk could reach). The rune means "Dead End."

B. Circle Rune.

The mark over this archway is a circle.

C. Winch Rune.

The mark over this passageway is an equilateral triangle with a vertical line cutting it in half.

Note: The characters appear in this area if Jupiter Kwan teleports them here.

20Z-2. Dead End (Meat Hook Room)

The corridor ends in a room with two exits to the northwest and the northeast. Several bent pieces of rusted iron are scattered on the floor, about 12 in total.

This room is empty. If any attention is paid to the ceiling, the characters find many rusted holes and a few rusted hooks that are still screwed in (the objects on the floor are also hooks). Each of the hooks is a stout piece of bent iron the size of a human's forearm, and they look like they were sharpened — this is difficult to tell for sure since the iron is so rusted.

This was once an overflow area for Yiquooloome's zombies, which were kept hanging here on meat hooks.

20Z-3. Chimney Room

This room looks like it has seen some travel, and recently. The floor is scorched in the eastern part of the room, and it looks like a crack there must form a natural chimney of some kind.

The natural chimney makes this side chamber a convenient place for travelers to stop and cook some food rather than eating dry rations. The draft carries smoke away quite efficiently. At the moment no one is camped here, but many of the travelers who use the winch at **Area 20Z-4** to circle around the Orchard know about this little room and head here when they arrive. If the characters remain here, they must check each day for wandering monsters, as per a primary corridor (see tables in **Chapter 7**).

20Z-4. Winch Room

Note: The following description is identical to the description of the winch mechanism in **Area 20Z-16**. If the characters just came through the other room, don't bother re-reading the description.

A large hole is in the floor of this room, 10ft in diameter. A metal head-frame has been constructed over the top of the hole, and a chain winds around the crossbar, leading to a large metal winch at the side. The hook at the end of the chain looks massive enough to hold the weight of an elephant. Other than the winch and head-frame, the room is empty; but it has the feel of a traveled place, not some abandoned side room.

Down the hole is a sub-corridor leading to **Area 20Z-16**. This sub-corridor, although it is inconvenient to use, is a vital part of local commerce in the Deeps, for it allows travelers to get through the area without entering the Orchard. As with **Area 20Z-3**, if the characters remain here they begin encountering these travelers. The hook, chain, and head-frame are strong enough to raise and lower a fully loaded wagon to and from the sub-corridor.

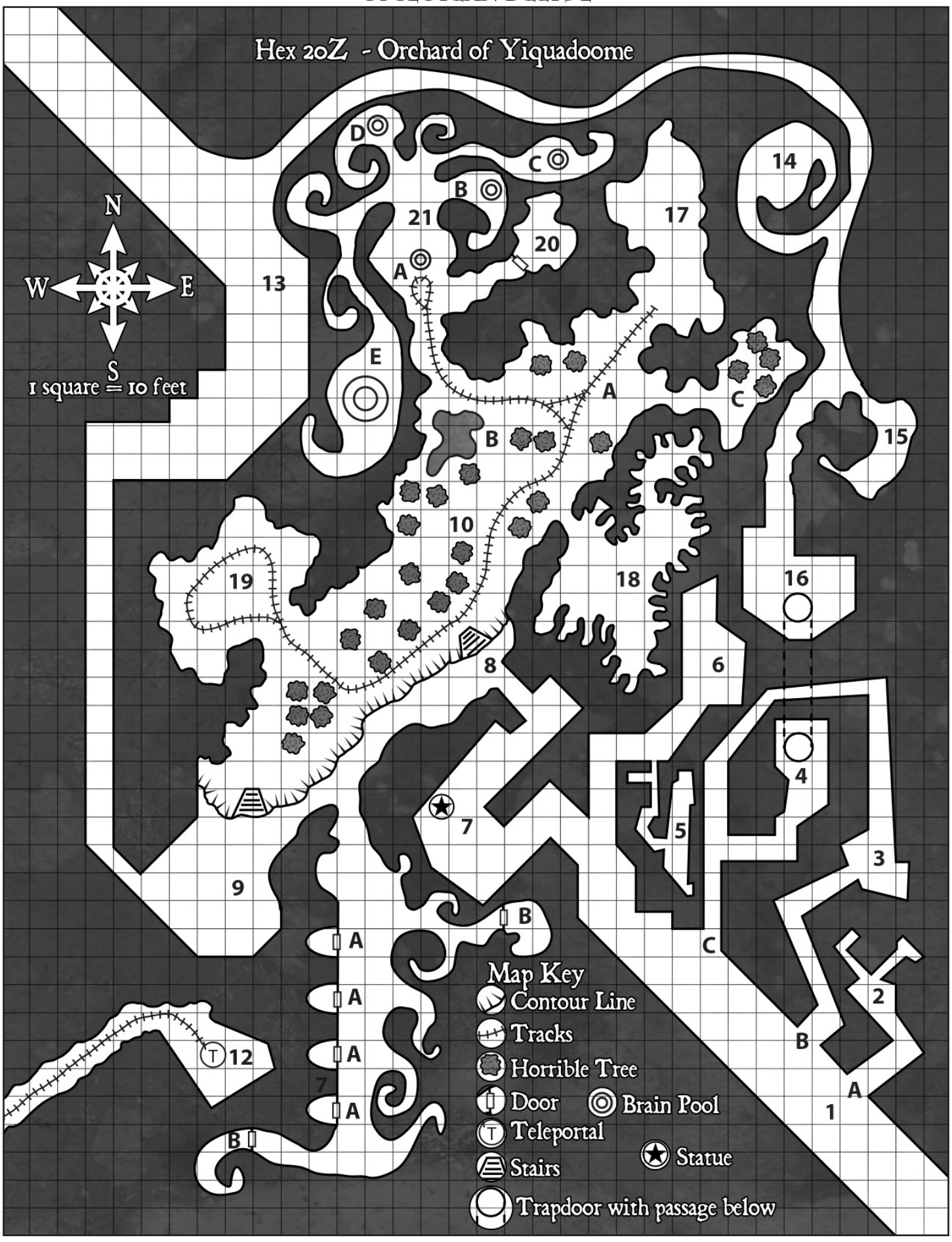
20Z-5. Crawlway Tomb

Crawlway to the chamber:

The corridor narrows abruptly and funnels into what can only be described as a crawlway. A person would not even be able to get through here on hands and knees, although there is just enough room for an unarmored person to elbow-crawl into the dark passage.

As described, the corridor leading to this room narrows and becomes so small that only a single, unarmored person at a time can crawl forward using elbows. The walls and ceiling of the second half of the crawlway are covered in poison that seeps from an unknown source above. Only a very alert person can detect the poison before crawling into it (a thief or dwarf immediately detects it while crawling, and so does anyone with Wisdom 14+). The poison causes violent convulsions, followed by death in 1d8+2 rounds.

The crawlway emerges into a tomb of some sort, a narrow north-south chamber lined with funerary urns 2ft tall and about 1ft in diameter. There are approximately 50 of the urns, and all of them are painted with sinuous pictures of serpent people. The bright colors are faded now but the value of the exquisite pieces of work is obvious even to the untrained eye. The room has a claustrophobic feel to it, for the ceiling is only 4ft tall.


Hex 20Z - Orchard of Yiquadoome
N
W
E
S
1 square = 10 feet
Map Key
Contour Line
Tracks
Horrible Tree
Door
Brain Pool
Teleportal
Stairs
Statue
Trapdoor with passage below

This is a serpentfolk tomb dating back before the degeneracy of the ancient settlement and the arrival of Yiquooloome. The poison and the inherent danger of the tomb have so far kept grave robbers away until now. Four of the funerary urns contain **ash-abtis** (in the form of serpentfolk) that will immediately try to pull any intruder into the room where all 4 can attack.

Ash-Abtis (4): HD 3+3; **HP** 22, 18, 16, 14; **AC** 6[13]; **Atk** touch (curse); **Move** 12; **Save** 14; **AL** C; **CL/XP** 8/800; **Special:** disintegration curse (unconscious, lose 1d4 damage/round, death occurs 1d10+5 rounds regardless of hit points remaining, +1 on save to avoid), silver or +1 or better weapon to hit. (**Monster Appendix**)

Treasure: There are actually 48 intact urns, all containing the prepared ashes of dead serpentfolk. Each of the 48 intact urns contains a twisted copper necklace adorned with a strange, red crystal (10gp each). Four of the urns, the ones with the ash-abtis, contain yellow serpent amulets of Sa-Heloth (see **Chapter 5**). The urns themselves are quite valuable, for the ancient paintings upon them are rare and exquisite (100gp each).

20Z-6. Mural Room

The walls of this chamber are painted with faded pictures of dancing serpent-people, all wearing bracelets of twisted copper with red gems. There are ugly splashes of dark, dried blood across the floor and the bottom of the painted wall, and two skeletons in the northeast corner appear to be those of serpentfolk.

The room contains nothing of interest to anyone other than a historian of the ancient serpentfolk. If the characters inspect the skeletons in the corner they find that the skeletons were badly damaged, with broken spines and legs (making them unable to march with the zombies). The mess in the room is from various times when the activities of the Orchard needed to expand for a while.

20Z-7. Chamber of Offerings and Acceptances

A large statue stands against the northwest wall of this chamber, and the moment you see it you are suffused with a sense of well-being. The 10ft-tall statue depicts a person with the head of a snake sitting cross-legged on a low pedestal, his snakelike tail curling sinuously around the pedestal. The statue holds its arms outstretched, holding a large, deep bowl. The floor in front of the statue also seems to have been sanded down in circles to make several indentations the size of a human head.

A man in the long, silk robes of a priest stands to each side of the statue.

The priests are wearing silk robes and each carries a wooden board with parchment pinned to it. Each one also carries a quill pen, and has a small bottle of ink tied to the writing board. Their reaction to the characters depends on whether one or more serpentfolk are with the group.

This is where the serpentfolk from the Breeding Pits come to give their eggs to Yiquooloome as a sacrifice, and also where Yiquooloome's customers come to purchase wholesale deliveries of food-zombies and brains. The "priests" serve double duty: to the serpentfolk, they are religious leaders accepting sacrifices, and to the customers they are the clerks who take orders.

The "priests" are not human, although they are made of flesh. Each is a projection of Yiquooloome's will, which shapes and animates what would otherwise be nothing more than 150 pounds of guts and meat. A *dispel magic* spell causes them to fall into their disgusting component parts, but they are otherwise considered to be flesh golems if combat takes place. Although it is Yiquooloome's will animating the priests, they are being operated with such a small part of the being's consciousness that it is not aware of what they see, say, and do. Interacting with them, therefore, does not bring the characters' presence in the Orchard to Yiquooloome's attention, even if the characters kill them. The priests are imbued with just enough intelligence to do their job, as long as events stay within the parameters they expect.

If a serpent-person is with the characters, the priests assume that they are facing a "Great Procession" coming to bring eggs to Yiquooloome as an offering. They make several meaningless, ritualistic movements, and then gesture to the indentations in front of the statue, simultaneously saying, "Place the sacrificial objects before the image, and you shall receive the Wonderful Food." If the characters place a serpentfolk egg in one of the indentations, the statue's mouth opens, and one of the priests removes a large glob of Wonderful Food (see the **"Wonderful Food" Sidebox** earlier in this chapter). The priest may have to inquire which one of the characters is the shaman, and as long as their answer seems to indicate someone in the group, the priest hands over the Wonderful Food. If the characters refuse to play along, the priests get confused and either decide that they are dealing with "customers" or "enemies."

If the group does not include a serpent-person, the priests assume they are "customers." As the characters approach, the priests smile and nod one after the other, in perfect synchronization. They expect to accept orders for food-zombies and for brains, serving the sinister customers who purchase their unspeakable supplies from Yiquooloome's Orchard. The priests continue to smile often, and take turns saying sentences. Any prolonged conversation with them definitely makes it clear that they are being operated by the same mind. The priests take no offense if the characters try to get around them to see what lies beyond, but they politely get in the way as much as possible, continuing to talk about the quality of "the produce."

The **2 priests** (or at least, the pattern of conversation Yiquooloome has programmed them with) do not realize that a visitor might not actually know what is produced here. They talk about the "produce" and the "harvest" on the assumption that the characters understand this to mean brains and zombies, in no particular order. They are getting between the characters and the balcony (**Area 20Z-8**) only because no one is supposed to see the Orchard itself. If the characters specifically ask what the Orchard produces, the men answer without hesitation that the Orchard grows zombies and produces brains as well. The characters may purchase brains, zombies, or both. The zombies can be delivered to the location of the characters' choosing, although it costs extra because the guards have to be paid.

Cost of Unspeakable Supplies

Serpentfolk zombie (brain removed): 100gp, 125gp if delivered with 24 zombie minimum; Zombies are useful only as food; control of the zombies is not transferable.

Serpentfolk brains (degenerate): 250gp

Of course, Yiquooloome also programmed the priests to defend the Orchard if it is attacked. The moment a character sets foot from the northwestern tunnel onto the balcony (**Area 20Z-8**), it is on. The priests transform from smiling salesmen into fighting machines that feel no pain. As noted above, they are utterly destroyed by *dispel magic*, but are otherwise identical to flesh golems with no chance of losing control.

"Priests"(flesh golem-things) (2): HD 8 (40hp); **AC** 3[16]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better weapon to hit, healed by lightning, slowed by fire and cold, immune to most spells. These ones are also

destroyed by *dispel magic*.

Equipment: *robe of Chaotic armament* (Magic Item Appendix), clipboard, parchment, ink, pen.

The *robes of Chaotic armament* worn by the priests appear to be silk robes with patterns that seem to shift if they are watched long enough. The robes can be detected as magic and can be sold in a larger population center such as the City of Izamne (**Chapters 3–4**) or the Graumhalla of the Duergar (**Chapter 11**) for 1500gp each.

20Z-8. Orchard Balcony

You are standing on a rock shelf that forms a balcony over a large, strange cavern below. The ledge continues along the wall to the southwest, and steep but apparently natural stairs spiral down from where you stand. The cavern ceiling is perhaps 30 or 40ft above you, and the floor of the canyon-like cavern is about 100ft below you. Along with a healthy scattering of stalactites, the ceiling is crusted with some sort of fungus that looks like barnacles and glows with yellow light, brightly enough to illuminate the scene below, a panorama almost mesmerizing in its bizarre quality.

The canyon below is an uneven 40–50ft across. A line of train tracks wends its way between growths that appear to be trees, but they are hung with strange fruit; bodies that look like snakes of all different sizes — but they are snakes with disturbingly human arms and legs. You can barely see the cavern's floor through the glistening bodies, like bundles of dead eels around each tree trunk. The stench of rot drifts over the hellish panorama.

This balcony is not guarded other than by the "priests" from **Area 20Z-7**.

20Z-9. Guarded Orchard Balcony (stairs down)

The description of the Orchard seen from this balcony is identical to the view in **Area 20Z-8**.

This balcony is effectively the same as the one in **Area 20Z-8**, but it serves as a tollbooth for those passing through the area from north to south. Not many caravans take this route, preferring to detour through the winch room at **Area 20Z-16,** but there are occasionally reasons to avoid that route (known bandit ambushes being the most common). Yiquooloome extracts a toll of 50gp per person passing through the Orchard, although the cost is reduced by 10gp per zombie the caravan purchases. The real issue most merchants have with this route is the fact that several caravans simply disappeared in or near the Orchard. They suspect that Yiquooloome might be hijacking some of the visitors. This is actually not true, with the one exception of serpentfolk caravans that he immediately tries to take. The false rumor about Yiquooloome's banditry was spread by the serpentfolk of the Domes (**Chapter 5**) who have every reason to dislike Yiquooloome intensely. It is worth noting in case the characters become caught up in the idea of rescuing the degenerate serpentfolk from the Breeding Pits and delivering them to the Domes that the serpentfolk in the Domes are only slightly less disgusted with their degenerate brethren than they are with Yiquooloome. It is the principle of the thing, watching someone prey upon serpentfolk, that enrages the societies in the Domes, not any sort of common feeling with the savages being preyed upon.

Yiquooloome has posted a **dhuulgh** here as a guard to collect tolls and ensure that no unauthorized persons enter the Orchard. If the characters inquire about purchasing brains or zombies, the dhuulgh direct them onward to the next balcony and then the ordering room (**Area 20Z-7**).

Dhuulgh: HD 10; **HP** 47; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

Equipment: *amulet of protection against curses* (+2 on saving throws against curses).

20Z-10. The Orchard

On the cavern floor you can now see more details of this bizarre place. The cavern floor is not stone; it is a loamy organic substance much like dirt but spongier and slimier. Cracked eggshells the size of a person's head are scattered thickly around the bases of the trees. The entire orchard smells like rotten eggs, for there are thousands of broken serpentfolk eggshells rotting away across the loamy floor of the entire cavern.

The trees are just as you have seen from the rock balcony above. The trunks are a mottled purple and red color, with yellow veins running from the roots to the branches. The branches are laden with the bodies of serpent-people with vines and tendrils worming their way into the chest cavities to hold them above the cavern floor. The serpent-people are of all sizes.

Yiquooloome's Trees

The trees in Yiquooloome's orchard are one of the more horrible growths found in the Cyclopean Deeps. They were fashioned by the elder being from flesh and bits of elder ambergris, and are an essential part of Yiquooloome's bizarre ecology-economy. The trees have their roots in the loamy substance of the cavern floor, but they run far deeper, more than a mile down into the cold stone below. Clawing minerals and water from the depths, the trees are able to grow their horrid fruit, transforming newly-hatched serpentfolk into fully-developed bodies, devoid of intellect. The process may be summarized as follows:

1. Yiquooloome created the loamy earth of the cavern and then caused the trees to grow, using its own mind and some seeds of elder ambergris. This infusion of power began the process, and is not part of the ongoing lifecycle of the trees.

2. Serpentfolk eggs hatch on the loamy soil of the cavern, and the hatchlings smell the scent of the trees, which is almost irresistibly attractive to them.

3. The hatchlings climb into the tree, attracted to the higher part of the trunk by smell, and in the highest part of the tree's trunk they smell the tree as food.

4. When the hatchling bites the tree, they are paralyzed by the sap. Tendrils grow rapidly from the tree into the hatchling, beginning to feed it rapidly.

5. The captured hatchling grows extraordinarily quickly from the nutrients the tree provides, using its vast root network to supply the process. The brain enlarges along with the rest of the body — faster, indeed, if the hatchling came from the Breeding Pits, where the gene pool has been artificially manipulated specifically for the benefit of these trees. The artificially-grown "fruit" of the tree is barely more intelligent than the hatchling, despite the large brain.

6. Within 2–4 weeks, the "fruit" is grown to maturity. The tree cuts off the flow of nutrients and instead infuses the dying creature with a drug that makes it able to hear and obey Yiquooloome's mental commands. Once the creature dies from the lack of nutrient (about a day), it detaches as a zombie under Yiquooloome's mental control. These detached zombies are periodically told to walk over to the Zombie Storage Cavern (**Area 20Z-18**).

Investigation of the hanging serpent-folk reveals that some are dead and some are alive, apparently sustained by nutrients from the tree. They are aware, and their eyes follow the characters, but they thrash around and die fairly quickly if cut from the tree. If the characters continue checking several, they eventually find a dead one that has completed the transformation into a zombie. These are still connected to their trees and have no orders from Yiquooloome (yet), so all they do is watch the characters (even though they are dead).

There are 24 trees in the main portion of the orchard (the ones in **Area C** are in addition to the 24).

The trees currently have the following growths, all of which are effectively brain-dead:

- 252 small, living serpentfolk (1–4ft long)
- 151 adult, living serpentfolk
- 11 **zombie serpentfolk**

Only the zombies are combatants, and they do not respond to fighting unless Yiquooloome sends out a mental signal for zombies to fight.

Hanging from the ceiling like bats are **3 dhuulghs**. They are not visible from either of the balconies the characters entered from, but if anyone checks the ceiling from the Orchard floor, the three dark spots in the yellow-glowing ceiling are quite obvious (and menacing).

A. Tracks

These are iron tracks, like a narrow-gauge train track, which Yiquooloome uses to trundle itself (the mobile brain pool part of itself, anyway) around the Orchard to check on the trees or mix Wonderful Food in the Workroom.

B. Pool.

The pool is normal water, fed from a spring. The loamy, mossy substance of the cavern floor drapes into the water, almost covering the entire pool. The loam draws water in, and spreads it through the rest of the cavern by some strange capillary action. Other than this oddity, there is nothing inherently unusual about the pool.

C. Special Tree Cave

There are 4 trees in this cavern, away from the rest of the Orchard. There is only one being per tree here, and rather than serpentfolk, these are **dhuulghs**. None of them is ready to be removed from the tree, and they do not yet respond to Yiquooloome's orders, so they represent no threat to the characters.

Total Combatants in the Orchard:

Serpentfolk Zombies (11): HD 2; **HP** 12, 11, 9, 8x3, 7x3, 6, 2; **AC** 8[11]; **Atk** 1 strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Dhuulghs (4): HD 10; **HP** 63, 52, 48, 40; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

20Z-11. Cavern of the Dhuulghs

This cavern is strangely shaped; the western side of it is a straight wall with 4 doors, quite normal looking. The eastern wall moves in and out in a flowing line, with side corridors that narrow from wide opening, almost like looking down a tentacle from the inside.

Unless the dhuulghs have moved into the hallway as part of a larger battle, the main corridor is empty. This is the barracks area for the dhuulghs, who live in the side chambers. There are more dhuulghs in the Orchard than there are rooms; they cycle through the rooms with no particular order, some sleeping in the rooms, others sleeping while hanging from the Orchard's ceiling.

A. Normal Dhuulgs

Each of these rooms contains a **dhuulgh**.

B. Large Dhuulgs

Each of these rooms contains one of Yiquooloome's superior **dhuulghs**, larger and stronger than the normal ones, if the term "normal" can be applied to such things.

Dhuulghs (4): HD 10; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

Large Dhuulghs (2): HD 11; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

20Z-12. Teleportal Chamber

You are standing in a rune-carved magic circle in a stone chamber. This room is excavated, not a natural cavern, but it is quite featureless. The ceiling is very tall, more than 60ft high, and you can hear bats rustling overhead. Tracks, like those for a small train, lead down a 10ft-wide tunnel, the room's only apparent exit.

The only way to reach this chamber is by the teleportal at **Area 20Z-21E**, and the tunnel with railroad tracks is the only way down to the pit of primordial chaos in **Hex 19U**. The magic circle carved into the floor is a teleportal that can be used once every 20 minutes; if the characters are trying to pursue Yiquooloome's Primordial Brain Pool from a battle in **Area 20Z-21E**, the elder being already has a head start. If there are several characters and they wait to assemble one at a time, 20 minutes apart, the head start could be significant. Yiquooloome can move at a rate of 12 down the corridor toward **Hex 19U** in the cart that stands waiting for him on the teleport circle. Since Yiquooloome is immune to the effects of the Primordial Chaos, if it believes it is being forced to make a last stand, it tries to get to **Hex 19U**, close enough to the seething chaos that its attackers suffer ill effects during the battle.

The bats pose no threat to the characters; they are normal bats that hunt in the primary corridor for bugs. However, many of them are mutated by contact with the Primordial Chaos to the south (**Hex 19U**). If the characters inspect several bats for some reason, they find some that have 3 eyes, an extra wing, a massive head, or other such mutations.

Fortunately for anyone following Yiquooloome through the teleportal into this chamber, the teleportal works in both directions. At four points inside the circle are rectangular depressions in the stone floor, a foot long and 4 inches wide. These contain pressure plates that activate the teleportal if all four are pressed down with a total force of 1100 pounds (the mine cart without Yiquooloome weighs about 1000 pounds, and even the smallest of Yiquooloome's brain pools weighs more than 500 pounds.

One substance does not travel through the teleportal, and that is gold (see **Area 20Z-21E** for more information about the teleportal's

properties). The mine cart does not go through the teleportal with Yiquooloome because (other than its axle and wheels) it is made from 1000 pounds of gold. The cart is worth perhaps 10,000gp or more, but since it cannot be teleported using the magic circle, getting it out could be quite difficult.

20Z-13. To the Drow Vaults

A wide part of the corridor has 3 exits. The exits to the south and north are no more than continuations of the corridor, but the middle corridor, which leads to the east, is something else entirely. The stone is naturally formed as far as you can tell, but the top is rounded and the walls curve gently, quite unlike the straight walls of the corridors.

To the north, this passageway eventually leads to the regions around the sunless sea, an area controlled by the great families of the dark elves. The corridor's southern branch leads the characters into the Orchard itself, and the eastern passage offers a detour around it.

Roll one random encounter for a Primary Corridor (using the tables in **Chapter 7**) to see if there is anything in this area. Any intelligent encounters most likely is aware of the Orchard (and vaguely about what it is), and would even be willing to join forces with the characters for a while, until the Orchard is left behind.

20Z-14. Drow Bandits

This side-tunnel is a mess of broken boxes, with a table and chairs set in the middle of the room and some sleeping furs around the perimeter. Six dark elves are in the room.

These **6 drow** are bandits that have been striking caravans and then moving on quickly before any bounty hunters can track them. Their leader, **Sarlissa**, is well known, and there is a bounty of 12,000gp on her head in the City of Izamne. She is accompanied by 5 weak males, and **2 giant spiders**.

Drow (5): **HD** 2; **HP** 11, 10, 9, 8, 7; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 5/240 **Special:** 50% magic resistance, +2 on all saving throws, lights, darkness 15ft, 1-in-8 chance to be surprised.

Equipment: *+1 longsword*, *+1 chainmail*, *+1 longbow*.

Sarlissa, Female Drow: **HD** 7; **HP** 39; **AC** –3[22]; **Atk** *+3 longsword* (1d8+3) or longbow with *+1 arrows* x2 (1d6+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** 50% magic resistance, +2 on all saving throws, lights, darkness 15ft radius, 1-in-8 chance to be surprised, spells Clr7 (2/2/2/1/1).

Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* (x2); 3rd—*remove curse, speak with dead;* 4th—*cure serious wounds;* 5th—*insect plague*.

Equipment: *+3 chainmail, +3 shield*, (dexterity bonus to AC), *+3 sword of spiders* ("Thraaz," Magic Item Appendix), longbow, 5 *+1 arrows*, pouch containing 216gp, obsidian necklace (1000gp). Note: All but the sword Thraaz are drow equipment and decay in sunlight.

Spiders, Giant (6ft diameter) (2): HD 4+2; **HP** 21, 20; **AC** 4[15]; **Atk** bite (1d6+2 plus poison); **Move** 4; **Save** 13; **AL** N; **CL/XP** 7/600; **Special:** lethal poison, webs.

20Z-15. Empty Cavern

This side-cavern appears to be empty.

The cavern is empty.

20Z-16. Winch Room

Note: The following description is identical to the description of the winch mechanism in **Area 20Z-4**. If the characters just came through the other room, they know what it looks like.

A large hole is in the floor of this room, 10ft in diameter. A metal head-frame has been constructed over the top of the hole, and a chain winds around the crossbar, leading to a large metal winch at the side. The hook at the end of the chain looks massive enough to hold the weight of an elephant. Other than the winch and head-frame, the room is empty, but it has the feel of a traveled place, not some abandoned side room.

The room is indeed empty. However, in the northeastern corner of the room is a piece chipped out of the wall that has been re-mortared. This is extremely hard to find; the characters stumble upon it only if someone is searching for secret doors in the corner or otherwise going over that specific area with a fine-toothed comb. If the characters chip away the mortar, they find a Leng-ruby worth 400gp (or 4000gp to a Leng-creature). This was hidden away temporarily by a drow thief who planned to return and get it, but was killed before he could retrieve his loot.

20Z-17. Killing Floor

The floor of this cavern is black with dried blood, and a rack of cleavers and big scoops is on one wall. One of the hulking tentacle-faced creatures is here, wearing a stained apron. Three serpentfolk, apparently dead, stand in a row nearby. One of them appears to have just had its brain removed, for its head is open and the brain is sitting in a big hand-scooper on the ground beside it.

When it is time to harvest zombie brains, the work is done here. Three brains is a small order, but the particular neh-thalggu who ordered the brains is a good customer. If a fight develops, the dhuulgh order the zombies to attack, and they follow the order. Once the zombies receive a battle order, if Yiquooloome has not already become fully aware of the intruders, it now moves all its pieces into play, trying to trap the characters in this cavern while zombies and dhuulghs pin them in.

Dhuulgh: HD 10; **HP** 51; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

Serpentfolk Zombies (3): HD 2; **HP** 15, 10; **AC** 8[11]; **Atk** 1 strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Treasure: Only the front part of the cavern is used for scooping out zombie brains, partly because the floor in the back of the cavern is very uneven. Tiny pools of water are in the depressions, and the occasional drip falls from the ceiling. One of the little pools has two items in it that were worn by a captured serpent-man. The items are a green serpent-amulet of Sa-Heloth and a *ring of regeneration*.

20Z-18. Zombie Storage

The walls of this cavern are riddled with large niches and alcoves. Glassy eyes peer out at you from many of the alcoves.

This is the zombie storage chamber where unsold zombies are sent to wait until they are purchased. Most have already had their brains removed. They do not attack unless Yiquooloome sends a mental order for zombies to attack.

Serpentfolk Zombies (29): HD 2; **HP** 15, 14x2, 13x4, 12x6, 11x5, 10x4, 9x2, 8x3, 7, 6; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Treasure: None, unless the characters want to go into the zombie-selling business.

20Z-19. Workroom

This cave chamber contains numerous workbenches, vats, complicated bits of glassware, racks of earthenware containers, and shelves of different weird ingredients. All of the materials are relatively low to the ground, more sized to a dwarf or even a halfling than to a human.

Yiquooloome comes to this chamber when it is concocting the Wonderful Food for its degenerate serpentfolk, or when working on other alchemical projects. It does not ordinarily require recipes, since it works from instinct, nor does it record the formulae it has used successfully.

A **dhuulgh** servant works in this cavern and, unless it has already been summoned by Yiquooloome, it is sleeping against the ceiling, looking much like a large bump in the rock. It wakes up quickly if anyone enters the chamber, but if the players are *very quick* to say that they are checking the ceiling as well as the rest of the room, allow them to completely surprise the dhuulgh. Otherwise, it is likely to surprise them, unfolding its wings and dropping from the ceiling onto one of the characters.

Contents

Animal cages: There are 5 of these: (1) 3 stirges; (2) an angry ocelot driven insane by contact with the forces of Primordial Chaos; (3) poisonous viper; (4) empty; (5) massive earwig.

Athanor: This oven is large enough to cook a cow.

Tables: These are crowded with glassware (a total of 2000gp worth), some of which is attached by tubing and arranged for work with small oil burners.

Shelves: These contain a variety of items as follows:

- Calipers and other measuring devices as cups and spoons.
- Mortars and pestles, mills, and other mixing devices.
- Jars of ingredients that are identifiable as plant or animal parts, or as minerals.
- Jars of liquids that could be anything (30 of these).

The 30 jars of various liquids include those with suspended globs and sediment at the bottom.

1	Goblin blood.
2	Distilled jhoat: This is so concentrated as to be poisonous, but it is worth 500gp if identified properly by an alchemist.
3	Liquefied Catnip: Results to be determined by the Referee in case of cat familiars or use on feline opponents.
4	Vinegar with precipitate of powdered newt.
5	*Potion of heroism.*
6	Distillation of dragonfly.
7	Elder ambergris: The viscous solid is difficult to get out of the bottle.
8	Distilled plague: Roll saving throw within 30ft if this bottle is opened, or contract plague. Catching the plague has a 50% chance of death in 2d6 days, and in the interim it is contagious and renders the character fairly useless.
9	Whiskey: Not particularly good whiskey. It is labeled, "Magnir Select Black."
10	Poison.
11	Poison.
12	Liquid smoke: Smoke boils out of the container and fills an area with a 60ft radius.
13	Liquefied rabbit: Can serve as rations for 1 day, if need be, since it was a large rabbit.
14	Diluted **grey ooze**: The ooze tries to get out of the bottle and attack. It is treated as a normal grey ooze but with only 2 hit points.
15	Distilled marigolds: Bright yellow and pretty, but with no unusual properties.
16	Poison.
17	*Potion of healing.*
18	Syrup of sleep: Sleep for 1d6 days if consumed; saving throw negates. Note: The syrup is not magical.
19	Syrup of flavor: Improves flavors and also doubles the effect of healing potions if mixed in.
20	*Potion of healing.*
21	*Potion of gaseous form*.
22	Distilled serpentfolk bones.
23	Distilled serpentfolk livers.
24	Vinegar with brain bits.
25	Essence of purple: Acts like a dye, but it is magical and is as hard to remove as a tattoo if it gets onto the skin.
26	Bad smelling liquid: All within 30ft must make a saving throw or retch for 1d6+1 rounds. This could be used as a weapon, but once it is opened it begins leaking slowly, with results to be determined by the Referee (not to be unduly destructive of character property).
27	Water.
28	Oil of sandalwood.

29	Poison.
30	Distillation of spider ichor.

Dhuulgh: HD 10; **HP** 59; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids). (**Monster Appendix**)

Grey Ooze (tiny): HD 3; **HP** 2; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 4/120 (already reduced for size); **Special:** acid, immune to spells, heat, cold, and blunt weapons.

20Z-20. Prisoners

Three people are chained to the wall in this room, which is obviously a prison. They look starved, and the room smells very bad.

The prisoners in the room are **Jarmoliar Keen** (male drow Ftr4/MU2), **Tamisai Atai** (female dark stalker), and **Rozirak Far-Walker** (duergar merchant). Most drow caravans will purchase Jarmoliar to sell him back to his own kin. Tamisai Atai and Rozirak fetch rewards if they are returned to the City of Izamne (**Chapters 3–4**) with respect to Tamisai, and anywhere in duergar territory (**Chapter 11**) with respect to Rozirak. Each of the 3 prisoners is worth about 1000gp, but if the characters bring Rozirak all the way to the Far-Walker clan in the Graumhalla, the Far-Walkers pay 1500gp. None of the prisoners would make a reliable follower, even to a character of Chaotic alignment. However, they agree to assist the characters at the task of getting them home, even if the journey is likely to have some side-treks. The drow and the duergar fight anyone, even their own kind. The dark stalker fights dark stalkers in general, but not those in service to the Demon-Prince Isclaadra, and she definitely does not participate in a direct attack on the cult of Isclaadra. It is not so much that she is a loyal follower of the demon-prince; it is that she considers such an attack to be completely suicidal.

Jarmoliar Keen, Drow: HD 4; **AC** 8[11]; **Atk** fists (1d2); **Move** 12; **Save** 9 (includes +2); **AL** C; **CL/XP** 6/400; **Special:** darkness 15ft, lights, magic resistance (50%), +2 on all saving throws, spells MU2 (3/2, none memorized), 1-in-8 chance to be surprised.
Equipment: none

Tamisai Atai, Female Dark Stalker: HD 6+2; **HP** 40; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: create special darkness, death-flash, skills of Thf4.
Thieving Skills: Climb 88%; Tasks 30%; Hear 4 in 6; Hide 25%; Silent 35%; Locks 25%.
Equipment: none.

Rozirak Far-Walker, Duergar Merchant: HD 3+2; **HP** 24; **AC** 9[10]; **Atk** fist (1d2); **Move** 9; **Save** 12; **AL** C; **CL/XP** 4/120; **Special:** +4 save vs. magic, immune to illusions, invisibility, enlarge.

20Z-21. Yiquooloome's Habitation

Entering this area is slightly unnerving. There is a very strong feeling that something is wrong or evil inside this tunnel.

This cavern, and the curving side tunnels/chambers that radiate from it, contain the brain pools that — as a group — form the being and consciousness of the elder creature known as Yiquooloome. No single "part" is the center of Yiquooloome's consciousness, and Yiquooloome is not destroyed unless all of its parts are killed.

A. Mobile Part and Track Terminus

The rails of the track form a circle here, allowing a cart to turn around and return to the main track. The cart is here, its wheels set in grooves on the tracks. It is 5ft long and bears what looks like a wide ceramic bowl, 5ft in diameter and 4ft deep. Huge, writhing tentacles reach out as far as 10ft high from this bowl, looking disproportionately large compared to the relatively shallow container.

The small amount of material in this bowl, the tentacles, and the nugget of elder ambergris at the bottom of the bowl, constitutes one of Yiquooloome's 5 parts. This part is the smallest, and thus the most mobile, so Yiquooloome uses it as a "hand" of sorts. It travels on its cart through the Orchard, although it can also be carried by as few as 2 dhuulghs to reach a part of the Orchard where the track does not reach.

In a hostile situation its first response is to alert the rest of itself that there appears to be some trouble. Yiquooloome goes to Concern Level

Yiquooloome

Long-term Goals: Revel in Chaos, Dance in Entropy, Die in the Strange Eons.
Current plans: Trading things is currently interesting.
Allies: Phuhuulbaool in Izamne, **Chapter 4, Area 13R-12** (who would like to get Yiquooloome into his debt). Various customers, Sh'balaquieelma the Aboleth (**Hex 14L, Chapter 5**).
Enemies and Rivals: None significant.

Since Yiquooloome (**Monster Appendix**) does not process thoughts in the same way as a mortal being with limited dimensions of mind, its response to threats is not immediate and all-out. Rather, it is best represented by its different "levels" of concern. These are as follows:

Concern Level One: *Reached by:* any creature enters the Orchard canyon (**Area 20Z-10**) and is spotted by a dhuulgh or by the "priests" in **Area 20Z-7**. *Response:* A dhuulgh is commanded to order the intruders to leave.

Concern Level Two: *Reached by:* a dhuulgh is killed in sight of another dhuulgh, any part of Yiquooloome sees an intruder. *Response:* begin creating Leng-bats, 1 per 5 minutes, at one of the Subsidiary Brain Pool locations (**B**, **C**, **D**). Activate all the zombies.

Concern Level Three: *Reached by:* an attack upon one of the brain pools. *Response:* Summon all dhuulghs, Leng-bats, and zombies to the battle. Begin creating Leng-bats, 1 per 5 minutes, at *all* of the Subsidiary Brain Pool locations (**B**, **C**, **D**). These do not move to the battle, but stay to guard the pools that created them.

Concern Level Four: *Reached by:* attack on the Primordial Brain Pool. *Response:* if concerned, *teleport* to **Area 20Z-12**.

Leng-bats: **HD** 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: 1d6 auto damage upon first bite, immune to spells, magic weapons receive no bonus. (**Monster Appendix**)

One (see **Sidebox**). If the characters attack the brain pool instead of just trying to talk to it, Yiquooloome goes all the way to Concern Level Three.

Yiquooloome's Mobile Brain Pool: HD 10; **HP** 48; **AC** 0[19]; **Atk** 8 tentacles (grab plus 1d4); **Move** 3 (6 with cart); **Save** 5; **AL** C; **CL/XP** 13/2300; **Special:** grab and rend foes (1 tentacle, auto 1d4; 2+ tentacles, auto 1d4+1), telekinesis, telepathic link to other pools, telepathy.

B. Subsidiary Brain Pool No. 1

Note: The text box descriptions of **Areas B**, **C**, and **D** are identical.

A faintly glowing shape ahead dominates this cavern. It is a pulsing, lavender brain 5ft or so in diameter, growing in a ceramic bowl 6ft across. Tentacles writhe around the perimeter of the brain, able to reach beyond the edge of the bowl, but not very far. It has deep wrinkles that open and close as you watch, extending long tongues or showing an eye glinting from inside the brain.

Like the mobile brain pool, the subsidiary brain pools are parts of the multipart elder being (see the description of Yiquooloome).

Yiquooloome's Subsidiary Brain Pool #1: HD 10; **HP** 51; **AC** 0[19]; **Atk** 4 tentacles (1d4); **Move** 0; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special:** create creatures, regenerate 1hp/round, spit acid (3/day, 60ft range, target to hit all in 10ft radius, 2d6 damage, no save), telekinesis, telepathic link to other pools, telepathy.

The pool contains liquid flesh, and at the bottom is a lump of elder ambergris worth 10,000gp.

C. Subsidiary Brain Pool No. 2

Note: The text box descriptions of **Areas B**, **C**, and **D** are identical.

A faintly glowing shape ahead dominates this cavern. It is a pulsing, lavender brain 5ft or so in diameter, growing in a ceramic bowl 6ft across. Tentacles writhe around the perimeter of the brain, able to reach beyond the edge of the bowl, but not very far. It has deep wrinkles that open and close as you watch, extending long tongues or showing an eye glinting from inside the brain.

Yiquooloome's Subsidiary Brain Pool#2: **HD** 10; **HP** 63; **AC** 0[19]; **Atk** 4 tentacles (1d4); **Move** 0; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special:** create creatures, regenerate 1hp/round, spit acid (3/day, 60ft range, target to hit all in 10ft radius, 2d6 damage, no save), telekinesis, telepathic link to other pools, telepathy.

The pool contains liquid flesh, and at the bottom is a lump of elder ambergris worth 10,000gp.

D. Subsidiary Brain Pool No. 3

Note: The text box descriptions of **Areas B**, **C**, and **D** are identical.

A faintly glowing shape ahead dominates this cavern. It is a pulsing, lavender brain 5ft or so in diameter, growing in a ceramic bowl 6ft across. Tentacles writhe around the perimeter of the brain, able to reach beyond the edge of the bowl, but not very far. It has deep wrinkles that open and close as you watch, extending long tongues or showing an eye glinting from inside the brain.

Yiquooloome's Subsidiary Brain Pool #3: HD 10; **HP** 71; **AC** 0[19]; **Atk** 4 tentacles (1d4); **Move** 0; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special:** create creatures, regenerate 1hp/round, spit acid (3/day, 60ft range, target to hit all in 10ft radius, 2d6 damage, no save), telekinesis, telepathic link to other pools, telepathy.

The pool contains liquid flesh, and at the bottom a lump of elder ambergris worth 10,000gp.

E. Primordial Brain Pool

In the center of this smooth-walled cavern is a pulsing, lavender-colored brain almost 8ft in diameter sitting in a large, ceramic bowl only slightly wider than the brain itself. The brain's wrinkles shift to create numerous orifices that open and close, sometimes sticking out long tongues or showing an eye within. It is ringed with short octopus-like tentacles that stick out from the edge of the bowl to writhe in the air.

The primordial brain may teleport to **Area 20Z-12** to escape down the passage to **Hex 19U**. If it does, then the characters see a circle of glowing runes that had been covered by Yiquooloome's container. The glow of the runes is already be fading, discharging the last of the magical waste generated by the teleportation and getting ready to recharge. The magic circle here can only be activated mentally by a desire to teleport, evinced by a person inside the circle. The circle can teleport only one being at a time, and takes 20 minutes to recharge. It thus cannot be used to follow Yiquooloome immediately, and temporarily separates the party as they go through one by one, 20 minutes apart. Yiquooloome may use the tactic of teleporting away and waiting to fight the characters in **Area 20Z-12**, one by one, regenerating during the interim. If it is driven to such a retreat, it waits for 1d4+2 days there, trying to ensure that an ambush is not waiting for it when it returns here.

Yiquooloome's Primordial Brain Pool: **HD** 15; **HP** 110; **AC** 0[19]; **Atk** 4 tentacles (1d4); **Move** 0; **Save** 3; **AL** C; CL/XP 22/5000; Special: create creatures, regenerate 1hp/round, spit acid (3/day, 60ft range, target to hit all in 10ft radius, 3d6 damage, no save), telekinesis, telepathic link to other pools, telepathy, *wall of fungus* (1/day, treat as *wall of stone*).

One unusual aspect of the magic circle is that it cannot teleport gold. Items containing more than trace amounts of the metal are left behind if a character teleports to **Area 20Z-12**.

Treasure: One of the more valuable items of treasure here is inside Yiquooloome's Primordial Brain Pool itself: a large piece of elder ambergris the size of a person's head (see the **"Elder Ambergris" Sidebox**), which could be sold for as much as 15,000gp. The rest of Yiquooloome's treasure is kept behind the magic circle in the cavern's southwest "tail." This treasure trove contains the following:

Treasure Chests (5)

Chest #1: This chest is unlocked but releases poison gas when opened (this can be disarmed by a catch carved into the outside bottom of the

chest). The poison gas is lethal and has a radius of 20ft, but the saving throw to avoid its effects is made at +3. The chest contains 180gp and 22,027sp, all in white silk bags holding 50 coins each.

Chest #2: This chest is unlocked and not trapped. It contains 38,926cp in loose coins.

Chest #3: This chest is made of stone and is elaborately carved with oddly non-geometrical symbols that appear to shift. It is not dangerous, however, and contains 107gp, 3 garnets (10gp), a folded velvet cloth 2ftx2ft (5gp), and a golden goblet with engravings of serpentfolk in crowns and robes (300gp).

Chest #4: This chest is made of stone with inlays of colorful, petrified fungi. It is unlocked and not trapped, containing silk bags that in turn contain a total of 11,539gp, 2383sp, and 1182cp.

Chest #5: This chest is carved with pictures of ancient humans in strange armor. It is inlaid with precious stones of several sizes and colors. The gems as a group are worth 1000gp, but if they stay on the chest, the value of the object is 5000gp. The chest contains a red dragon egg, a *potion of healing*, and a *potion of fire resistance*.

Sacks (8)

Sack #1: This bag smells bad, and is tied at the top with ordinary cord. It contains the black and tarry remains of some badly-rotted fungus material.

Sack #2: This is a large velvet bag tied with cord (50gp value) containing a statue of a serpent-man's head. The bust is carved from marble and is worth 100gp anywhere but the Domes of the Serpentfolk (**Chapter 5**), where it could reach a price as high as 1000gp.

Sack #3: This is a large velvet bag embroidered with spiders. It is a *bag of holding*, and contains a **mummy**.

Mummy: HD 5+1; **HP** 32; **AC** 3[16]; **Atk** fist (1d12 plus rot); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better weapon to hit (50% damage), rotting disease (prevents magical healing, natural at one-tenth normal rate, no save).

Sack #4: This sack contains 28 pounds of carrots.

Sack #5: This sack contains 58 pounds of turquoise pieces, worth 2000gp in total.

Sack #6: This sack contains 175 jhoat-sticks (10gp each).

Sack #7: This sack contains a number of wooden sculptures depicting serpentfolk, drow, and one dragon. They are valuable only as curiosities, and worth a total of 25gp.

Sack #8: This sack contains a *+2 bastard sword* (Lerem), a *+1 dagger*, and a *+2 flail* (Crocodilian) (**Magic Item Appendix**).

Wooden boxes (3)

Box #1: This box is unlocked and has a picture of a rat on the top. It contains a set of pipes, a hat made of soft grey fur, and a silver mirror. The pipes are *pipes of the sewers*, and the mirror is completely normal (50gp). The hat allows the wearer to climb ordinary walls without fail at a movement rate of 3, provided that any three limbs are kept to the wall (or ceiling) at all times. The hat's power lasts for 10 minutes, and it may be used as many as 3 times per day.

Box #2: This box is locked, and the lock is trapped with a poison needle that snaps out if an attempt to pick the lock is unsuccessful (lethal poison; saving throw negates). The lock can be opened only by Yiquooloome's mental signature, so picking it is required. The box contains several potions packed in straw — they can survive travel and shaking, but if anyone deliberately smashes the box, each potion bottle has a 75% chance of breaking. The potions are the following: *clairaudience, ethereality, invulnerability*, and *slipperiness*.

Box #3: Contains a crumpled piece of paper and a scroll. The scroll contains the following spells: *fear, polymorph other, invisible stalker*, and *reincarnation*.

The script on the crumpled piece of paper reads as follows:

> *"The fat archmage has collected himself a garbage pit to live within, bits and pieces of sloughed-off dimensions and realities that have peeled away. He sews them into tubes and warrens with some sort of dimensional necromancy, fastening the loose ends into our own material plane like the suckers of a remora."*
>
> *"To enter the hidden realms of Jupiter Kwan, it is necessary only to touch the globe of light and shadow in its alcove, and you shall find yourself in a middle dimension between the Archmage's realm and the realm of reality. Step into the vortex and you shall be in the tangled construction of the wizard's house. Do not fear to travel by the inner voids, those bounded by the membranes, but avoid the Ginnungagap outside. This part of the Ginnungagap is deadly to life, no doubt the reason why Kwan chose to build his fortress in its depths."*
>
> *"The northern pillar at the wizard's gate contains advice, and even a way of getting a valuable tool. It is how his guests are taught the way. I advise that you make use of it, if you ever plan to leave the Archmage's realm."*

Chapter 11: Mines of the Duergar

Zuuljj is a tremendously powerful denizen of the Elemental Plane of Earth, akin to the great nobles who rule the efreet and the djinn. He is a grey-skinned being who wields a pair of stone hammers, and many clans of the duergar, the dark dwarves, venerate him. Zuuljj dwells in the legendary City of Malachite, lord of Xoles and Xorn, and of the nomadic Xandjinni (Kzand-jeeni). Zuullj once wrote his motto (the "Creed of Zuuljj") on stone tablets, and placed them at the gates of the city. They read: *"Obey, Acquire, Dominate."* Some duergar fundamentalists have created a book called *"The Mystical Interpolation of the Creed of Zuuljj,"* which is a broad, so-called "explanation" of the three words of the creed and the order in which they appear. Some of the conclusions they have reached are at best stretched, and at worst peculiar. The Zuuljjan Mystics believe (of course) that the duergar are destined to rule the entire world, wipe out all dwarves, follow the commands of their leaders as long as the leaders are true to the doctrines of Zuuljj, and wear a red triangle — representing the three words of the creed — tattooed (or at least painted) on their faces.

Unfortunately, the characters are likely to encounter some of the fanatical Mystics of Zuuljj as they explore the Deeps.

Introduction

This chapter describes the large kingdom of duergar that live in the Cyclopean Deeps, under the rulership of King Okarm Etekk. The duergar realm, also called the Graumhallan Kingdom, is huge: multiple tunnels and mines branch out from the primary corridors shown on the main map of the Deeps. The four most important areas are detailed as hexes. These are Kronner's Gate, Chorchek's Delve, the Locks, and the central complex, the Graumhalla itself.

The duergar kingdom is filled with interesting factions and delicately balanced politics … which are designed and likely to be completely ignored in a tactics-based frontal assault by the characters. For the few adventuring parties that have a reason to infiltrate or negotiate with the duergar, a lot of divide-and-conquer opportunities exist in the Graumhalla. It's perfectly okay, though, for the characters to turn this chapter into a bloodbath if they so choose: it's designed for that approach, too. It is possible, if the characters play their cards right, that they might be here



to depose the king of the duergar, Okarm Etekk, if Moggar Kchak (the duergar ambassador) hired them in Izamne to perform the final act of a successful rebellion.

The dark dwarves are highly organized and centralized, but the Graumhallan duergar are in the middle of a political and religious schism that could potentially lead to a ferocious civil war throughout this part of the Deeps. On one side are the traditionalist followers of Zuuljj, the earth-power that has always been venerated by the duergar of Graumhalla. On the other hand, King Okarm Etekk has become a follower of the Demon-Prince Isclaadra. The king has not made any overt moves against the Zuuljjites, but he already has a growing rebellion on his hands. Prince Lokragar (the king's cousin) has energized the more fundamentalist followers of Zuuljj to support him in his bid to usurp King Okarm Etekk. Prince Lokragar is currently building his forces from hiding in **Hex 9G** (see **Chapter 6**). If the party is not already involved with Prince Lokragar, they might possibly be hired by the king to kill him.

The characters might also previously have encountered signs and portents of a succubus demon named Siaphela. She is one of the lieutenants of Isclaadra (that's the demon prince on the king's side). Siaphela is actually the go-between ferrying ideas, orders, and information between the Cult of Isclaadra (**Chapter 12**) and King Okarm Etekk.

The duergar kingdom is a vast area filled with small excavations that branch out all along the primary corridors shown on the main map. Most of these are small, operated by one or two families of prospectors, although some may contain 20 or more of the dark dwarves. Unless, like the author, you find it cumbersome to make the substitution, do the following: For any random encounter rolled in the tunnels of the duergar, roll percentile dice and replace the encounter with duergar on a result of 01–25 with a duergar squad of **1d6+6 duergar** plus **3 sergeants** and **1 squad leader**.

Duergar: **HD** 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% of gem (1d4x100gp).

Duergar Sergeant: **HD** 3+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 20% of gem (1d6x100gp).

Duergar Squad Leader: **HD** 5+2; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 12; **AL** C: **CL/XP** 7/600; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts, 4d6gp, 1d2 gems (1d6x100gp), 25% of magic armor (01–50%) or weapon (51–00%).

Several of the descriptions of duergar-controlled areas mention light sources. Feel free to ignore these if, in your campaign world, the duergar prefer to live in unrelenting darkness, relying on their ability to see in the dark. Here, although the duergar are perfectly capable of seeing in the dark, light allows them to perceive more detail, a matter of vital importance to those who craft intricate work. The lights are always dim, and one can never assume that they have been lit, or that torches have been changed in the sconces; but in general the public areas of a duergar hall has some sort of illumination, adequate or not.

Lastly, you will find duergar "mystics" mentioned in minor and major hexes of the duergar kingdom. The mystics are spellcasting priests, much like clerics, but they have no abilities or restrictions beyond the fact that they cast spells.

The Minor Hexes

Hex 33AA: Kronner's Gate

Kronner's Gate is the easternmost entrance to the duergar territory. It leads into the uncivilized center of the Deeps, so caravans are few and far between. The place is a far outpost, considered dull work for those whose future in duergar society is not promising, so the guards here are resentful at their lot in life. If the characters try to take advantage of this attitude using bribes and bonhomie, it might just work. On the other hand, if capturing the characters looks like a good way to get a duergar back into the favor of king and clan, they might definitely try a bit of kidnapping. The way it works out is up to the skill of the players, who most likely be engaged in a frontal assault in any case.

33AA-1. Tunnel to the Graumhalla

This corridor is built of mortared stones, supported by rib-like stone buttresses. It is level and well-built.

The corridor leads through several small side-mines all the way to the Graumhalla, the seat of duergar power in the Cyclopean Deeps. The entire tunnel reflects the quality of duergar stonework and maintenance, which is very high.

33AA-2. Kronner's Gate

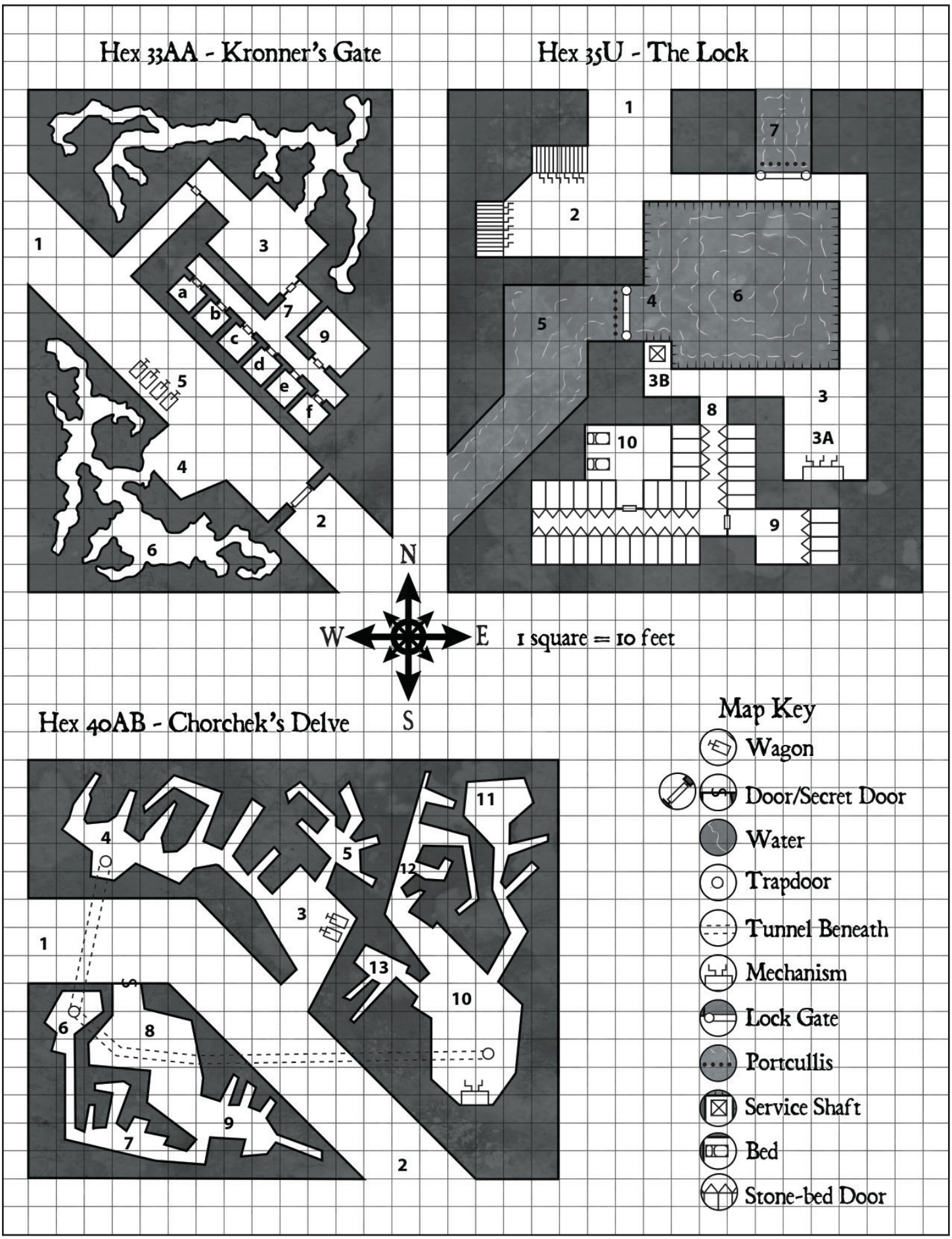
The corridor is blocked by an ornate metal gate, fashioned with bas-reliefs of what are obviously duergar, the dark dwarves. In a series of panels, they are shown mining, forging weapons, leading lines of slaves, and bowing before a king who sits on a great throne, holding a broken scepter.

The gate is kept closed, and it almost certainly is locked and barred when the characters arrive here.

One of the duergar carvings on the door has a hidden peephole that slides back, allowing the guards to see anyone who comes knocking (**2 duergar sergeants** man the gate at all times). The door has an inside bell with a light chain attached to it, hooked into one of the guard's belts; if he falls to the ground, the pull of the chain turns a number of little gears in the door, and the bell rings deafeningly several times. This alarm brings an organized reaction from all the duergar at the post, with the ones in **Area 33AA-3** alerting the ones in **Area 33AA-7**.

Yaggi and Thirka, Duergar Sergeants: HD 3+2; **HP** 22, 18; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 30gp each. Each has a key to one of the footlockers in Area 33AA-7.


Hex 33AA - Kronner's Gate
1
2
3
4
5
6
7
9
a
b
c
d
e
f
Hex 35U - The Lock
1
2
3
3A
3B
4
5
6
7
8
9
10
N
W
E
S
1 square = 10 feet
Hex 40AB - Chorchek's Delve
1
2
3
4
5
6
7
8
9
10
11
12
13
Map Key
Wagon
Door/Secret Door
Water
Trapdoor
Tunnel Beneath
Mechanism
Lock Gate
Portcullis
Service Shaft
Bed
Stone-bed Door

33AA-3. Registry of Foreigners

This room contains three short desks covered with ledgers and paperwork. Three very official looking dark dwarves are hard at work writing with ornate metal pens.

This room is where anyone entering the realm of the duergar is supposed to register as a foreigner and receive a green badge to indicate that they have paid the required entry tax and been officially admitted. The amount of the entry tax is somewhat variable, since the duergar try to include a bit extra for themselves, but it is supposed to be 50gp per person.

Ikteki, Pekk, and Skikki, Duergar: HD 1+2; **HP** 8, 6, 7; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp. Each has a key to one of the footlockers in Area 33AA-7.

Treasure: 200 sheets of parchment, 3 metal pens, 2 quarts of ink, 25 green badges, lockbox containing 223gp.

33AA-4. Lizard Stable

Three giant lizards are tethered to the wall in this large alcove, and a duergar sits on a chair in front of a tunnel leading through the back wall. His face is scarred, and his eyebrows are long enough to be combed back into his hair.

These giant lizards are used to draw wagons, although they are well trained enough to attack non-duergar if they are set loose. Utak immediately lets them loose if there is trouble at the gate.

Lizards, Giant (3): HD 3; **HP** 21, 18, 15; **AC** 5[14]; **Atk** bite (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

Utak, Duergar Sergeant: HD 3+2; **HP** 26; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 2d6gp. He has a key to one of the footlockers in Area 33AA-7.

33AA-5. Wagon Storage

Four wagons are parked against the wall here, chained to each other and into great bolts in the wall itself. Each of the wagons has shovels and picks held in specially built racks.

There is not much wagon traffic between here and the Graumhalla, as this is not a stopping point for any sort of trade, and the area does not even boast an inn. Nevertheless, a few wagons are kept here in case they are needed.

33AA-6. Iktak Mushrooms

This cave is speckled with patches of red, some sort of small, crimson mushroom that grows from the walls and floor. A few crates are stacked in the center of the chamber.

This cavern was intended as an exploratory mine, but when Iktak mushrooms began sprouting in the roughly hewn chamber, the duergar left it alone as a mushroom patch. A character with some expertise in growing mushrooms could harvest 25 mature Iktak mushrooms (see **Sidebox**). More grow over time, but it takes a week before any more would be ready to harvest.

The crates are supplies for the garrison, containing food and small barrels of ale.

Iktak Mushrooms

Iktak mushrooms are cultivated by many races of the Under Realms. In general, the duergar are miners rather than farmers, but the area around Kronner's Gate has whatever combination of water and nutrients that allows the mushrooms to grow without being tended. When the Iktak mushrooms are dried, they heal 1–4 points of damage (depending on the size of the mushroom). With a white-spotted red cap, the Iktak mushrooms look quite poisonous. They can be sold in the Under Realms for 10gp per hit point that the particular mushroom heals.

33AA-7. Guard Quarters

This chamber leads to a hallway with several doors. The chamber itself is empty but looks well-traveled.

Rooms "A" to "G" are the living quarters of the guards stationed at the Kronner's Gate outpost. Each door is locked, but none is trapped. Each, except "G," contains one occupant (the off shift), and nothing else other than 2 metal cots and 2 locked footlockers. Details are given only for the 1 duergar present and for the contents of the footlockers. The other duergar are described in the areas where they are currently found.

Takkas

Takkas are mentioned particularly in **Chapters 3** and **4**, where takkas are in common use as currency in the city of Izamne. Takkas are trade-coins minted by the duergar, and they are often used as a substitute for heavier gold coins. The coins are inscribed with a triangle or with the mark of Zuuljj. Whatever the markings, takkas are worth 25 gp each in most parts of the Under Realms. The significance of the triangle and of Zuuljj is described elsewhere: the most succinct description is in **Chapter 4** under the heading *"Elder Things and Middle-Divinities."*

A. The duergar Ikteki and Mektik live here.

Ikteki, Duergar: Located in **Area 33AA-3**.

Mektik, Duergar: HD 1+2; **HP** 9; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, footlocker key, 2d6gp.

Footlocker #1: blankets, pouch containing 3 takkas
Footlocker #2: blankets, pouch containing 2 takkas and 3gp

B. The duergar Pekk and Jorki live here.

Pekk, Duergar: Located in **Area 33AA-3**.

Jorki, Duergar: HD 1+2; **HP** 5; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, footlocker key, 2d6gp.

Footlocker #1: blankets, pouch containing 14gp
Footlocker #2: blankets, pouch containing 5 gilded rat skeletons (1gp each) and 2 takkas.

C. The duergar Skikki and Kiptikki live here.

Skikki, Duergar: Located in **Area 33AA-3**.

Kiptikki, Duergar: HD 1+2; **HP** 8; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, footlocker key, 2d6gp.

Footlocker #1: blankets, pouch containing pincers, branding iron, manacles, and 2 takkas.
Footlocker #2: blankets, pouch containing 3 dried Iktak mushrooms (if ingested, each heals 2hp).

D. The duergar Yaggi and Raggi live here.

Yaggi, Duergar Sergeant: Located in **Area 33AA-2**.

Raggi, Duergar Sergeant: **HD** 3+2; **HP** 26; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, footlocker key, 2d6gp.

Footlocker #1: blankets, a skull, a backpack, and a tall bottle of fine red wine (25gp). A pouch contains 6 takkas.
Footlocker #2: blankets, 1 takka, and a *potion of levitation.*

E. The duergar Thirka and Prakk live here.

Thirka, Duergar: Located in **Area 33AA-2**.

Prakk, Duergar Sergeant: **HD** 3+2; **HP** 11; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, footlocker key, 2d6gp.

Footlocker #1: blankets, 20ft of chain, 4 flasks of oil, and 3 takkas
Footlocker #2: blankets, pouch containing 10 takkas and 2gp

F. The duergar Utak and Krakka live here.

Utak, Duergar: Located in **Area 33AA-4**.

Krakka, Duergar Sergeant: HD 3+2; **HP** 26; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, hammer, light crossbow, 20 bolts, footlocker key, 2d6gp.

Krakka is a Zuuljj fanatic and one of the rebels. His face is tattooed with the red triangle of Zuuljj, which is a dead giveaway to anyone familiar with the Zuuljj mystics that he is probably set against the king. It is a measure of the disgruntlement of the duergar at Kronner's Gate that no one has turned him in.

Footlocker #1: blankets, book containing sketches of dead cats, parchment, quill pens, ink bottle, 2 takka, small ruby (250gp)
Footlocker #2: blankets, 5 takkas, scented wooden box containing 352gp and volume 1 of "*The Mystical Interpolation of the Creed of Zuuljj*." (This is Krakka's chest, obviously.)

G. Common Room

A wrought-metal table and some chairs are in this room, which also contains a small fireplace, a counter, and some cooking implements.

The room is empty other than the items described above. The cooking implements are of superb design and construction, and would be worth 10gp in a city such as Izamne or in the Domes of the Serpentfolk.

Hex 40AB: Chorchek's Delve

Chorchek's Delve is an outpost mine in the northwest corner of the duergar realm. Chorchek is a powerful and charismatic leader, a fanatical loyalist to King Okarm Etekk. He has renounced the worship of Zuuljj in favor of worshipping the Demon-Prince Isclaadra.

40AB-1. Corridor to the Font of Darkness

The stones of this corridor are well-mortared, and the floor is level.

The high quality of duergar maintenance along the tunnel soon ends if the characters follow the tunnel toward the Font of Darkness. The duergar do not claim the tunnels more than a mile beyond Chorchek's delve, and accordingly do not maintain the stonework (or conduct patrols).

40AB-2. Corridor to the Graumhalla

The blocks of stone comprising this corridor are well-mortared and well-braced. The walls and floor were apparently washed at some point in the past, although patches of moss and lichen are slowly growing back.

This tunnel leads to the Graumhalla, seat of the duergar king, Okarm Etekk. It is not as well maintained all the way along its length, but in general the duergar are tidy, especially when they have slaves to do the dirty work. As mentioned earlier, the primary corridor shown on the main map intersects with hundreds of smaller side corridors, most of them small prospecting mines.

40AB-3. Main Room

This room has 2 well-maintained wagons against the wall, along with racks of mining tools. One of the wagons is half-filled with rocks. Nothing else is in the area, but you can hear an irregular clanking sound somewhere near.

The ore in the half-filled wagon is not particularly valuable, although if the characters bring it to the Graumhalla they could sell it for 200gp — providing that they aren't taken as thieves and sold as slaves.

The room is empty, although duergar are within hearing (**Area 40AB-5**). The clanking sound is the ringing of picks (also in **Area 40AB-5**).

40AB-4. Service Shaft

A long corridor opens onto several horizontal mine shafts, which all appear to be empty. At the end of the corridor is a round platform suspended by four chains over a slightly wider hole, with a winch apparatus over the top mounted on a metal head-frame.

The side shafts are empty, and the diamonds they produced are now played out. The service shaft, however, may be of great interest to the characters as it leads to the access tunnel connecting the 3 parts of Chorchek's Delve.

The winch can be operated from the bottom or the top to crank the platform up and down to bring mining carts up from the tunnel below. A button at the end of the winch handle (both the top and the bottom cranks) must be depressed before using the winch. If it is not, several poisoned needles spring from holes in the handle. A single saving throw is required to survive the poison, even though there are several needles. Failing the saving throw means that the character takes 1d100 points of damage once every hour for 1d3 hours (starting immediately). If the victim survives, or the poison is neutralized by a spell, the poison finishes leeching out of the character's pores and has no further malignant effect.

At the bottom of the 60ft-deep vertical shaft, a horizontal tunnel leads south.

40AB-5. Slave Dig

You can hear the ringing of pickaxes in here, accompanied by a chant that sounds like it is in the goblin tongue. The room contains a few bits of mining equipment and what look like buckets on yokes, lying on the floor. Two duergar are in the room, both carrying whips.

If the characters entered the area stealthily, they see **4 goblin slaves** digging in the narrow shafts radiating out from this room, and **2 duergar** in the main room supervising the work. Otherwise, the duergar have called the **4 goblin slaves** to fight on their side, and readied themselves for battle. The goblins are too afraid of the duergar to switch sides, no matter what they are offered.

Duergar (2): HD 1+2; **HP** 9, 8; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, whip, 2d6gp.

Goblin Slaves (4): HD 1d6hp; **HP** 5x2, 3, 2; **AC** 6[13]; **Atk** pickaxe (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Equipment: pickaxe, loincloth.

Treasure: One of the buckets contains iron ore, but a rough diamond is in one of the pieces, so far unnoticed by the miners. The diamond is worth 300gp in its rough state. Only a dwarf or an experienced miner notices the diamond, even if the characters search the bucket specifically looking for such things.

40AB-6.Guards Below

A wooden platform hangs by chains from a head-frame built over a downward shaft. A winch to raise and lower the platform is currently at the bottom of the pit.

At the bottom of the vertical shaft are **2 duergar sentries**. The shaft is identical to the one in **Area 40AB-4,** including the poison needle trap in the winch handle.

Duergar Sentries (2): HD 1+2; **HP** 7, 7; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, whip, 2d6gp.

40AB-7. Side Shafts

The walls of this corridor indicate that it was originally part of a working mine. There are deep marks gouged out by picks, a number of drill-holes at different levels in the walls, and one or two side passages. Two dwarf-sized camp beds are neatly made, tucked out of the way into side passages.

This corridor is empty, and there is nothing of interest in the camp beds (which belong to the guards in **Area 40AB-6**).

40AB-8. Miners' Hall

This chamber looks as if it was once a mine, but the walls have been evened out and the floor leveled. There is a table, a firepit with a hearth, and various mining implements are hung in racks on the walls. A total of 6 beds are also lined up neatly along the south and east walls. Each of the beds has a metal footlocker underneath it.

This is the common room, and also the sleeping area, for **5 duergar** and their **sergeant**.

Duergar Miners (5): HD 1+2; **HP** 8x2, 6, 5, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, warhammer, light crossbow, 20 bolts, whip, 2d6gp.

Halvr, Duergar Sergeant: HD 3+2; **HP** 13; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, hammer, light crossbow, 20 bolts, footlocker key, 2d6gp.

Treasure: The footlockers are all locked.
Footlocker #1 (Trapped): This footlocker releases poison gas into the air, in a radius of 20ft, if a hidden button in the side of the chest is not pushed before opening it. The chest contains several changes of clothing, a holy symbol of some kind fashioned like a red triangle (Zuuljj), and 4 takkas.
Footlocker #2: Entirely full of knucklebones, from goblin-sized ones all the way to very large ones from the reptilian draft animals used in the Under Realms. There are 942 knucklebones in total.
Footlocker #3: Contains folded clothes, a mother-of-pearl comb (100gp), a golden beard-clip (20gp), 2 matching bracelets of silver and bronze (100gp), and a pipe with tobacco.
Footlocker #4: Contains a set of folded clothes, a short cloak with a crossed-hammers and skull patch, and 3 takkas.
Footlocker #5: Contains folded clothes, a dwarf-sized hat with a long, black-feathered plume, and a finely-wrought copper bracelet worth 10gp.
Footlocker #6 (Halvr's): Contains 3 small bottles of a viscous green liquid (healing potions), 4 takkas, a length of green ribbon, a half-eaten crust of bread, and a massive piece of quartz the size of a man's hand (10gp).

40AB-9. Barracks

This open chamber is a continuation of the used-up mine, with the floors leveled and the walls more permanently braced. Four narrow mine tunnels lead out from the central area, and they have apparently been converted into a barracks, for there are six small beds tucked away into these side-digs.

Six duergar (5 regulars and one sergeant) live in this area, which was dug before the veins of ore ran out in this part of the mine. In addition to the duergar, one of the horizontal shafts is the den of their "pet," a **hound of Darkmist** that the Vessals of Isclaadra (**Chapter 12**) gave to Chorchek when he renounced Zuuljj. The hound's name is Oloj, and the soul inside was once Chorchek's brother. Needless to say, Chorchek found the gift of his brother's soul, captured into a mist-creature, to be eerie and disturbing. Rather than keeping Oloj near him, he gave the hound to his miners as a pet. Oloj is intelligent enough to understand what it hears, and has already saved Chorchek's life once, warning him that a Zuuljjan mystic was plotting with some others to kill the loyalist leader. The hound overheard them, warned Chorchek, and the next day the Zuuljjites were torn apart in the pincers of **Area 40AB-10**.

Duergar Miners (5): HD 1+2; **HP** 9, 7, 6, 5x2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, warhammer, light crossbow, 20 bolts, 2d6gp.

Jerrok, Duergar Sergeant: HD 3+2; **HP** 20; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, warhammer, light crossbow, 20 bolts, 1d6 takkas.

Hound of Darkmist: HD 7; **HP** 36; **AC** 3[16]; **Atk** 3 bites (1d6+1 plus hold plus paralysis); **Move** 18; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** free movement (cannot be blocked, can flow around to attack from behind), hold (other heads bite for automatic damage), paralyze with fear (save avoids, with release lasts 1 round), smell Law. (**Monster Appendix**)

40AB-10. Chorchek's Hall

Unfortunately, there is a slight difficulty getting into Chorchek's hall from the access tunnel:

A service shaft like the others leads upward, but the platform is raised. You cannot see what is at the top of the shaft, and it is covered by the wooden platform 60ft overhead.

A number of ways exist for the characters to climb a 60ft shaft and get past a 300-pound wooden circle covering the top. The question is whether they can do it without alerting anyone. One possibility is simply to shout (in duergar) from the bottom of the shaft that the platform needs to be cranked down.

Once the characters get out of the shaft past the heavy wooden platform, they can see the chamber at the top.

The walls of this open chamber are roughly excavated, but the ceiling is very high for an ordinary mine — especially one dug by short people. A metal head-frame stands 10ft tall over the access shaft into the hall. You also immediately notice a complicated mechanism on the southern wall that is apparently designed to rip a person apart with gear-driven pincers operated by several hand-cranks. The chamber has three exits, all of them mining tunnels shored up with metal bars.

Six small beds are lined up against the east wall.

This area was once a productive mine where Chorchek made his fortune. The duergar now use it as a combination of a common room, a barracks, and a staging area for the new dig starting in **Area 40AB-11**. If Chorchek's followers have not been alerted, **5 duergar miners** and **1 sergeant** are in the hall.

Duergar Miners (5): HD 1+2; **HP** 9, 7x2, 5, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, warhammer, light crossbow, 20 bolts, footlocker key, belt pouch containing 2d6gp.

Pikti, Duergar Sergeant: HD 3+2; **HP** 16; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, warhammer, light crossbow, 20 bolts, belt pouch containing a footlocker key and 4 takkas.

The 6 beds all have a small, locked footlocker underneath, as with the other duergar sleeping-places the characters have found.

Footlocker #1: Folded clothes, wide bronze belt engraved with crossed hammer-and-skull (25gp), and 2 takkas.

Footlocker #2: Folded clothes, parchment drawing of a stick figure with a beard and crown, signed "Okarm Etekk," and 2 takkas.

Footlocker #3 (trapped): This footlocker is rigged to explode if anyone tampers with the lock without using the key — including an attempt to use the wrong key. The explosion does 2d6 points of damage to everyone in a 20ft radius. If opened correctly, it contains 2 sets of folded clothes, a bronze mug engraved "Death to Heretics," 3 takkas, and, under a false bottom, a holy symbol of Zuuljj (red-painted triangle of rock) and a note that reads, *"Chorchek has abandoned the principles of Zuuljj. He is declared anathema, he may be killed with no stain upon the rock of ancestry, and he shall never enter the City of Malachite."* The hidden compartment also contains a copy of volumes 1 and 2 of "*The Mystical Interpolation of the Creed of Zuuljj*."

Footlocker #4: Folded clothes, belt pouch containing a pair of dice that almost always roll a "1."

Footlocker #5: Folded clothes, 5 pounds of some kind of meat jerky (cave lizard), 3 takkas.

Footlocker #6: Folded clothes, 14 garnets (10gp).

40AB-11. New Staging Area

This open area is well-stocked with mining equipment, carts, ladders, buckets, metal bars and other apparatus.

This is where the duergar are about to excavate several new horizontal shafts as they look for gems and precious metal rather than the iron ore they have been mining since the veins in **Area 40AB-10** ran out. The area is empty, but the walls sparkle in 2 or 3 places where there are small veins of gold. A dwarf must make a saving throw to leave the room willingly, but does not actively fight if carried out.

If the characters were to decide to establish a stronghold in the Cyclopean Deeps, this particular chamber could prove quite profitable. Chorchek's talent for finding precious minerals has once again located a phenomenal source of wealth, and with enough skilled miners this stake could yield gold enough to equal 20,000gp before it plays out.

40AB-12. Active Mine Shafts

This long corridor has irregular walls and several side tunnels.

These side tunnels have been generating a bit of coal, but none of the precious metals or gems the duergar crave. The tunnels are being worked by **15 goblins**, currently on their off shift unless the Delve has been alerted to the presence of intruders. The goblins will be ordered into such a fight, but they run away at the first opportunity.

Goblin Slaves (15): HD 1d6hp; **HP** 6x3, 5x2, 4x2, 3x3, 2x2, 1x3; **AC** 6[13]; **Atk** pickaxe (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Equipment: pickaxe, loincloth

Treasure: The goblins only have noisome little sleeping furs.

40AB-13. Chorchek's Room

An enormous banner hangs on the northern wall of this chamber, embroidered with crossed hammers beneath a skull. A line of runes runs over the top and underneath the sigil. In addition to the dramatic banner, a bed, some chairs, a table, and a chest are also in the room.

The crossed hammer-and-skull is the emblem of the duergar king, Okarm Etekk. The runes are legible in dwarvish. The ones over the top of the sigil read, "House Etekk," and along the bottom they read, "Graumhalla."

This is **Chorchek's** bedchamber, and his décor reflects the fact that he is a fanatic loyalist of the House of Etekk, following the king rather than the Zuuljjite fanatics who want to place Prince Lokragar on the throne. He has no real influence in the Graumhalla, but he could write a credible letter of introduction if the characters befriend him.

A letter is on the table:

> *To Our Dear and Loyal Subject Chorchek,*
> *Letters such as yours are as priceless as gold to us, and the extra tax you have added along with it was particularly helpful. As you suggested, we are using the funds to eradicate those who would conceive of rebellion against the throne. We trust that you, in your own very successful affairs, will keep us informed as to any potential rebels that you come across.*
> *His Majesty, Lord of the Graumhalla, Grey Commander of the Duergar, Divine Miner of the Dark Depths, Okarm Etekk the First.*

Chorchek, Duergar Leader: HD 6+2; **HP** 40; **AC** 1[18]; **Atk** warhammer (1d4+1) or *+1 light crossbow* (1d4+2); **Save** 11; **AL** C: **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+1 plate mail*, shield, warhammer, *+1 light crossbow*, pouch containing 8 takkas. Chorchek has a full face-covering helmet embossed with the king's crossed hammers and skull symbol (100gp).

Treasure: The chest contains only clothes. Chorchek has hidden his valuables in the mattress of his bed. A bag in the mattress contains 58 takkas, 107gp, and 3 diamonds (2000gp).

Hex 35U: The Lock

A "lock" is a way of allowing a boat to move uphill or downhill in a canal. First, the boat enters an area with gates at each end, a higher water level on one side, and a lower water level on the other side. The lock gate is closed behind the boat, and the other one is opened. Water then drains into or out of the enclosed area, depending on which gate was opened, higher or lower. The boat moves with the water level, either rising as water floods in from the upper level or sinking downward as water drains into the lower level. Once the water level evens out, the boat can proceed along the canal, having gone up or down a "step." As a real-world reference, there are no locks anywhere near the size of the one here, which is assisted by magic and the uncanny engineering abilities of the duergar.

The Lock here allows boats to move along the Canal of Bright Sails, negotiating a 100ft change in elevation here. The Lower Canal (**Area 35U-5**) is, as one might guess, lower than the Upper Canal (**Area 35U-7**), and there is a vertical shaft (the Well) connecting them.

A fairly large unit of duergar soldiery is stationed here, drawn from the kingdom's general population — the side-settlements, camps, and mines that diverge from the primary corridors. The squads guarding the Lock are here because their loyalty is somewhat suspect. King Okarm Etekk does not follow the rule of keeping one's friends close, but enemies closer. He has tried to keep potential rebels away from his seat of power.

35U-1. Graumhalla Corridor

This wide corridor is well-built from mortared stone.

This primary corridor leads to the Graumhalla of the Duergar King (**Hex 37Y**). There are side-excavations and small mines all along the tunnel.

35U-2. The Great Lock

This area is a stone platform running most of the way around the edge of a large, almost-square pit. On the northern and western walls of the room are several metal levers in a row, about 3ft from the floor. Several dark dwarves are in the room; although they look wary at your approach, they do not seem to be immediately hostile.

Bringing a boat through the Great Lock is expensive: the price is 1000gp. However, the merchants of the Cyclopean Deeps find that the cost is usually worth it since there are fewer dangers in the canal than in the tunnels, and travel is faster. This area is where the Lock's garrison lives and sleeps.

The levers in the western part of the room are used to open the "stone-beds" where the duergar garrison sleeps. Pulling one of the levers opens a stone door to reveal a chamber 4ft wide and high, and 9-10ft deep. Each one of the tiny compartments contains a sleeping pallet and a niche to hold the duergars' possessions. The stone-beds open, close, and lock from the inside. It is not possible to pick the lock from outside when the stone-beds are closed; they are almost completely invulnerable because they are barred from the inside.

Two units of duergar make up the garrison of the Lock, **10 duergar regulars** and **2 duergar sergeants**. Many more duergar may reinforce them from **Areas 35U-8, 9,** and **10**. At present, 5 of the regulars and 1 of the sergeants are off-duty and sleeping in their stone-beds. The regular troops are all engaged in routine maintenance, and are scattered along the ledge in different places. The sergeant, however, is very alert and is keeping an eye on the corridor to the north in case travelers or perhaps even a caravan should arrive.

If loud combat occurs in this room, duergar from the barracks begin pouring in from the southern corridor in 1d3+3 rounds.

On-Duty Troops:

Duergar Regulars (5): HD 1+2; **HP** 9, 6x2, 5, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeant: HD 3+2; **HP** 13; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, crossbow, 2d6gp.

Off-Duty Troops:

Duergar Regulars (5): HD 1+2; **HP** 8, 7x2, 5, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeant: HD 3+2; **HP** 15; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, crossbow, 2d6gp.

Once the characters go over to take a look, they discover that the "pit" is actually a huge shaft 100ft down, with water at the bottom and — if they have a way to see all the way down — the currently-open Lower Gate to the Canal of Bright Sails. If they are checking the north wall over the Well's shaft, they also notice that a 20ft section of the wall is apparently a single piece of stone (see **Area 35U-7**, the Upper Floodgate).

35U-3. Machinery of the Lock

The areas marked "**A**" and "**B**" are parts of the machinery that operates the Lock by opening and closing the floodgates.

A. Controls

Bolted into the wall is a single, large, horizontal lever. The right-hand side of the lever is labeled "Well Full," and the left-hand side is labeled "Well Empty." Two mechanical bells are mounted on the wall over the top of the levers.

This mechanism sets the lock into one of two positions. Either the Upper Gate is closed and the Lower Gate open (the Well is drained, or is draining into the Lower Canal), or the Upper Gate is open and the Lower Gate closed (the Well is full, or is filling up from the Upper Canal). Once the lever is moved from one side to another, it locks in place and cannot be moved back until the process of filling or draining is completed.

The bells are simply the alarms that sound when anyone pulls a lever in the Upper or Lower Canal. The bell on the left corresponds to the lever in the Lower Canal (requesting that the Lower Floodgate be closed and then the Well filled, so they can float up) and the bell on the right corresponds to the Upper Canal (requesting that the Well be filled and then the Floodgate at **Area 35U-7** be opened).

B. Service Shaft to Lower Water Gate

At the top, this looks like a bronze manhole cover with a thick iron ring set into the stone beside it. The lid covers a 100ft-deep service shaft with iron rungs set into the stone wall, leading all the way down to the machinery that operates the Lower Water Gate (**Area 35U-4**). The machinery could potentially be sabotaged, but it is very durable.

35U-4. Lower Water Gate

The Lower Gate is seldom visible since it is usually up and locked in place out of sight, or it is closed but 100ft underwater. It is a slab of stone that moves up and down, controlled by the mechanism 100ft above, in **Area 35U-3**. The system of gears and shafts connecting the gate to the mechanism is very durable (duergar-built), and parts of it are enchanted enough that they could be considered specialized magical items in their own right.

35U-5. Lower Canal

Since the Upper Water Gate is normally kept closed with the Lower Gate open, anyone approaching along the canal from the south sees something like this:

A portcullis blocks the way through to a square-shaped widening in the canal. A piece of stone directly behind the portcullis looks like it can move up and down to block the tunnel entirely, but it is currently open. There appears to be an unbelievably high ceiling over the top of the square-shaped area, and this is apparently where the canal ends, because there are no exits from the high room.

This is the entrance to the Well, **Area 35U-6**.

If the characters are riding a boat down to the Lower Canal, the Lower Water Gate becomes visible as the water drains out of the Well, something that was "underwater" at the bottom of the shaft. The characters will already have seen it, because they either saw it at the bottom of the shaft while the Well was drained, or originally came through it while the water level was down.

35U-6. The Well

Looking up, you can see that what looked like the end of the tunnel is actually a vertical shaft rising upward into the darkness. There is a level in the wall, about 3ft above the water.

The well is a vertical shaft connecting the Lower Canal (**Area 35U-5**) to the Upper Canal (**Area 35U-7**), which is at a 100ft higher elevation. When the well is drained or filled, boats can rise up and down with the water level, thereby going up or down the 100ft "step." The Well is currently drained, so it can be entered from the Lower Canal, **Area 35U-5**.

If the characters enter the drained Well from the Lower Canal, the water level is the same as in the rest of the canal. Pulling the lever sounds an alarm up at the top of the Well (in **Area 35U-3A**) to let the duergar know that a "customer" is below seeking to use the Lock to venture farther north along the Canal of Bright Sails.

35U-7. Upper Floodgate

Seen from outside the Lock Complex:

The canal suddenly ends at a massive wall that is apparently a single block of stone. A lever is in the eastern side wall of the tunnel, 10ft from the end of the tunnel.

The lever rings a bell in **Area 3A**, alerting the duergar that a boat is waiting outside the complex. When the bell rings, the duergar (a) close the Lower Floodgate, (b) flood the Well by opening this Floodgate very slightly so that water begins to pour into the Well, then when the Well is filled up to this level, (c) open this Floodgate to allow the boat to sail into the filled Well. Then, after collecting payment, the duergar slightly open the Lower Floodgate so that the Well slowly drains to the lower level.

Seen from inside the Lock complex:

A 20ft-segment square segment of the wall is built of a single piece of stone, which apparently can move in some way. The stone walkway around all the rest of the shaft is a single piece, but the walkway here is actually part of the slab of stone, a 10ft lip that juts out perfectly to fit with the rest of the walkway.

If the characters see the Lock operate, they eventually see this gate open to the higher canal level beyond.

35U-8. Barracks Corridor

This wide corridor is lined with levers 3ft above the floor, all of them attached to square, vault-like stone doors. The corridor is carpeted and arranged like a long, narrow room, with some chairs and small table here and there. A total of 6 of the grey-skinned dwarves are sitting playing cards around one of the tables **[Unless, of course, the complex was alerted, in which case the corridor is probably empty, with most of the doors left open in the haste to fight off the intruders.]**

The barracks corridor contains 32 stone-beds, most of them securely locked with their occupants within. This is the station for **25 duergar regulars** and **5 duergar sergeants** (2 of the stone-beds are empty). These 5 squads respond quickly to any combat in **Area 35U-2**.

Duergar Regulars (25): HD 1+2; **HP** 10x3, 9x2, 8x4, 7x4, 6x3, 5x6, 4x2, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeants (5): HD 3+2; **HP** 22, 16, 14x2, 8; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 1d4 takkas.

Treasure: The 32 stone-beds contain the personal effects of the duergar in this military unit. In total, a search of the stone-beds turns up the following:

15 unholy symbols (red triangle on stone disk), 30 pairs of slippers, 30 nightshirts, 6 large, gold, belt-buckles (50gp), 27 takkas, 477gp, 1688sp, 6206cp, and a *potion of levitation*.

35U-9. Lieutenants

If the characters get here without causing any ruckus on the way:

This room has a blue carpet and a table with 5 chairs around it. Some papers and a book are piled on the table. At the back of the room are 4 of the lever-operated doors. Four burly-looking duergar sit around the table, but they have weapons to hand, and react quickly to your intrusion, one of them raising a metal bugle to his lips.

These are the lieutenants of the duergar garrison, two of them formidable warriors (**Thrakni** and **Rognak**), one of them a Zuuljjite berserker (**Kazzkor**), and one of them a Mystic of Zuuljj (**Baktak**). Duergar officers climb through the ranks by virtue of their lack of mercy, their ruthlessness, and their ferocity in battle, so these combatants are cunning opponents.

Thrakni and Rognak, Duergar Lieutenants: HD 7+2; **HP** 40, 46; **AC** 1[18]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 9; **AL** C; **CL/XP** 9/1100; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: plate mail, *+1 shield,* warhammer, a belt pouch (Thrakni) containing 3 takkas, 4gp, and a desiccated elf hand; and a belt pouch (Rognak) containing 4 takkas and an emerald (500gp).

Kazzkor the Berserker: HD 6+2; **HP** 43; **AC** 7[12]; **Atk** +2 *warhammer* x2 (1d4+5); **Move** 9; **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, +2 to hit and damage with two attacks, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: +2 *warhammer*; unholy symbol of Zuuljj, belt pouch containing 10 takkas and a stone carved with the words, *"Obey, Acquire, Dominate."*

Baktak the Mystic: HD 5+2; **HP** 37; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr8 (2/2/2/2/2).

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death* (x2)

Equipment: *+1 plate mail*, shield, *+1 warhammer*, *scroll of protection from fire* (as per the druid spell), scroll of *raise dead*, belt pouch containing 11 takkas.

Treasure: Searching the 4 stone-beds yields a pile of various items, some valuable, some not. They contain: 4 unholy symbols of Zuuljj, a bag of 121 iron nails, 5 takkas, 210gp, 1847sp, 2207cp, 3 garnets (10gp), a piece of jade carved to make a flute (1300gp), and a fez embroidered with a skull over a pair of crossed hammers (like a skull-and-crossbones). This is the symbol of the duergar monarchy.

35U-10. Captains

In the fairly unlikely event that the characters manage to get here without alerting any of the duergar forces:

This room contains two short beds, a table, 3 chairs, and two flags hanging on the walls. One flag is black and shows the device of a white skull and crossed-hammers. The other flag is yellow and marked with a single red triangle. There are 2 duergar in the room, each of them wearing a cloak decorated with one of the sigils on the flags.

Jak and **Frak** are the captains of the duergar garrison here at the Lock, an important position in the duergar hierarchy. Frak is known to be a Zuulj sympathizer, a potential rebel, but the king is wary of demoting him, out of fear that his troops might respond by joining the rebellion. Jak, on the other hand, is a loyalist of the crown, steady in his support of the hereditary king. Jak is stationed here to keep an eye on Frak. They work well together despite the friction of their politics, and the breach is only be apparent if the characters managed to befriend the duergar. The two fight side by side as a dangerous team.

Jak and Frak, Duergar Garrison Captains: HD 8+2; **HP** 50, 46; **AC** 0[19]; **Atk** *+1 warhammer* (1d4+2); **Move** 9; **Save** 8; **AL**

C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+1 plate mail, +1 shield, +1 warhammer*, cloak (different sigils), key to chest; Jak: *potion of giant strength, potion of speed*; Frak: *potion of healing, potion of speed*.

Treasure: A locked chest is under each of the beds. Jak's chest contains various items of clothing, a package of 5 jhoat-sticks (10gp each), 4 takkas, a *potion of water breathing*, an unholy symbol of Zuuljj, and volumes 1 and 2 of "*The Mystical Interpolation of the Creed of Zuuljj*." Frak's chest contains 18 takkas and a broken *wand of fireballs*. The wand is irreparably damaged. It has 12 charges left, and if the two halves are held together they have a 50% chance of working correctly, and a 50% chance of detonating the *fireball* around the wand rather than at a distance.

Main Encounter Hexes

Hex 37Y: Graumhalla

The Graumhalla is the seat of duergar power in the Cyclopean Deeps, and the King of the Duergar has a territory far larger and more densely populated than any others, even the City of Izamne. Veins and mines of the duergar wind their way through all the miles of tunnels from the Graumhalla northeast to Kronner's Gate (**Hex 33AA**), south to the Great Lock (**Hex 35U**) and northwest to Chorchek's Delve (**Hex 40AB**), a roughly triangular area comprising some 30 square miles (or hexes, if one follows the Cyclopean Deeps' main map). King Okarm Etekk's subjects number as many as 7000 to 10,000 by some estimates, and the Graumhalla itself houses approximately 600 duergar and their allies. The duergar are mostly organized into 15 clans: the Mystical Wardens, Greencircles, Dinhammers, Child-cookers, Pot-skimmers, Furnace-Heads, Mushroom-growers, Far Walkers, Sworn Sentries, Exploders, Greenfarmers, Cannibal Eaters, Gardeners, Headsmashers, and Kingsguard. The clans are generally made up of relatives, but there is a great deal of switching clans based on an individual duergar's skills and predilections.

As the reader no doubt knows by this point, the kingdom of the duergar is badly divided due to the king's decision to align himself with the Cult of Isclaadra. A group of traditionalist and zealous rebels led by Prince Lokragar has declared that the king's failure to worship the elemental power Zuuljj renders him ineligible to remain king (see **Chapter 6**). King Okarm Etekk, on the other hand, is backed by the Cult of Isclaadra and also by the duergar who remain loyal to the king, regardless of his religious affiliations.

All of these factions, and their ramifications for adventurers who want to negotiate or spy rather than attack directly, are detailed below. A frontal attack is also certainly possible in this adventure, although it works better if the characters spend some time scouting and try to take the duergar stronghold down piecemeal.

Checkpoints

At intervals throughout the Graumhalla, guards are posted to control the actions of foreigners, supervise the movements of slaves, watch for grumbling or sedition, and defend the king's domain from attack. The **5 duergar** in these squads are led by a **sergeant**, accompanied by either a **Zuuljj mystic** (75%) or a Vessal of Isclaadra (25%). If the characters are working the politics and religious strife of the Graumhalla, keep in mind that a squad of Zuuljjites is not necessarily a hotbed of rebellious sentiment against the king. Most of the Zuuljjites, while they might not be happy about the king's own religious sympathies with the Cult of Isclaadra, are still loyal to the king and the Broken Scepter of the Graumhalla. There is only a 25% chance that a squad led by one of the Zuuljjite mystics actually harbors rebellious sentiments; these can (usually) be identified by the presence of zealots with red triangle-tattoos on their faces.

A standard checkpoint squad:

Duergar Regulars (5): HD 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeant: HD 3+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 1d4 takkas.

Duergar Mystic: HD 4+2; **HP** 30; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*finger of death*

Equipment: chainmail, shield, *+1 warhammer*, light crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 10 takkas

Vessal of Isclaadra: HD 8; **HP** 40; **AC** 4[15], –1[20] in darkness; **Atk** khopesh (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells MU5 (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.

Spells: 1st—*charm person* (x2), *detect magic, sleep;* 2nd—*web* (x2); 3rd—*lightning bolt*.

Equipment: short sword, robes, unholy symbol of Isclaadra.

Towers

In addition to the checkpoints, there are also a few places in the Graumhalla where the characters will find groups of duergar as above in stubby stone towers. These duergar are usually more in the role of work supervisors than the duergar at the checkpoints, although they take notice if the characters (or other duergar) are doing something particularly unusual.

Clanfortresses

Many of the rooms on the map are clanfortresses. A clanfortress is a duergar concept, essentially a large common room where the families cook and socialize. It is often where the clan's slaves are kept, and it is theoretically the place where the clan assembles to fight, if need be. If the characters are engaged in a general attack, and the word of it spreads, the characters begin to encounter entire duergar clans that have assembled, readied themselves, and marched to the defense of the Graumhalla.

The King's Law

Anyone breaking the law of the duergar inside the Graumhalla is immediately sold as a slave in the Slave and Justice Market (**Area 37Y-**


Hex 37Y - The Graumhalla
Map Key
Throne
Water
Gates/Major Door
Irrigation
Docks
Tracks
Blast Furnace or Crucible
Bridge
Checkpoint
Tower
Statue
N
W
E
S
1 square = 50 feet

22), being specially branded as a potential criminal as well as a slave. If a duergar (not a foreigner) requests a hearing before the king, then whoever captured the criminal(s) is obliged to take the criminal in front of the King's Court before selling them and getting the proceeds. Money usually changes hands if the captive is actually to be freed.

Residence Corridors

A glance at the map shows the traditional arrangement of duergar clans. The entrance to a clan's underground territory leads to a large common room used for cooking, socializing, and smaller handicrafts such as jewelry, weaving chainmail, and leatherwork. The common rooms are called "clanfortresses" because they stand between the outside world and the areas where the duergar sleep. When the clan is attacked, the clanfortress is ideally the room where the duergar can get into the open and use their numbers against opponents that are usually individually more powerful.

Behind the clanfortress hall are long, narrow corridors, most with several branches. These are the residence corridors. Not shown on the map, as it would have made for a vastly overcomplicated tactical view of the Graumhalla, are the side-chambers leading off from all the residence corridors. The corridors are actually lined with small, locked metal doors leading to bedrooms that are usually 10ft deep and range from 10ft-20ft in width depending on the status and size of the duergar family living within. In the Graumhalla, there is a huge difference between the small places where individuals live, and the vast public caverns where they interact with others. Not all duergar societies follow the same pattern; the duergar of many other kingdoms carve out large family halls and avoid the extremely large common spaces of the Graumhalla. For purposes of the adventure, each of the duergar clans is described with 1 entry on the map key; anything unusual about the residence corridor(s) behind the clanfortress hall is mentioned in the description of the clanfortress.

37Y-1. East Fortwall

A great wall rises all the way to the top of this V-shaped cavern, allowing 50 or more arrow slits to protect the approach to a massive steel double gate. Each gate has a half-triangle at the middle, so that when the gates are closed, the pattern forms a large triangle at the center. Another symbol has been stamped into the metal: a horned demon-face framed by a cloud pattern.

A dwarf who inspects the demon-stamp on the gates notices that the sharp edges indicate that it is much more recent than the original construction of the gate. Of course, a dwarf in a duergar stronghold might not have time to walk around investigating the details of the scenery.

The East Fortwall protects the Graumhalla from any incursions that might come from the direction of **Hex 33AA** (Kronner's Gate). The arrow slits behind the castle-like gate are always manned, a hereditary obligation of the Mystical Warden Clan (**Area 37Y-3**).

The garrison of the Fortwall is composed of **10 regulars**, **2 sergeants**, and **1 mystic**, all of them members of the Mystical Wardens Clan in **Area 37Y-3**. If the characters ask politely to be admitted, they are allowed in, provided they pay what the duergar call the "Cover Charge." The price to enter is 50gp per person; the tax "covers" the damage and casualties so many denizens of the Under Realms cause — as the characters are most likely about to demonstrate. Besides the cover charge, the Mystical Wardens also offer the characters a map of the Graumhalla (the Player Map) for the meager and reasonable price of 200gp. They can be bargained down to 100gp, but no lower.

Everyone who pays the cover charge receives an intricate bronze badge that they are to display prominently so that they are not taken up as fugitives (and taken immediately to the Slave and Justice Market in **Area 37Y-22**).

Duergar Regulars (10): HD 1+2; **HP** 10x3, 9, 7x2, 6, 5x2, 4; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, warhammer, light crossbow, 20 bolts, 2d6gp

Duergar Sergeants (2): HD 3+2; **HP** 17, 16; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 1d4 takkas.

Duergar Mystic: HD 4+2; **HP** 30; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*finger of death*

Equipment: chainmail, shield, *+1 warhammer*, light crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 10 takkas.

37Y-2. Skulls-of-Gold Bazaar

This wide, open area is obviously a market, much as one would see in any city on the surface of the world. The ceiling is low, only 6ft high, and is dimly lit by some sort of lanterns hanging down to a height of only 3ft. Moving shadows and the low ceiling give it an extremely claustrophobic feeling.

The low ceiling makes the use of bows (other than crossbows) impossible.

The lanterns are made of bronze, and have four faces, one on each side. The light is magical, emitted from the mouths of the 4 faces. The face itself is a stylized version of Zuuljj: a man with a beard and a triangular mark on his forehead.

The Skulls-of-Gold Bazaar is a consortium operated by the Dinhammers (**Area 37Y-5**) and the Child-Cookers (**Area 37Y-6**). There are 10 approved stalls for craftsmen and merchants, and the consortium is willing to rent space to non-duergar. The stalls are fairly large and well-spaced, although the low ceiling can make the bazaar an uncomfortable visit for anyone taller than a dwarf's height. At present, the 10 stalls in the bazaar are as follows:

Stall #1: Unholy Good Food. This stall sells meat-and-mushroom kabobs (mild and spicy), beer, and fried cakes. The food is actually extremely good, costing 5gp per meal. Only full meals are sold; if you want another beer, it comes with a kabob and a cake. There are no substitutions on the menu, period. Any questions about the origin of the meat are met with stony silence. The proprietor is a duergar named **Pirok**, but all the work is done by a staff of **18 goblins**. If a battle occurs in the marketplace, Pirok joins in, but the goblins simply cower behind whatever they can. Pirok is a member of the Child-Cooker Clan (**Area 37Y-6**).

Pirok the Duergar: HD 3+2; **HP** 22; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, warhammer, crossbow, belt pouch containing 13 takkas and a key (to his lockbox).

Goblin Slaves (18): HD 1d6hp; **HP** 6x3, 5x2, 4x4, 3x4, 2x2, 1x3; **AC** 6[13]; **Atk** knife (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.
Equipment: knife, white apron, loincloth.

Treasure: The stall has a lockbox containing 4 takkas, 32gp, 41sp and 87cp. It is kept locked, but Pirok carries the key with him.

Stall #2: Weaponry of the Strong and Skilled. This stall is centered around a working forge, but the duergar here sell weapons and armaments from several different craftsmen. The vast majority of the selection is standard (what one would expect in a human city), but there are a few interesting bits here and there:

- The duergar here can quickly emboss a picture of the character's face onto his/her armor. The face will be raised relief, shiny, and extremely accurate. This costs 200gp and takes 3 hours.
- The duergar can also create a helmet with the character's face as the visor (also 200gp, also 3 hours)

The head armorer of the stall is a duergar named **Morkaj** and his **2 assistants**. All three of them are members of the Dinhammer Clan. The salesmen who pester and wheedle the passers-by are all goblins, since that kind of thing is a bit beneath the dignity of a true duergar.

Morkaj Dinhammer, Forge Armorer: HD 5+2; **HP** 36; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 20 takkas.

Duergar Forge-Assistants (2): HD 3+2; **HP** 15, 13; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 1d4 takkas.

Stall #3: Guides and Tourism. The characters can hire a guide to the Graumhalla here, if they are willing to pay 100gp per hour. The guides are all goblins, and the price can be bargained down to as low as 1gp per hour.

Guide-Goblins (8): HD 1d6 hp; **HP** 6x2, 5x3, 3x2, 2; **AC** 6[13]; **Atk** knife (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.
Equipment: white toga, "guide" badge, belt pouch containing 1d6sp.

Duergar Guide-Renter: HD 1+2; **HP** 6; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, key to strongbox, locked strongbox containing 1 takka, 45gp, and 228sp.

Stall #4: Gemcutter. If the characters want to engage a gemcutter to improve the quality and value of their gems, they can have the gemcutter here make an attempt. This gemcutter, **Chikaj Pikk**, is not from the Graumhalla; he is from one of the outside settlements and sleeps in his locked, boarded-up stall. He plans to open a permanent business once he has the money, but dealing gems in a duergar city takes lots of start-up capital. If the characters hire Chikaj Pikk to improve a gem, it costs them 25gp plus 10% of the improvement (if any). No refunds. He has a 25% chance to improve the gem (check this first), and if he fails to improve it, a 25% chance that he reduces its value by accident. Whether the effect is an improvement or a reduction in value, the amount is 20% of the gem's value. Thus, if he improves a 100gp gem, it is now worth 120gp — not a good value for 25gp plus a commission of 2gp. On the other hand, improving a 500gp gem or higher could be worth the risk.

Chikaj Pikk the Duergar Gemcutter: HD 1+2; **HP** 7; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, key to strongbox, locked strongbox containing 3 takkas and 1 ruby (400gp).

Stall #5: Pottery. This workshop has **20 goblin potters** working under the watchful eye (and whip) of a duergar merchant named **Rikkit**. Pots and bowls can be purchased here for 1gp or even less.

Rikkit the Duergar Potter: HD 1+2; **HP** 7; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, key to strongbox, locked strongbox containing 1 takka, 181gp, and 5 obsidian spheres (10gp).

Goblin Potters (20): HD 1d6hp; **HP** 6x4, 5x3, 4x2, 3x4, 2x4, 1x3; **AC** 6[13]; **Atk** knife (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.
Equipment: leather apron, loincloth, knife.

Stall #6: Plants and Botany. This stall is operated by the Greencircle Clan of the duergar. It offers various plants, mostly fungi of one sort or another, for food and for use in potions. None of the plants here is poisonous. The stall is operated by **4 normal duergar** and by the plantmaster **Korjim Greencircle**, a spellcaster. Korjim has no magical abilities in terms of plants, but he is quite knowledgeable and can probably answer questions about botany — for a price, of course.

Duergar (4): HD 1+2; **HP** 7; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, crossbow, belt pouch with 1d4 takkas.

Korjim Greencircle, Duergar Plantmaster: **HD** 3+2; **HP** 23; **AC** 5[14]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** C: **CL/XP** 6/400; **Special**: +4 save vs. magic, immune to illusions, magical abilities, spells MU6 (4/2/2) (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*charm person, magic missile* (x3); 2nd—*invisibility, phantasmal force*; 3rd—*lightning bolt*
Equipment: chainmail, warhammer, crossbow, belt

pouch with 3 takkas, key to strongbox, strongbox containing 15 takkas, 228gp, 12sp and 568cp.

Stall #7: Souvenirs. This stall sells souvenirs of the Graumhalla, which is a popular destination for "country" duergar from the smaller mines found along the primary tunnels of the duergar realm. Such tourists are offered marvels and wonders, such as the merchant unveils to the characters, too, if they show an interest. Samples of his wares include:

- A 2ft statue of King Otarm Etekk cast in bronze (actually an almost perfect likeness; it is duergar make, after all) with the word "Graumhalla" on the base: 200gp
- A 2-inch version of the same statue: 50gp
- Player Map of the Graumhalla: 500gp
- A clockwork timer shaped like a serpent-man swallowing his own tail, which clicks once per second for an hour, then chimes a drinking song of the duergar: 2000gp
- A tin mug with GRAUMHALLA etched in the side: 10gp
- The same mug in bronze: 20gp
- The same mug in silver: 40gp
- The same mug in gold: 70gp
- The same mug in gold with 6 small rubies: 2000gp
- Steel chain link belt with bronze GRAUMHALLA buckle: 200gp
- Men's copper chainmail monokini with horned demon codpiece with extendable copper tongue etched with the word GRAUMHALLA: 5000gp
- Shirt embroidered with GRAUMHALLA in duergar runes down left sleeve: 50gp
- Firecracker that makes a loud bang and a tiny flash and puff of smoke (only 20 in shop): 10gp each

The stall is run by **5 duergar**, all members of the Exploder clan, who keep **2 worgs** with them for additional security. The proprietor, **Rok Rik**, is armed with 2 "little green" firecrackers (smoke grenades, see **Sidebox**) that he uses in an attempt to grab all the merchandise and retreat back to the Clanfortress of the Exploders (**Area 37Y-31**).

Duergar (4): HD 1+2; **HP** 8, 7, 6, 5; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Wolf, Worgs (2): HD 4; **HP** 30, 15; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Rok Rik the Duergar Exploder: HD 5+2; **HP** 37; **AC** 1[18]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 12; **AL** C: **CL/XP** 7/600; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, shield, warhammer, 2 "little green" grenades, key to strongbox, strongbox containing 14 takkas and 205gp.

"Little Greens"

Little greens are one of the types of firecrackers manufactured by the Exploder Clan. They are essentially nothing more than alchemical smoke grenades with a range of 40ft. Fuses are usually cut to detonate immediately, but with a longer fuse they could go off with a delay of up to 4 rounds. Little greens cause no damage, but they create a billow of smoke with a 20ft radius that blocks all vision through that area. In the Graumhalla, these sell for 1 takka each.

Stall #8: You Stop It, We Chop It. This is a "bring your own" butcher shop. Whatever you bring to this stall, the duergar here gut it, skin it, and cut it into steaks, chops, 2 hams, and a brisket. Cost varies.

Duergar Butchers (5): HD 1+2; **HP** 3, 7, 6, 6; **AC** 5[14]; **Atk** cleaver (1d8); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, cleaver, 2d6gp.

Stall #9: Wisdom of the Ancient Ages (sage for hire): If the characters need help finding the value or the nature of a magical item, or if they need a bit of history explained or an inscription deciphered, this is the place. **Venerable sage Ralja Tak**, a thin female duergar of indeterminate age, combines the qualities of an oracle, linguist, and researcher. Her rates are reasonable, and her results are usually fairly reliable.

Ralja Tak, Duergar Sage: HD 1+2; **HP** 7; **AC** 5[14]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, warhammer, light crossbow, 20 bolts, 107gp.

Stall #10: Pawnshop. If the characters need to sell a used item, **Harken of the Child-cooker Clan** is willing to buy it. He also has a few interesting items for sale:

- Long, warm scarf woven from demon hair: 700gp
- Nice blue rock: 2gp
- Used human-sized helmet with stamp on inside reading, *"Property of Helman's Bar. If found, please return to Helman's Bar, Grand Plaza, Bard's Gate. Reward. Thank you."*: 2gp
- Goblin block, a brick of compressed goblin that expands when placed in enough water: 500gp
- Darkened-glass spectacles (used by many duergar that have to deal with intense light, especially in the foundries): 15gp

Harken the Duergar: HD 1+2; **HP** 6; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 65gp.

37Y-3. Clanfortress of the Mystical Wardens

This hewn-out chamber is decorated with tapestries of duergar defending a wall. In one tapestry the attacker is a black dragon, in another it is a massive beast covered in tentacles, and a third shows a group of adventurers with three black-hooded wizards. There are chairs, tables, a kitchen, a corner where several slaves are kept chained, and a small throne. Several duergar are in here, going about their daily business.

This is the clanfortress of the Mystical Wardens clan, several families of duergar most of whom are employed as guards sworn to defend the East Fortwall (**Area 37Y-1**). It is the East Fortwall shown in the tapestries, and if the characters came in through that way, they recognize it.

The Mystical Warden Clan (Area 37-Y-3)

The Mystical Warden clan is composed of 42 duergar in total. These are **1 clan chief**, **3 mystics**, **8 sergeants**, and **30 regulars**. Not all of them are in the clanfortress; this list includes *all* of the Mystical Wardens in the Graumhalla, with their locations.

Symbol and Password: Wall with crenellations, "Death before surrender."

Politics and Loyalties: The Mystical Warden Clan is fanatically loyal to the Graumhalla itself, and to duergar racial superiority. The deciding factor for this clan, if it comes down to a civil war, is whether one of the sides is being influenced by non-duergar. If the characters (or someone else) can prove that the Cult of Isclaadra is influencing the king, then the Mystical Wardens either try to rescue him from the influence, or if this is not possible, side with Prince Lokragar's rebellion.

Adventure Hooks: Proof that the king is unduly influenced by the Cult of Isclaadra.

Members and their Locations

In the clanfortress (**Area 37Y-3**)
- Duergar warriors (20)
- Duergar sergeants (6)
- Mystics of Zuuljj (2)
- Thrikti, Clan Chief of the Mystical Wardens

At the Fortwall (**Area 37Y-1**)
- Duergar warriors (10)
- Duergar sergeants (2)
- Mystic of Zuuljj

Duergar Warriors (20): HD 1+2; **HP** 10x3, 9x3, 8x2, 7x3, 6x2, 5x2, 4x3, 3x2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeants (6): HD 3+2; **HP** 19x2, 14x2, 12, 11; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Duergar Mystics (2): HD 4+2; **HP** 30, 28; **AC** 5[14]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Mystic #1 Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*finger of death*
Mystic #2 Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* x2; 3rd—*continual darkness* (x2); 4th—*cure serious wounds*; 5th—*insect plague*
Equipment (both mystics): chainmail, *+1 warhammer*, light crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 10 takkas.

Thrikti, Clan Chief of the Mystical Wardens: HD 7+2; **HP** 56; **AC** 1[18]; **Atk** +2 *warhammer* (1d4+3) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*
Equipment: plate mail, *+1 shield*, *+2 warhammer*, crossbow, belt pouch containing 8 takkas.

Treasure: In addition to the coins and gems that the duergar carry in belt pouches for everyday spending, the clan chief has a large chest in his room containing the community's loot: 22 takkas, 1472gp, 6620sp, 11384cp, 4 onyx buttons (10gp), 2 sapphires (500gp), and 2 diamonds (1000gp).

37Y-4. Fortress-Farm of the Greencircle Clan

This chamber has a vaulted ceiling with green-painted walls rising to a height of 30ft. Circular carvings interlock and overlap on the walls, lending an organic and almost forest-like feel to the place, very much out of character with almost everything you have seen in the Under Realms. Indeed, if it were not for the other contents of the room, it feels almost elven in tone. The chamber is obviously a large community area, containing an entire kitchen and large fireplace, with long tables for eating and dicing. On a less pleasant note is the line of iron rings in the wall, where 6 glum-looking human slaves are shackled in place. Two wide corridors lead farther back beyond this community hall.

This is the clanfortress of the Greencircle Clan, whose caverns connect to the canal, allowing them to maintain an irrigated farm. One of the two large corridors leads to the farm, which has a magical light in the ceiling to allow non-fungus plants to grow. The room is a bizarre sight, for there are tiers of green, leafy plants growing deep in the underground tunnels. Beans, tomatoes and spinach are growing here at the moment. Because of the unpleasant light required for growing plants, the Greencircles have paid a bit extra to get human slaves to tend the garden.

There are **6 humans** chained in the clanfortress, although as it turns out, one of them is actually a dwarf who quickly shaved his beard when it became apparent that he was about to be captured by duergar. The dwarf is **Parget Towershoulder**, and as his name suggests, he is a bit on the tall side for a dwarf, although the main reason for his survival was that the duergar couldn't conceive of an unbearded dwarf. None of the slaves has any equipment, and Tulmio's spellbook has been sold.

If the characters talk with the Greencircle duergar, they hear endless complaints about the fact that the Temple of Isclaadra "stole" their place in the King's Market when the king handed over the space to the cult. Their bias against the cultists comes through very clearly and may give the characters a clue that this clan is on the verge of violent rebellion. The part of the King's Market gifted by the king to the Cult of Isclaadra is **Area 37Y-24**.

The Slaves

Parget Towershoulder, Dwarf (Ftr2): HP 13; **AC** 9[10]; **Atk** fists (1d2); **Move** 12; **Save** 13; **AL** C; **CL/XP** 2/30; **Special:** 2 attacks vs. HD 1 or less.

The Greencircle Clan (Area 37Y-4)

The Greencircle clan is composed of 29 duergar in total. These are **1 chief**, **1 mystic**, **1 sub-chief**, **6 sergeants**, and **20 regulars**. This list includes *all* of the Greencircles in the Graumhalla, with their locations.

Symbol and Password: Green Circle, "Plant the Dead."

Politics and Loyalties: As farmers and gardeners, the Greencircle Clan is extremely tied to the elemental powers of Earth, and although they are not quite Zuuljjite mystics, they are devout followers of Zuuljj. They consider Otarm Etekk to be a dangerous radical taking the Graumhalla away from its traditional roots and risking the loss of Zuuljj's protection. If they believe that the rebellion can actually win, they join it gladly.

Adventure Hooks: Deliver a letter to Lokragar for them; or, if hired by someone else, incite the Greencircle Clan to open rebellion.

Members and Their Locations

In the clanfortress (**Area 37-Y-4**)

- Duergar (20)
- Duergar sergeants (6)
- Jakor, sub-chief
- Wirikip, Clan Mystic of Zuuljj
- Guljak, Clan Elder of the Greencircles

Lily Ralden (Ftr4): HP 17; **AC** 9[10]; **Atk** fists (1d2); **Move** 9; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** 4 attacks vs. HD 1 or less.

Jalmon, Yeeker, and Krain (normal humans): HP 6, 5, 3.

Tulmio (MU4): HP 10; **AC** 9[10]; **Atk** fists (1d2); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** +2 save vs. spells, spells (3/2—no spells memorized).

Greencircle Clan

Duergar (20): HD 1+2; **HP** 6, 5, 8, 9, 3, 10, 9, 3, 5, 7, 9, 4, 4, 10, 3, 7, 9, 8, 6, 6; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, hammer, light crossbow, 2d6gp.

Duergar Sergeants (6): HD 3+2; **HP** 11x2, 19, 20, 18x2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, hammer, crossbow, belt pouch containing 2d4 takkas.

Jakor, Sub-Chief: HD 6+2; **HP** 38; **AC** 2[17]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, *+1 warhammer*, crossbow, belt pouch containing 7 takkas and a ruby (200gp).

Wirikip, Clan Mystic of Zuuljj: HD 4+2; **HP** 30; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*insect plague*
Equipment: chainmail, *+1 warhammer*, light crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 10 takkas.

Guljak, Clan Elder of the Greencircles: HD 7+2; **HP** 51; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, shield, *+1 warhammer*, *potion of heroism*, 7 keys to clan strongboxes.

Treasure: The plants in the garden are collectively worth 8000gp if harvested. Additionally, there are numerous little rooms along the sleeping corridor with beds and personal items stored in footlockers. These contain little to nothing of value, for Guljak keeps the clan's treasure in his room at the very end of the sleeping corridor. His room contains 2 bolts of extremely fine velvet (100gp each), a tapestry of a spider (100gp), mask of inlaid bone (100gp), and a bronze statue of a purple worm (50gp).

There are also 7 chests in the room, all bolted to the floor:

Chest #1: 204gp, 3381sp, 5592cp.
Chest #2: 15,630cp and a bundle of feathers.
Chest #3: 3 takkas, 18gp, 4522sp, and 6692cp.
Chest #4: 4 *healing potions*, 1 bottle of *oil of stone to flesh*, 1 *potion of flying*, 1 *potion of heroism*.
Chest #5: 27 bronze ingots (5sp).
Chest #6 (trapped): Unless the trap is disarmed, opening this chest releases poison gas (20ft radius) that requires a saving throw or death.
Chest #7: 107gp, 1768sp, 8014cp.

37Y-5. Clanfortress of the Dinhammers

Over the archway into this room, the word "Dinhammers" has been inlaid into the stone using some sort of metal. The chamber beyond has walls of neatly mortared stone blocks, with several round metal ornaments that look like large plates or very small shields, all of them with beautifully etched and hammered decorations. Many of these look like they have been slightly damaged, and there are some scorch marks on the wall as if a *fireball* had detonated in the room. There is a kitchen in the northeast corner, a forge in the southwest corner, and living quarters in between. A large corridor leads out of the room toward the southeast. A few duergar are carrying on their normal daily task, especially around the forge and the kitchen fireplace.

The Dinhammer Clan (Area 37Y-5)

The Dinhammer clan is down to a total of only 13 survivors after their bout with the Exploder Clan. The remaining Dinhammers are **1 clan chief**, **1 armorer**, **1 sergeant**, **2 forge-helpers**, and **8 regular duergar**. This list includes *all* of the Greencircles in the Graumhalla, with their locations.

Symbol and Password: Hammer with rays, "Strike Loudly."

Politics and Loyalties: The Dinhammers were undecided between the two factions in the first place, but now they are completely uninterested in politics. Their entire focus is on rebuilding.

Adventure Hooks: They want to kidnap lots of duergar babies to raise into their clan (this sort of mission would require a bit more work on your part, but crying duergar babies would certainly make for an interesting tactical problem). Other than that, the obvious adventure hook is to help them get revenge on the Exploder Clan.

Members and Their Locations

In the clanfortress (**Area 37Y-5**)
- Duergar (8)
- Yakbak Dinhammer, Duergar sergeant
- Clan Chief Alkra Dinhammer

Skulls-of-Gold Bazaar (**Area 37Y-2**)
- 1 armorer
- 2 forge-assistants (2)

This is the clanfortress of the Dinhammers, whose numbers have been badly reduced by a short feud with the Exploders Clan (see **Area 37Y-31**). They made peace with the Exploders after a goblin packed with explosives got into the clanfortress and blew up, but they bitterly resent the losses and would love to get revenge on the Exploders if the results were to be definitive and final. Alkra Dinhammer is intelligent enough to use outsiders for such a task.

Dinhammer Clan

Duergar (10): HD 1+2; **HP** 10, 9x2, 8, 7x2, 6, 5, 4, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, hammer, light crossbow, 2d6gp.

Yakbak Dinhammer, Duergar Sergeant: HD 3+2; **HP** 22; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, crossbow, belt pouch containing 2 takkas and a garnet (10gp).

Clan Chief Alkra Dinhammer: HD 8+2; **HP** 55; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+1 plate mail*, shield, *+1 warhammer*, light crossbow, 20 bolts, *potion of speed*, belt pouch containing 4 takkas and a small ruby (100gp).

Treasure: Many of the sleeping chambers down the residential corridors are empty, for their original occupants are dead. The rest of the Dinhammers carry their valuables on their persons, with the exception of the actual clan treasure. The Dinhammers spent a lot of their treasure to settle their surrender to the Exploder Clan, but Alkra Dinhammer still has a chest in his room at the end of the farthest corridor. The chest is locked, but not trapped, and contains 10 takkas (25gp each) and 2045gp.

37Y-6. Clanfortress of the Child-Cookers

The archway leading to the clanfortress is engraved over the top with the words "Child-Cookers" in the language of the duergar.

> This chamber contains living space for what must be a fair number of the grey-skinned duergar judging by the number of chairs and tables. A massive central hearth has a circular chimney built over the top. A big iron cauldron hangs over one half of the firepit, and a big spit stands beside the other half, currently empty. The duergar in the room look unusually fierce, and you can see that at least one of them has teeth filed down into points.

The Child-Cookers are one of the nastier clans of duergar living in the Graumhalla, and the others are careful not to provoke them. They are considered lazy (for duergar) and shiftless by the other clans of the Graumhalla, but when there is a feud, both sides immediately contact the Child-Cookers to pick up some muscle. The Child-Cookers file their teeth into points, and wear the scalps of their enemies on necklaces. Participating as mercenaries in several bloody feuds has left their numbers a bit low, but they plan on breeding quickly or stealing babies to raise.

The Child-Cooker Clan (Area 37Y-6)

The Child-Cooker clan is composed of 20 duergar in total. These are **1 chief (a mystic)**, **2 sub-chiefs**, **12 tough fighters**, and **5 regulars**. This list includes *all* of the Child-Cookers in the Graumhalla, with their locations.

Symbol and Password: Cauldron, "Cauldron."

Politics and Loyalties: None.

Adventure Hooks: None. Anything having to do with these duergar is hack-and-slash diplomacy.

Members and Their Locations

In the clanfortress (**Area 37Y-6**)
- Duergar (5)
- Duergar fighters (11)
- Duergar leaders (2)
- Clan Leader Korki Child-Cooker (Mystic)

In the Skulls-of-Gold Bazaar (**Area 37Y-2**)
- Pirok

The Child-Cookers

Duergar (5): HD 1+2; **HP** 10, 9x3, 8; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Fighters (12): HD 3+2; **HP** 25, 23, 21, 20, 19, 17, 16x2, 15x2, 13, 10; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Duergar Sub-Chiefs (2): HD 5+2; **HP** 39, 36; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: plate mail, *+1 shield*, *+1 warhammer*, crossbow, 20 bolts, belt pouch containing 3d6 takkas.

Clan Leader Korki Child-Cooker (Mystic): HD 7+2; **HP** 57; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 11/1700; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr9 (3/3/3/2/2). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds* (x2), *cure light wounds*; 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*continual darkness* (x2), *prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death*, *insect plague*

Equipment: *+1 plate mail*, shield, *+1 warhammer*, light crossbow, 20 bolts, key to clan strongbox.

Treasure: The clan's treasure is found at the end of the clan's long residence corridor in Korki Child-Cooker's room. The room itself is hung with bones; they hang like wind-chimes from the ceiling, and the walls are covered with them. Strewn across the floor are 217sp, coins that the duergar leader never bothered to put into the strongbox (this alone would cause another duergar to pronounce him insane). The strongbox contains the following: 2886gp, 7308sp, 12,408cp, 3 opals (50gp), 2 sapphires (500gp) and 1 diamond (1000gp). If the characters spend some time pulling bones down from the wind-chime-like ceiling, they eventually find a thigh bone that serves as a pull-chain to open a secret trapdoor in the ceiling. A secret chamber above contains many more bones but also an unlocked stone cabinet containing a *ring of spell storing* (magic users).

37Y-7. Stone Bridges

Two stone bridges span the wide, dark waters of a canal in this broad chamber. No duergar guards are in the room, and no lights are evident. After a moment you realize that something smells very, very bad.

Note that if the characters entered Graumhalla with all guns blazing, planning to hack their way through the duergar king's domain, several of the duergar are likely placed here to offer serious opposition.

The canal is 30ft deep here, and the water barely moves, which gives the room a very bad smell (the reason why no one lingers here). Scum and algae are thick on the surface, and the bones of a giant rat float motionless near one of the bridge pilings. If the characters remain more than an hour in this room, they must begin making saving throws periodically to avoid swooning from the smell.

Anyone foolish enough to try swimming in this murky stew must immediately make a saving throw (repeated each round) or contract a disease. Within 1d3 hours, the character becomes unable to walk or communicate. The symptoms persist for 1d3 days unless a *cure disease* spell is used.

37Y-8. Docks of the Dead

This area smells putrid because it backs up to the scum-coated canal water. Several stone piers are built over the stinking water to moor boats, and to allow for loading and unloading cargo. The ceiling looks oddly lumpy until you realize that countless thousands of skulls hang overhead from wires, dangling from a vaulted ceiling 20ft high. They have small bells wired to them, and these jingle softly as hundreds of bats flutter and crawl through their forest of hanging bones.

The docks are a busy area when barges come south from the regions around the Sunless Sea, bringing drow-made goods to trade for metals and jewelry. There is a 75% chance that one of the splendidly decorated drow trading-barges is in port (roll d% to see which type):

Drow Trading-Barges

Type 1 (01–50)

- **2 troll rowers**
- **Drow merchant**, male Ftr4/Clr5 with *+3 drow chainmail*, *+3 shield*, *+1 mace*
- **Drow guards**, male Ftr2 (2)

Type 2 (51–00)

- **Drow merchant**, male Ftr4/Clr5 with *+3 drow chainmail*, *+3 shield*, *+1 mace*
- **Drider**
- **Drow guards**, male Ftr2 (2)
- **Bugbear rowers/guards** (4)

Treasure: Regardless which type of vessel the barge is, it is carrying the following:

All caravans carry 1d10x100gp worth of ordinary merchandise (cloth, fungus-rice, fungus-wood, iron, etc), plus additional variable treasure as shown on the table below:

Variable Cargo

1d20	Cargo
1–3	2d10 bars of platinum worth 250gp each
4–5	3d10 gems worth 200gp each
6–7	1d4 rolls of silk, unearthly quality, worth 2000gp each
8–9	Cage of 1d4+4 adorable, furry little pet-things of unknown species or origin, worth 1000gp each
10–11	1d6+1 potions (determine randomly from tables in rulebook)

1d20	Cargo
12–13	1d6+8 potions (determine randomly from tables in rulebook)
14–15	1d4 scrolls (determine randomly from tables in rulebook)
16–17	1 magical item of any kind (determine randomly from tables in rulebook)
18	2 magical items of any kind (determine randomly from tables in rulebook)
19	3 magical items of any kind (determine randomly from tables in rulebook)
20	Roll twice

Slaves

All barges carry a stock of 1d3 slaves intended for sale. Slaves are normal specimens of the racial type (roll 1d6):

1d6	Race
1	Troglodyte
2	Human
3	Bugbear
4	Duergar
5	Orc
6	Dwarf or elf (50%/50%)

In addition to the possibility of a trading barge in port, there will be a few duergar milling around, but they are not a particularly maritime race, and activity tends to be low on these docks if no foreign traders are present. The longshoremen and loiterers do not stay around for combat; they retreat to areas with more of their kind if it looks like a fight is brewing.

37Y-9. Iron Ore Docks and Rails

Stone piers jut out over the reeking water of the canal, lined with rusting iron rings for mooring boats. A barge containing a huge cargo of rocks is being unloaded into carts on an iron track by 10 goblin slaves. Three duergar overseers holding whips look on.

The "rocks" are iron ore, which is immediately spotted by any dwarf in the party. Once the carts are filled, they make their way up to the blast furnaces at **Area 3Y-10**. The operation here is run by the Headsmasher Clan (**Area 37Y-36**) because it is their ore being unloaded from mines to the north.

Goblins (10): HD 1d6 hp; **HP** 6x3, 5, 4x5, 3; **AC** 6[13]; **Atk** shovel (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.
Equipment: loincloth, shovel.

Duergar (Headsmasher Clan) (3): HD 1+2; **HP** 10, 9, 8; **AC** 4[15]; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

37Y-10. Blast Furnaces

The mine-cart track leads up onto a stone platform where goblins haul on chains to work massive box-like bellows, 10ft tall. The bellows force air into massive furnaces that are being loaded with the iron ore as it arrives. A stream of molten metal rolls down a trench from the blast furnaces into crucibles below. At the base of the blast furnace platform, another line of goblins shovel coal into the base of the furnaces. The blistering temperature of the furnaces make the air ripple wildly, and heat lashes out like a snake each time the goblins haul downward on their chains to pump air through the bellows and into the fires.

There are **20 goblin slaves** working the bellows, and another **10 goblins** shoveling coal. Looking on critically are **2 duergar overseers**, whips in their hands.

Goblins (30): HD 1d6 hp; **HP** 6x9, 5x5, 4x4, 3x7, 2x3, 1x2; **AC** 6[13]; **Atk** shovel (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.
Equipment: loincloth, shovel (the ones operating the bellows have shovels, but they are over to the side and require 1 round to retrieve).

Duergar (Furnace-Head Clan) (2): HD 1+2; **HP** 8, 10; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

37Y-11. Crucibles

Molten steel rolls down a trench into large crucibles, where it is tended by 15 duergar and 3 duergar overseers. From the crucibles it looks like it is released into some sort of ingot mold, but at the moment the duergar appear to be running a huge skimming tool over the surface of the molten metal. As with the nearby blast furnaces, a palpable aura of heat emanates from the area, and although the reddish light is less than near the blast furnaces, the molten metal here still casts forth a powerful, evil glow.

Anyone attacking the **18 duergar** here realize that it was a mistake. The duergar can spoon up molten steel with the skimmers and splatter it at a range of 40ft. The "spoonful" must be aimed at a specific target, with a "to-hit" roll made. If the hit is direct, it inflicts 4d6 points of damage. Everyone in a 10ft radius (including the original target, if the attack misses) must make a saving throw or take 2d6 points of damage from splatters of molten metal. As many as 5 of the duergar can be hurling molten steel at one time, and others can step up to the crucibles if any of those 5 are killed. A battle here is very, very deadly since the duergar are (a) on a platform, (b) behind crucibles that shield them 75% from missile weapons, and (c) can use the molten steel as a missile weapon.

Duergar (Pot-Skimmer Clan) (15): HD 1+2; **HP** 10x2, 7, 6, 5x3, 4x2, 3x6; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic,

immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeants (Pot-Skimmer Clan) (3): HD 3+2; **HP** 15, 14, 12; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

37Y-12. Cooled Steel Railhead

This section of track has flatbed carts, and four of them stand in place where the track circles around to allow the carts to turn around and head back to the crucibles. The flat carts are loaded with steel ingots and bars. At the moment, as far as you can tell, the carts are left alone and unguarded.

The workers here are on break, and the duergar do not bother to place guards on the heavy pieces of steel.

37Y-13. Steel-Loading Docks

Stone docks are built out into the canal here, and one barge is moored very close to the edge. A metal walkway is clamped to the edge of the boat, apparently to allow slaves to load it from the flatbed carts that come down from the crucibles.

This is where the finished steel makes its way onto the barges. This boat is waiting for ingots from **Area 37Y-12**, and the longshoremen are on break.

37Y-14. Commonhall of the Furnace-Heads and Pot-Skimmers

This room contains a few wooden benches and chairs, and a table set out with a chessboard and chess pieces. Two large corridors lead out of the room (not counting the one you entered). The northern corridor has "Fire it Up" carved over the top, and the southern corridor has "Pot-Skimmers" carved over the top. No one is in the room.

The Furnace-Heads and the Pot-Skimmers were once a single clan, and this chamber served as the clanfortress. Now that the clans are divided, the room has become sort of an antechamber leading to the two actual clanfortresses. The room is not used much other than for games or meetings between the two clans. In general, the duergar pass through this room without stopping on their way to their own clanfortresses.

37Y-15. Clanfortress of the Pot-Skimmers

This beautifully carved-out chamber has a vaulted ceiling and is decorated with tapestries depicting a crucible with long spoons crossed beneath it. Half of the room is dedicated to a large communal kitchen with fireplace, hearth, and stone countertops, and the other half is a sitting area reminiscent of a tavern. A number of duergar are relaxing in the chairs or working near the hearth.

This is the clanfortress of the Pot-Skimmer clan, who traditionally work the crucibles of molten steel in the foundries. Their name comes from the process of skimming impurities off the top of the molten iron with long spoons — the same spoons featured in the clan's heraldic device shown on the tapestries.

Duergar (Pot-Skimmer Clan) (15): HD 1+2; **HP** 10x2, 9x3, 8x3, 7, 6, 5x4; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

The Pot-Skimmer Clan (*Area 37Y-15*)

The Pot-Skimmer clan is composed of 39 duergar in total. These are **Chief Rappik**, **1 sub-chief**, **1 mystic**, **6 sergeants**, and **30 regulars**. This list includes *all* of the Pot-Skimmers in the Graumhalla, with their locations.

Symbol and Password: Crucible and crossed spoons, "Take some off the top."

Politics and Loyalties: The Pot-Skimmers are split between loyalists and rebel sympathizers. For the time being, the chief's faction (loyal to the king) is holding. The clan's mystic, though, is quietly urging the duergar to "return to the earth" and at the very least force the king to put his mistress Siaphela and her Isclaadran influences aside.

Adventure Hooks: If the characters are involved in the politics of the Graumhalla, the mystic and the clan chief of the Pot-skimmers would both be potential targets for assassination by outsiders from the other faction. The Pot-Skimmers themselves would not try to kill one of their own unless open fighting broke out through the entire Graumhalla.

Members and Their Locations

In the clanfortress (**Area 37Y-15**)
- Duergar (15)
- Duergar sergeants (3)
- Duergar sub-chief
- Duergar mystic
- Clan Leader Rappik Pot-Skimmer

At the Crucibles (**Area 37Y-11**)
- Duergar (15)
- Duergar sergeants (3)

King's Walk Market (**Area 37Y-21**)
- Yakiti Pot-Skimmer (attorney)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeants (Pot-Skimmer Clan)(3): HD 3+2; **HP** 17, 14, 11; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Duergar Sub-Chief: HD 5+2; **HP** 36; **AC** 2[17]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, *+1 warhammer*, crossbow, 20 bolts, *potion of invisibility detection* (per the *detect invisibility* spell, with duration of 1d6+6 turns), *potion of healing*, belt pouch containing 5 takkas.

Duergar Mystic: HD 5+2; **HP** 39; **AC** 3[16]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr8 (2/2/2/2/2). (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death* (x2)
Equipment: plate mail, *+1 warhammer*, scroll of *raise dead*, belt pouch containing 5 takkas.

Clan Leader Rappik Pot-Skimmer: HD 7+2; **HP** 52; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, shield, *+1 warhammer*, *potion of healing*, key to clan strongbox.

Treasure: The small rooms along the clan's residential corridor contain a variety of items and treasures, and the clan leader's room at the end of the corridor contains a massive strongbox, locked and bolted securely to the floor. Before reaching the strongbox, the characters will have collected the following: 47 sets of duergar clothing and ordinary personal possessions, 5 takkas, 238gp, 1828sp, 6227cp, 4 "little green" firecrackers, 2 jhoat-sticks (25gp), 3 small gems (10gp), 1 gold plate (10gp), 1 trophy belt buckle for goblin-skinning (50gp), 10 gold nose rings (5gp), 1 gold torc (10gp), 3 gold spoon-brooches (5gp), 2 carpets (50gp), and a large bag of chocolates (various kinds). The strongbox contains 20 takkas, 837gp, 3 *potions of healing*, and a pink diamond (2000gp).

The Furnace-Head Clan (*Area 37Y-16*)

The Furnace-Head clan is composed of 56 duergar in total. These are **1 chief**, **2 sub-chiefs**, **2 mystics**, **8 sergeants**, and **43 regulars**. This list includes *all* of the Furnace-Heads in the Graumhalla, with their locations.

Symbol and Password: Dome with smoke rising from top, "Fire it up."

Politics and Loyalties: Vormji Furnace-Head is a boyhood friend of Okarm Etekk, and the Furnace-Heads are mostly loyalists. A small contingent (10 or so) is sympathetic to the traditionalist rebellion, but they have no strong leader and would not presume to challenge the clan leader over a matter as important as the monarchy of the Graumhalla.

Adventure Hooks: There's not much to interest the characters with this lot, other than seeing them over the top rim of a shield, but if a parlay worked out beyond anyone's wildest expectations, the characters might find themselves being introduced to the king by his friend Vormji.

Members and their Locations

In the clanfortress (**Area 37Y-16**)
- Duergar (41)
- Duergar sergeants (8)
- Duergar sub-chiefs (2)
- Duergar mystics (2)
- Clan Leader Vormji Furnace-Head

At the Blast-Furnaces (**Area 37Y-10**)
- Duergar (2)

37Y-16. Clanfortress of the Furnace-Heads

This is obviously a common room for an entire duergar clan, for it contains a fireplace, kitchen, and tables. Three goblin slaves are fastened by long chains to what is obviously a small area for the clan's slaves. There are no tapestries on the walls, but huge, hammered sheets of brass have been bolted to the stone, all of them showing a dome with smoke rising from the top.

The Furnace-Heads own lots of goblin slaves to stoke their blast-furnaces in **Area 37Y-10** and to keep the bellows moving. The work-slaves all sleep in the steel production area; the **3 slaves** here are domestics and are not combatants.

Goblins (3): HD 1d6 hp; **HP** 5x2, 1; **AC** 6[13]; **Atk** no weapon; **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.
Equipment: tunic

Duergar (Furnace-Head Clan) (41): HD 1+2; **HP** 10x5, 9x7, 8x4, 7x8, 6x4, 5x5, 4x4, 3x4; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeants (Furnace-Head Clan)(8): HD 3+2; **HP** 18, 15, 11; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50%

heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Duergar Sub-Chiefs (2): HD 6+2; **HP** 32, 29; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, hammer, crossbow, 20 bolts. Sub-chief #1 has an *amulet of luck* (+1 to all saving throws) and a belt pouch with 5 takkas. Sub-chief #2 has a *potion of healing,* a *+1 dagger,* and a belt pouch with 12 takkas

Duergar Mystic (2): HD 4+2; **HP** 30; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*insect plague*.
Equipment: chainmail, *+1 warhammer*, light crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 10 takkas.

Vormji Furnace-Head: HD 8+2; **HP** 55; **AC** 0[19]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Save** 8; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, *+1 shield*, *+1 warhammer*, light crossbow, 20 bolts.

Treasure: Vormji Furnace-Head keeps most of the clan's treasure in a room along one of the residence halls. The room is locked (Vormji has the key) and trapped (poison gas, 20ft radius, deactivated by the key). Inside the room are countless little bags, boxes, and containers of all sizes. These contain treasure because, for some reason, Vormji likes to put treasure into small containers. Two of the containers are valuable in and of themselves. The first is a jeweled wagon with a little golden troll for the driver, being pulled by a pair of unicorns (3000gp). The second is a xorn studded with obsidian beads (1000gp), its mouth open to hold 4 jhoat-sticks (25gp) and a quill pen. Other containers hold a total of 15 takkas, 307gp, 7739sp, 3391cp, and 2 emeralds (500gp). An ordinary lantern sitting on Vormji's desk is magical: Once per day when the command word (*"fire"*) is spoken, a lance of flame leaps from the front of the lantern to a range of 30ft, inflicting 1d6 points of damage to anything it hits (using the owner's chance to hit). This can become inconvenient, because it obeys anyone, not just the owner. For example, if anyone nearby says, *"Let's make a fire,"* the lantern … fires.

37Y-17. Commonhall of the Mushroom-Growers and the Far Walkers

This hall contains two fireplaces and all the apparatus of two separate kitchens. Each has a completely separate set of stone counters, racks for utensils, and shelves of earthenware dishes, mugs, and plates. Goblin servants look at you slack-jawed as you enter the room. Two large tunnels lead from the room deeper into the duergar excavations. Each of the tunnels has an inscription over it, carved in the same runic language.

This chamber is commonly held by the Mushroom-Grower Clan and the Far Walkers. By mutual agreement, the clans dug two chimneys and moved their kitchens here, freeing up more space in their actual clanfortresses which are to be found beyond (**Areas 37Y-18** and **20**). The exit tunnels are labeled for the convenience of drunken duergar who might end up in the wrong clanfortress. The one leading to **Areas 37Y-18** and **19** is labeled (in the duergar language, written in dwarvish runes) as "Growth in the Dark," and the one leading to the clanfortress of the Far Walkers (**Area 37Y-20**) is labeled, "Walk On."

In the chamber are **18 goblin servants** carving up meat and different kinds of fungi, stoking the fires, stirring cauldrons, and otherwise working on the preparation of two large meals. The goblins are exhausted from their labors and do not fight unless they are attacked. If the characters simply move through the room without bothering the goblins, the slaves are rallied by their **2 duergar overseers** who are playing cards out of sight behind one of the shelves and are intelligent enough not to show themselves. They listen for the sound of combat, and when they hear it, they move to reinforce the duergar within. Both the overseers are Mushroom-Growers, although usually one from each clan is supervising their own cooks.

Goblins (18): HD 1d6 hp; **HP** 6x2, 5x3, 4x4, 3x2, 2x3, 1x4; **AC** 6[13]; **Atk** kitchen knife (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.
Equipment: tunic.

Duergar Overseers (2): HD 1+2; **HP** 8, 5; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

37Y-18. Clanfortress of the Mushroom-Growers

This hall has a domed ceiling, and the walls are hung with tapestries showing all different kinds of fungi, mostly mushrooms, woven in vibrant colors. Except for one or two small workbenches, the room is entirely given over to a sitting area with sturdy chairs and tables, all built for dwarf-sized occupants. The inhabitants of the room are duergar, as you expected, their only real difference from the others you have seen being that they all wear long leather boots with steel tips and hobnails.

This is the clanfortress of the Mushroom-Grower Clan, a group that is often looked down on by other duergar because, unlike other duergar clans, none of them is interested in metalwork or stonework. Even the other farming clans have large contingents of duergar with such "ordinary" interests, but not the mushroom-growers. Perhaps it is this very isolation that has led them into what many of the duergar in the Graumhalla would consider to be a dark heresy (see **Sidebox**).

Duergar (Mushroom-Grower Clan) (23): HD 1+2; **HP** 10x3, 9, 8x2, 7x5, 6x4, 5x3, 4, 3x4; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

The Mushroom-Grower Clan (*Area 37Y-18*)

The Mushroom-Grower clan is composed of 33 duergar in total. These are **1 chief**, **1 sub-chief**, **1 priest**, **5 sergeants**, and **25 regulars**. This list includes *all* of the Mushroom-Growers in the Graumhalla, with their locations.

Symbol and Password: A mushroom, "Growth in the Dark."

Politics and Loyalties: The Mushroom-Growers have secretly been getting bribes and benefits from Siaphela, and they have gone completely over to the worship of Isclaadra. When they finally made the decision, they murdered their mystic of Zuuljj and adopted a foreign duergar from the mines beyond the Graumhalla who was trained in the rituals and sacrifices of the Cult of Isclaadra. Even the king is unaware of the extent to which the Mushroom-Growers have embraced his own heresies.

Adventure Hooks: The Mushroom-Grower clan's heresy can make for interesting adventure hooks that reach beyond the Graumhalla. There might be letters and secret messages passing back and forth between here and the Font of Darkness, or if the characters had an arcane information source (Jupiter Kwan, perhaps), they might come to the Graumhalla to expose the Mushroom-Grower clan specifically. The secret of the Mushroom-Growers is also exactly the sort of information that could tip the Mystical Wardens (**Area 37Y-3**) over to the side of the rebellion. Even though no direct link exists between the cult affiliation of the Mushroom-Growers and the heresy of the king, the cult's conversion of the Mushroom-Growers makes it abundantly clear that the Cult of Isclaadra intends to subvert and, presumably, eventually control the entire Graumhallan Kingdom of the duergar.

Members and Their Locations

In the clanfortress (**Area 37Y-18**)
- Duergar (23)
- Duergar sergeants (5)
- Duergar sub-chiefs (1)
- Duergar Priest of Isclaadra (1)
- Clan Leader Skaadnar of the Mushroom-Growers

Concealed in the mushrooms (**Area 37Y-19**)
- Duergar farmers (2)

Duergar Sergeants (Mushroom-Grower Clan) (5): HD 3+2; **HP** 20, 19, 17, 16, 14; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Kierok, Duergar Sub-Chief: HD 6+2; **HP** 43; **AC** 2[17]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, *+1 warhammer*, light crossbow, 20 bolts, 2 *+1 bolts*, belt pouch containing 2 takkas and a pearl (500gp).

Sephibar, Duergar Priest of Isclaadra: HD 3+2; **HP** 21; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 7/600; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr6 (2/2/1/1).

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*prayer*; 4th—*cure serious wounds*.
Equipment: plate mail, shield, warhammer, crossbow, 20 bolts, unholy symbol of Isclaadra, belt pouch containing 4 takkas and 2 *potions of healing*.

Clan Leader Skaadnar of the Mushroom-Growers: HD 7+2; **HP** 43; **AC** 1[18]; **Atk** +2 *warhammer* (1d4+3) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, shield, *+2 warhammer*, crossbow, 20 bolts, belt pouch containing 10 takkas, the key to the strongbox, and a *figurine of the golden lion*.

Treasure: If the characters search the various rooms along the residential corridor, they accumulate the following treasures in addition to various uninteresting items of everyday life: 2 takkas; 16gp; 3395sp; 17,222cp; a mother-of-pearl comb (25gp); set of gold dice (100gp); and a silver goblet with gems (2000gp). At the end of the corridor, Skaadnar's room contains the Mushroom-Grower clan's strongbox. The strongbox has a complicated puzzle-lock, and is bolted to the stone. It contains a device that destroys the contents of the box if it receives a hard enough blow, and the puzzle-lock is trapped to deliver a poisoned needle to anyone who fails to solve it. A thief can open the traps using ordinary tools (at –25% but +5% per point of intelligence over 12) or can try to solve the puzzle itself (+10% chance of success per point of intelligence over 12). Anyone other than a thief who tries to solve the puzzle begins with a 30% base chance. The strongbox contains 27 takkas; 2769gp; 12cp, a *potion of invisibility*, a *scroll of cloudkill*, a brooch of sapphires (2000gp) and a bag of 6 Iktak mushrooms (4hp). The device that would destroy the contents of the strongbox is clearly marked with a skull and crossbones. It is a metal container with a glass stopper that contains a powerful acid.

37Y-19. Shroomhalla

On entering this chamber, you are hammered by the smell of rot. Weird fungus growths reach like spindly fingers to the ceiling 20ft above, crawling like vines over it to create fragile archways and intricate, lacy curtains. Except for a couple of very narrow pathways, the floor is studded with mushroom caps, bright and captivating patches of purple, orange, red, and yellow. An archway in the northwest wall opens up onto the canal. A stone pier extends 4ft or so out over the water, and 5 huge barrels are inside the room beside the canal archway.

This excavated chamber is the farm operated by the Mushroom-Growers, irrigated by canal water, which runs through carved channels in the floor. Although the characters get their feet wet and smelly by walking in this room, there is no game effect from the water.

The barrels contain fertilizer for the mushroom farm, and if they are opened, the smell in the room gets even worse because it's a ton and a half of fresh goblin poop. Hidden in this room are **2 duergar** gardeners of the Mushroom-Grower clan. They hear anyone who enters.

The room does connect to the reeking waters of the canal, and there is a small dock with a fungus-wood boat that can hold 1800 pounds of weight. The fungus-wood is quite waterlogged, and even one extra pound

of weight over 1800 sends it immediately to the bottom. Three pairs of oars are tied to the inside of the boat.

Duergar (Mushroom-Grower Clan) (2): HD 1+2; **HP** 6x2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

37Y-20. Clanfortress of the Far Walkers

This large hall is decorated with tapestries showing, amazingly, sunlit scenes of the surface. Forests, deer, and mountains are in many of them. Otherwise, the room is fairly typical of duergar halls you have already seen; much of the room is devoted to a kitchen, and the rest is a sitting room with some areas for craft-work. The duergar in here do not wear the generally drab colors that are common among the duergar of this area, but instead wear vibrant reds, whites, blues, and greens.

The Far Walker clan is known for its travelers, and makes most of its money by guarding caravans, owning caravans, and raiding caravans that belong to other people. Although it is very large in terms of numbers, by its very nature the clan does not have many of its people in the Graumhalla at any given time.

Duergar (Far Walker Clan) (28): HD 1+2; **HP** 10, 9x3, 8x8, 7x8, 5x2, 4x4, 3x2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp.

Duergar Sergeants (Far Walker Clan) (6): HD 3+2; **HP** 25, 18, 16, 13, 11, 8; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Pariar and Henkir, Duergar Sub-Chiefs: HD 6+2; **HP** 38, 36; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts, belt pouch. Pariar's belt pouch contains 3 takkas, a *potion of healing*, and an emerald ring wired to a finger-bone (800gp). Henkir's belt pouch contains a *potion of healing* and 40 takkas.

The Far Walker Clan (*Area 37Y-20*)

The Far Walker clan is composed of 58 duergar in total. These are **1 chief**, **2 sub-chiefs**, **2 mystics**, **8 sergeants**, and **45 regulars**. This list includes *all* of the Far Walkers in the Graumhalla, with their locations, and also notes the ones who are traveling.

Symbol and Password: Pair of boots, "Walk on"

Politics and Loyalties: The Far Walkers are split between loyalists and Zuuljjites, but for the most part their concerns have to do with how other groups in the Cyclopean Deeps react if the duergar suddenly shift allegiance from their traditional patron over to the cult of Isclaadra. One group of Far Walkers believes that the Cult of Isclaadra is going to conquer the entire Cyclopean Deeps in the long run, and it would be better for the duergar (or at least the Far Walker clan) to get the benefits of leading the pack. The other group of Far Walkers believes that the duergar will benefit by staying neutral while the various factions of the Cyclopean Deeps fight it out. The debate is not heated, and the Far Walkers will not be divided over the issue.

Adventure Hooks: The Far Walkers are the least xenophobic of all the clans in the Graumhalla, and they are always looking for employees (death rates are high for travelers in the Deeps).

Members and Their Locations

In the clanfortress (**Area 37Y-20**)

- Duergar (28)
- Duergar sergeants (6)
- Duergar sub-chiefs (2)
- Duergar mystic
- High Clan Mystic
- Clan Leader Ikeag Far Walker

Traveling outside the Graumhalla

- Duergar (17)
- Duergar sergeants (2)

Norajak, Duergar Mystic: HD 4+2; **HP** 30; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*insect plague*.

Equipment: chainmail, shield, *+1 warhammer*, crossbow, 20 bolts, unholy symbol of Zuuljj (red triangle on stone), belt pouch containing 4gp and a Leng-ruby worth 500gp (5000gp to a Leng-creature).

High Clan Mystic Mirikira: HD 6+2; **HP** 44; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr9 (3/3/3/2/2). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds, cure light wounds* (x2); 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*continual darkness* (x2), *prayer*; 4th—*cure serious*

wounds (x2); 5th—*finger of death*, *insect plague*.
Equipment: *+1 plate mail*, shield, *+1 warhammer*, scroll of *finger of death*, unholy symbol of Zuuljj (red triangle on stone), belt pouch containing 5 takkas.

Clan Leader Ikeag Far Walker: HD 8+2; **HP** 52; **AC** 0[19]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 7 (with amulet); **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities.
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, *+1 shield*, *+1 warhammer*, light crossbow, 20 bolts, *amulet of protection +1*, belt pouch with 3 takkas and key to strongbox.

Treasure: The residence corridor is, as with all the other clanfortresses, lined with small rooms where the duergar sleep and keep their possessions. The ordinary rooms down the corridor yield the following: a magic tambourine that jingles and thumps for a full 10 minutes once per day at a random time; 15gp and a copper piece with a picture that seems to change (but does not; it is drawn in an unearthly geometry); a desiccated unicorn head (complete with horn); a brooch, obviously of elven make, of silver and emeralds (4000gp). The strongbox in Ikeag Far Walker's room at the end of the residence tunnel contains only coins: 23 takkas, 6398gp, 45,225sp, and 66,329cp.

37Y-21. East Market (King's Walk)

This is a high-ceilinged hall filled with bustling activity, with a set of iron mine-cart tracks running through the middle. This northeast part of the hall has several stone posts rising to a height of 6ft, marked in the language of the Under Realms with the words, "King's Walk Market."

A statue in the northern part of the market is obviously a duergar king of some kind. Someone has painted a red mustache onto it, and the guards appear not to have noticed yet.

The King's Walk Market is the area rented by the king of the Graumhalla directly to the vendors and craftsmen who set up shop here. At virtually any time of "day" **3d10 duergar** are browsing through the merchandise and haggling with the merchants. In addition to these customers, the King's Walk Market contains 15 large stalls selling and/or making various products. A total of **30 duergar merchants** run the stalls (in various numbers per stall), relying on the market's guards to keep the peace and protect their wares. The market guards (in addition to the checkpoints shown on the map) are composed of **10 duergar sergeants** and **2 ogres**.

The statue is a representation of King Okarm Etekk, and a dwarf notices that the statue is fairly recently carved, not an old artifact of an ancient hero. The mustache was painted by someone sympathetic to the Zuuljjite rebellion who left the paint bucket and brush behind the statue. The characters are in very deep danger if they linger near the statue long enough to be noticed by one of the royalist guards (the guards in this market are almost all loyalists), because they will be suspected of being the vandals. Even ordinary vandalism would land a bunch of foreigners in the slave market as merchandise. Vandalizing the king's statue during a simmering rebellion is likely to bring about a very long and lingering death unless the characters either fight their way out or manage to persuade the guards (or the furious king) that they are innocent. Woe betide them if the party's magic-user, or their cartographer, writes with red ink. They might even be caught holding the paintbrush, but don't try to engineer that result. If they are handling the paint, give it a 1-in-6 chance that this is when they're spotted. If they say they are leaving immediately, reward the good decision and don't roll at all for the guards to see them near the statue.

Stall #1: Gem Dealer. At any given time, Mukaliki the duergar has 1d10+5 gems for sale. One of them is worth 1d10x1000, 2 are worth 1d6x100 each, and the rest are worth 1d10x10 each. The gem dealer marks up his sales by 10% (he sells a 50gp gem for 55gp, for example) and purchases gems from the characters at 90% of actual value (he buys the same 50gp gem for 45gp).

Mukalaki, Duergar Gem Dealer: **HD** 6+2; **HP** 36, 38; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas and 1000gp gem.

Duergar Guard: HD 3+2; **HP** 18; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Stall #2: Fishmongers. The duergar at this stall display a staggeringly unappetizing array of the creatures that live in subterranean lakes and streams. Albino octopi, blind cave fish of various types, and a selection of mollusks are arranged in front of the stall, wafting an oddly bitter smell into the air. Prices vary.

Duergar Fishmongers (3): HD 1+2; **HP** 8, 7, 5; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Stall #3: Performing Goblins. The duergar goblin-trainer in this small theater offers a death-defying performance by his goblins as they toss knives and short swords to each other while standing on stilts, rolling balls, and balance beams. Many of the goblins are poorly-trained replacements for the original performers. The show still has 10 of them, but if the characters stay to watch the show there is a 10% chance that they see the roster reduced to 9.

Duergar Assistants (2): HD 1+2; **HP** 8, 6; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Goblins (10): HD 1d6 hp; **HP** 4x2, 3x4, 2x2, 1x2; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Stall #4: Leather Goods. This stall offers ordinary leather goods such as backpacks, belts, hats, and boots. The source of the leather, though, is very sketchy. The leatherworkers refuse to discuss it with anyone who might not be aligned with Chaos.

Duergar Leatherworkers (5): HD 1+2; **HP** 9, 7x2, 6, 4; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Stall #5: Clothes. This stall (with a workroom behind it) offers beautifully stitched clothes. The proprietor, **Gergimik Furnace-Head**, is extremely xenophobic. Enraged with the various visitors (drow, night-ghouls, and so forth) expecting him to make clothes for their highly inferior selves, has erected a horizontal bar in front of the stall with the label (in Underspeak) *"You must be shorter than this bar to purchase clothes here, foreign scum."*

Gergimik Furnace-Head Duergar: HD 3+2; **HP** 13; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Slave-Goblin Tailors (3): HD 1d6hp; **HP** 6, 4, 3; **AC** 6[13]; **Atk** long pointy shears (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Stall #6: Body Disposal. The proprietor offers timely, secret disposal of bodies. He has **2 night-ghouls** as his assistants. He proudly claims that twice clans seeking to find out what happened to their relatives have tortured him, and that he only admitted guilt to one of them.

Duergar Body-Hider: HD 3+2; **HP** 19; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Night-Ghouls (2): HD 4; **HP** 32, 25; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Equipment: loincloth, each has a necklace of precious beads (200gp) and a belt pouch. The belt pouch of the weaker night-ghoul contains a piece of carved whale-tooth (25gp) and a pair of spectacles (300gp). The belt pouch of the stronger night-ghoul contains 5 takkas, a jhoat-stick (25gp), 14 duergar teeth, and a partially finished letter written on goblin-skin parchment.

The letter reads:

Dear Uncle Baba Hara,
I hope you like the copy of the Umpathra Manuscript, which I admit did make me chuckle when I read it. I will send another shipment of jerky when we find more work. This **[Here the letter stops]**

Stall #7: Kabobs, Nuggets, and Bulbs. This food stall offers various types of meat on a stick (special requests take 12 hours or less, with various associated costs). Nuggets of fried fungus are another specialty, along with some kind of bluish tuber. The cost of a simple meal is 1gp.

Duergar Cook: HD 3+2; **HP** 13; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Stall #8: Jewelry. A few pieces of jewelry are on display here (2000gp worth) but the main work done at this stall is custom production of unique pieces. Ordinarily, customers provide the gems and precious metal (these are, after all, duergar), but if the customer wishes, the jewelers can acquire materials for their clients. Prices are usually about 25% the value of a jewel's component materials.

Duergar Guard: HD 3+2; **HP** 13; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Duergar Metalworkers (3): HD 1+2; **HP** 9, 7x2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Stall #9: Hiring Agency. The agency can quickly provide bodyguards, miners, torturers, and rumor-spreaders.

Duergar "Headhunter": HD 3+2; **HP** 13; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Stall #10: Weapons. This stall sells a variety of ordinary weapons at normal prices. Quality is very high. If specifically asked about magical weapons, the proprietor draws out a magic short sword with a +2 enchantment. The sword's name is Ymris, and it is slightly intelligent. Once per day, when its name is spoken with the command to heal, it heals 2 hit points of damage to whatever person is touched by the flat of the blade.

Duergar Weaponsmith: HD 6+2; **HP** 39; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: plate mail, shield, hammer, crossbow, 20 bolts, 2 *+1 bolts*, belt pouch containing 1 takka, 2 garnets (10g) and the key to his strongbox, which contains 27takkas and 284gp.

Duergar Guard: HD 3+2; **HP** 13; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Stall #11: Printshop. A complicated printing press stands in the middle of this stall, where the duergar print handbills, pictures, and even entire books.

Duergar Printers (5): HD 1+2; **HP** 9, 8, 7, 5, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Stall #12: Attorney. **His Magniloquence Yakiti Pot-Skimmer** can be a very useful duergar for the characters to hire. He can intercede with the king, and trades favors with most of the clans (all except the Child-Cookers), allowing him to get the characters out of almost any social difficulties they may have caused for themselves in the Graumhalla. His rates are usually 500gp per problem for fixing, plus whatever expenses he incurs, and the cost of any actual settlements (bribes) made to parties of the second part and higher.

His Magniloquence Yakiti Pot-Skimmer the Duergar Attorney: HD 3+2; **HP** 22; **AC** 8[11]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: white-haired barrister's wig, warhammer, light crossbow, papyrus notepad, writing supplies, belt pouch containing 67gp and an emerald ring (500gp).

Stall #13: Thing. A thing occupied this stall almost a year ago, and no one has been able to make it leave. It wears a cloak, and anyone looking under the folds of cloth must make a saving throw or become paralyzed with horror until receiving a *remove curse* spell. No memory remains of what the character saw, either. Unfortunately the thing cannot be moved; the duergar gave up after using an astonishing array of ogres, blocks-and-tackles, and levers to no effect. Visiting magicians and sages could conclude only that it was some sort of elder creature, and eventually they just left the thing where it was. So there it sits.

Stall #14: Delicate Porcelain. This stall makes tall (3ft+) porcelain statues of drow and other things. They have 10 statues in stock (500gp each), and offer to make likenesses of the characters for 250gp.

Duergar Porcelain Artists (4): HD 1+2; **HP** 6, 4, 10, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Stall #15: Tattoo Artist. **Thraktar Outlander** is a gifted tattoo artist, and getting a tattoo here costs 500gp.

Thraktar Outlander, Duergar Tattooist: HD 3+2; **HP** 15; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, lockbox and key containing 403gp.

Guards and Shoppers

Duergar Merchants and Visitors (3d10 +30): HD 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (10): HD 3+2; **HP** 19, 17, 16x2, 14, 11x2, 9, 8x2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

Ogre Guards (2): HD 4+1; **HP** 25, 21; **AC** 5[14]; **Atk** giant club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: animal-hide clothing, club, sack on belt containing 1d100+50gp.

37Y-22. Slave and Justice Market

A large side-market is carved out from the main halls, dominated by a raised platform and several corrals where a few disconsolate goblins and members of other races are chained together. A small number of duergar are standing around chatting, but the area is fairly empty. The reason for the emptiness is apparent: A sign on the platform, written in the language of the Under Realm, informs the reader that the next auction of slaves will begin a half hour after the bell rings.

A large bronze bell is to the side of the platform. No one is currently standing near it.

The slave market of the Graumhalla doubles as the court of justice, because the penalty for most crimes is sale into slavery. The few executions or other punishments meted out by the King's Court are also performed here. In between the auctions, not many duergar are in the market area. For the most part, the slaves are bought by duergar from outside the Graumhalla to serve as miners in one of the numerous digs and excavations found off the primary corridors of the duergar realm.

Scheduled Executions

Ulkrick "the Traitor," condemned for denying the king and endorsing the Pretender (the "pretender" is Lokragar, but the name isn't spoken in the Graumhalla). Ulkrick is kept in a corral with the slaves. See **Area 37Y-23**, **Stall #2** for more about Ulkrick.

Slaves

- Tilrik the Duergar, sentenced for theft.
- 3 goblins captured while free-ranging.
- 1 bugbear captured while free-ranging.
- 2 drow (male, Ftr2) sentenced for trespass.
- 1 dark creeper, sentenced for theft.
- Ulkrick "the Traitor."

Duergar in the Slave Market (8): HD 1+2; **HP** 10, 9, 8, 6, 5, 4x2, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

37Y-23. Bazaar of Zuuljj

This market area has a much lower ceiling than the adjacent market halls, and although it is still 8ft high, the weight of the rock seems somehow oppressive here. The market area has a number of large stalls, all of them marked off with stone pillars and tapestries. At the south end of the market is a massive double door marked with a red triangle. Roughly hewn stone figures stand to each side of the door. Dim green torches flicker in sconces on the walls, but the middle areas of the market are entirely darkened by shadows of the people moving around.

This part of the market is owned by the Temple of Zuuljj, which is found on the far side of the great double doors. The two "roughly hewn" stone figures by the sides of the temple doors are actually earth elementals (described as part of the temple in **Area 37Y-37**).

This whole area has a tense feeling in the air. Weapons are worn a little more obviously, eyes are just a bit more alert for trouble. At the corners of the stalls everyone watches the groups of 2 or 3 duergar with red triangles tattooed on their foreheads. These are the only ones who seem to be at ease, leaning calmly against the cavern's support pillars, watching the market. These groups are **Zuuljjite zealots**, and a total of 10 of them are watching the market. They are not aggressive unless attacked, but if any of the king's troops enter the market, there may be a scene of some kind. The zealots think that the king should step down from the throne if he plans on worshipping the Demon-Prince Isclaadra instead of the traditional patron of the Graumhalla, the elemental prince Zuuljj. These groups keep to the part of the market controlled by the Temple of Zuuljj, whose priests — while still professing loyalty to the king — do not arrest the zealots. The king would certainly pay a reward to anyone who arrested any of the zealots and made it out of the market alive. In addition to the zealots, the market has a general population of **6d6+10 normal duergar** and **2d6 sergeants**.

Most of the rest of the market is taken up with ordinary shops selling the same sorts of goods as one might find in a city market on the surface, with the following exceptions:

Stall #1: Religious Tracts and Symbols of Zuuljj. This stall offers unholy symbols of Zuuljj in various materials and sizes (the symbol is the red triangle). Also on sale are copies of "*The Mystical Interpolation of the Creed of Zuuljj*," volumes 1 and 2. There is a volume 3, but it is available only from the priests in the temple (**Area 37Y-37**).

Stall #2: Judgments. In this small section of the market, **2 mystics of Zuuljj** sit in a triangle-arrangement of pillars on a triangle-shaped dais of stone. They are here to offer an alternative court to the king's for meting out punishments and judgments. Although this has always been a function of the Temple of Zuuljj, moving it out into the market has been seen, rightly, as a political statement by the temple, disapproving of the king. The buzz, at the moment, is all about a duergar named Ulkrick, who has been sentenced to die for his rebellious talk. Ulkrick apparently tried to get to this place for judgment, but was taken by the king's forces while he was still running through the King's Walk Market (**Area 37Y-21**). Ulkrick is currently penned up in the Slave and Justice Market (**Area 37Y-22**), and there is a bit of talk about forcibly taking him back and bringing him here for judgment. The mystics of Zuuljj are watching this talk very carefully, wondering whether to encourage it or not. Taking one of the king's convicted prisoners and effectively re-trying him would be an act of open defiance, and the temple is probably not ready for that yet, especially with Prince Lokragar still far away on the border of the Plateau of Leng (see **Chapter 6**). If the characters interfere at this point, they can affect the entire course of events in the Cyclopean Deeps. In one direction, a relatively stable Kingdom of the Duergar falls further under the sway of the Cult of Isclaadra. In the other direction, the fundamentalist earth-elemental zealots plunge the duergar kingdom into civil war, thwarting the plans of the demon-prince and allowing all the different societies in the Deeps to fight a proxy war by supporting one group of duergar or another. If the characters are standing here and paying attention, they have more power to shape events in their campaign than anywhere else in the adventure (except, perhaps, for actually fighting Isclaadra in the Font of Darkness). Stall #2 is a bit like the assassination of Archduke Ferdinand at the beginning of the Great War: It is the fulcrum which can move the entire Cyclopean Deeps in one direction or another. If the characters are here and just watch things, assign a 90% chance that the mystics quiet things down (everything continues as normal), but a 10% chance that the priests approve of the plan to fetch Ulkrick, thereby unleashing civil war in the Graumhalla, siege of the duergar embassy in Izamne, and all kinds of other violence. The characters, of course, could tip things toward rebellion simply by offering to lead the rescue party into the Slave and Justice Market.

Yormagar and Okrithic, Mystics of Zuuljj: HD 4+2; **HP** 30, 28; **AC** 4[15]; **Atk** +1 *warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*insect plague*.

Equipment: chainmail, shield, warhammer, crossbow, 20 bolts, unholy symbol of Zuuljj (red triangle on stone), belt pouch: Yormagar has 2 takkas and a *potion of healing*; Okrithic has 23gp and a silver necklace worth 10gp.

Stall #3: Carpets. This stall sells expensive rugs and carpets (the inventory is worth approximately 10,000gp). What makes the stall unusual is its proprietor, a **syanngg** by the name of **Jathurm**. Jathurm is pleasant enough to potential customers, but if anything is done to enrage him, he attacks.

Jathurm the Syanngg: HD 8+20hp; **HP** 60; **AC** 2[17]; **Atk** up to 6 bites (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special:** magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)

Magical Abilities: 1—*slow* (range 40ft); 2—*lightning bolt* (5d6, range 60ft); 3—*dispel magic* (level 12, range 40ft); 4—*flesh to stone* (range 30ft); 5—*hold monster* (range 30ft, duration 3d6 turns); 6—*charm monster* (range 20ft).

Treasure: Carpets (10,000gp value); strongbox containing 13,552gp; *+2 battle axe*.

Duergar Zealots (10): HD 3+2; **HP** 22, 20x2, 17, 16, 15, 13x2, 12, 7; **AC** 7[12]; **Atk** warhammer x2 (1d4+3); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +4 save vs. magic, +2 to hit and damage bonus with 2 berserk attacks, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: leather armor, warhammer, pouch with 1d6 gems (worth 50gp each), small copy of "*The Mystical Interpolation of the Creed of Zuuljj, Volume 1.*"

Duergar in Market (6d6+10): HD 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (2d6): HD 3+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

37Y-24. Mistmarket

This part of the duergars' market halls has a high ceiling, and every so often you see a wisp of dark mist curling across the floor before it disappears into one of the cracks in the flagstones, or down one of the metal drains. A few lamps are here and there, hanging down on thin chains from the ceiling, but they cast a dim light indeed. The area has several market stalls similar to a city's market on the surface but without canopies to protect the vendors from sun and rain since these obviously aren't a problem. Duergar shoppers wander through the area, stopping to talk with vendors, or haggling over prices.

If the characters look around the "corner" in this market, they find the gates to the Temple of Isclaadra (see **Area 37Y-40**).

As with the other markets, most of the stalls offer the same kinds of goods that would be available in a city's markets on the surface. There are differences in the details, of course. Strong fungus stalks usually stand in for wood, and the foods are quite different. Leafy vegetables are extremely rare, and they are seldom green. On the other hand, the markets have a wide variety of tubers and mushrooms. Cavefish and eels from the canal are inexpensive, and various kinds of meat — many of them quite distasteful — are available both cooked and raw.

This is the market operated (and taxed) by the Temple of the Demon-Prince Isclaadra. It was granted to the temple only recently, by order of the king, over the objections of several of the duergar clans. The most vociferous objection came from the Greencircle Clan (see **Area 37Y-4**), whose principal stall was in this part of the market, and which the temple later ordered replaced by a stall owned by the Mushroom-Growers.

The market has a general population of **1d6+10 duergar** and **1d4 sergeants**.

Duergar in market (1d6+10): HD 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (1d4): HD 3+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 2d4 takkas.

37Y-25. South Railhead

This cavern echoes with the sounds of the market nearby, but it has no stalls or vendors. Iron tracks for mining-carts make a circle here, allowing them to move in and out of the market without having to be turned around. Large crates and stone amphorae are stacked in rows, waiting to be loaded onto the carts and delivered to the vendors in the market area, and 5 carts are lined up along the track. Two ogres are lifting a crate into one of the carts.

This railhead is where heavy goods are placed on carts to be towed into the marketplace by **4 ogre slaves**. Two of the ogres are visible, and the other 2 are behind the carts, hidden by the large crate the other two are lifting. If the characters wait a few seconds, all the ogres are in view. If they attack immediately, the 2 additional ogres might be a surprise. If any combat occurs in this room, **1d6 duergar** drift in from the market to see what is happening, but they do not call any of the guards until 1d4+2 rounds go by. Fighting is not unusual here.

Ogre Slaves (4): HD 4+1; **HP** 26, 21, 19, 8; **AC** 5[14]; **Atk** giant club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: animal-hide clothing, club, sack on belt containing hunk of cheese and bread.

Crates and Goods: There are 14 crates and 5 stone amphorae. Twelve of the crates are a single shipment, all containing sacks of some kind of fungus flour for baking. Another crate contains earthenware plates and cups packed in straw, worth 500gp. The last crate contains fine cloth and is worth 700gp. Four of the amphorae contain wine, and these are worth 250gp each. The fifth amphora contains honey and is worth 2000gp here in the Under Realms, where honey is a rare commodity.

37Y-26. West Gate

This large room is well-constructed and the walls are exquisitely carved with images of swords, shields, anvils, armor, and triangles. A large metal gate dominates the room, a solid-looking piece of bronze inlaid with triangles of red marble.

This is the west gate of the Graumhalla, guarding the primary corridor that leads through duergar territory and eventually to the Font of Darkness

where the Cult of Isclaadra makes its headquarters. The door has a peephole and a hatch that can be used to talk with outsiders and to allow payment of the gate tax (5gp per head) before the door is actually opened. It is guarded by **5 duergar** and **1 sergeant**.

Duergar Sentries (5): HD 1+2; **HP** 9, 7x2, 6, 5; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeant: HD 3+2; **HP** 17; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 142gp.

37Y-27. Western Railhead

The iron tracks make a circle here, presumably to allow for loading cargo onto the mine carts that are lined up along the circle. There is no cargo, and the room sits empty, although you can hear the sounds of the nearby market.

This is a loading area like the one in **Area 37Y-25**, but it is currently empty, as described.

37Y-28. Gate of Dead Sentries

A strong bronze gate guards the tunnel here, with many triangle-shaped inlays of red marble. Words are inscribed over the top of the door, a runic language.

This gate guards the Graumhalla from incursions from the south, although such a thing would be unusual on any large scale from this direction. Nevertheless, occasionally some sort of monster emerges from the side tunnels and tries to break in.

The guards here are all members of the Sworn Sentries Clan (see **Area 37Y-29**). There are always **10 duergar** guarding the gate, along with **2 sergeants**. One of the sergeants bears a hunting horn and can alert his kin if it appears that the defenders need reinforcements from the clanfortress of the Sworn Sentries.

The runes over the top of the gate, on the outside, simply read, "Graumhalla." On the inside, in memory of the many guardians who have died defending the gate, the runes read, "Gate of Dead Sentries."

Duergar (Sworn Sentries Clan) (10): HD 1+2; **HP** 10x4, 7, 6x4, 3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (Sworn Sentries Clan) (2): HD 3+2; **HP** 17, 16; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 5 takkas each.

37Y-29. Clanfortress of the Sworn Sentries

This hall is decorated with swords, axes, hammers, and shields on the walls. It contains a kitchen area around a large hearth, an area with tables and chairs like a tavern, and an area with several small workbenches. Four wretched-looking humans are chained in one corner as the grey duergar laugh and talk on all sides.

This is the clanfortress of the Sworn Sentry clan, duergar that have — as the name suggests — sworn to defend the Graumhalla. They have a long tradition of fighting battles to the death, and given how weak duergar are, individually, compared with other denizens of the Deeps, the clan has fought lots of battles to the death while defending their "Gate of Dead Sentries."

If the characters fought their way past the Gate of Dead Sentries, this clanfortress is already emptied to defend the Graumhalla, with the exception of the chained humans. These humans are slaves of the duergar

The Sworn Sentries Clan (*Area 37Y-29*)

The Sworn Sentries clan is composed of 56 duergar in total. These are **1 chief**, **2 sub-chiefs**, **2 mystics**, **8 sergeants**, and **43 regulars**. This list includes *all* of the Sworn Sentries in the Graumhalla, with their locations.

Symbol and Password: Hammer over a Gate, "We all die."

Politics and Loyalties: Although the clan is generally pledged to defend the Graumhalla without respect to anything the king might do, they consider — in their gate-centric way of thinking — that allowing a non-duergar cult to affect politics in the Graumhalla is the same as "letting the enemy into the gate." Thus, they are ready to support the rebellion if it ever actually surfaces, provided that it puts a relative of the current king onto the throne.

Adventure Hooks: None, really. This clan defends a gate. They do it well. They do not look far beyond the implications and subtleties of guarding their gate.

Members and Their Locations

In the clanfortress (**Area 37Y-29**)

- Duergar (33)
- Duergar sergeants (6)
- Duergar sub-chiefs (2)
- Duergar mystic
- High Clan Mystic
- Clan Leader Nakni

At the Gate of Dead Sentries (**Area 37Y-28**)

- Duergar (10)
- Duergar sergeants (2)

clan, malnourished and terrified. They long to be free of the duergar, but they also know that if they are left alone in the Under Realms they will soon become food for some predator. If freed, they follow the party, which is likely to be a liability, for they are all simply normal humans.

Duergar (Sworn Sentries Clan) (33): HD 1+2; **HP** 10x7, 9x7, 8x3, 7x4, 6x4, 5x2, 4x3, 3x2, 2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (Sworn Sentries Clan) (6): HD 3+2; **HP** 24, 19, 18, 16x2, 10; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 5 takkas each.

Duergar Sub-Chiefs (2): HD 6+2; **HP** 36, 38; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, hammer, crossbow, 20 bolts. Sub-chief #1 has a *potion of fire resistance* and a belt pouch with 2 takkas. Sub-chief #2 has 2 *potions of healing* and a belt pouch with 12 takkas.

Duergar Mystic: HD 4+2; **HP** 30; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*insect plague*.
Equipment: chainmail, shield, *+1 warhammer*, crossbow, 20 bolts, unholy symbol of Zuuljj (red triangle on stone), belt pouch containing 4gp and a Leng-ruby worth 500gp (5000gp to a Leng-creature).

High Clan Mystic: HD 6+2; **HP** 44; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr9 (3/3/3/2/2). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds, cure light wounds* (x2); 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*continual darkness* (x2), *prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death*, *insect plague*.
Equipment: *+1 plate mail*, shield, *+1 warhammer*, light crossbow, 20 bolts, scroll of *cure serious wounds*, belt pouch containing 5 takkas.

Clan Leader Nakni of the Sworn Sentries: HD 8+2; **HP** 51; **AC** 0[19]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, *+1 shield*, *+1 warhammer*, crossbow, 20 bolts, belt pouch with *potion of healing*, 4 takkas, and key to strongbox.

Slaves (4): normal humans, **HP** 4x2, 3, 1.

Treasure: At the end of the residence corridor, in Clan Leader Nakni's spartan chamber, is the clan's strongbox. It is locked (the key is in Nakni's belt pouch), but not trapped. On opening, it reveals 117 takkas, 472gp, 3688sp, and a bag of 3 diamonds (1000gp).

37Y-30. Common Hall

This hall is decorated with a clashing mixture of what must be the heraldry of two different duergar clans. Orange and green seem to be the primary colors used, and the symbols are a mix of flames, circles, and leaves. Numerous scorch marks are high on the walls, and one has a smashed bat skeleton at the center of the blast. Three duergar are seated on the floor around a low table playing a game involving cards and two daggers.

Two corridors lead from the room deeper into the complex, with carved words over the top of each.

This hall is shared by the Exploders and the Greenfarmers clans, a truly odd combination that seems to work well for both clans in question. The **3 duergar** in the room are all members of the Greenfarmers clan. The south tunnel leading to the clanfortress of the Exploders (**Area 37Y-31**) bears the carving: "Bang, you're DEAD!" The southeast tunnel leading to the clanfortress of the Greenfarmers (**Area 37Y-32**) bears the carving: "Garden."

Duergar (Greenfarmers Clan) (3): HD 1+2; **HP** 8x2, 7; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% chance of gem (1d4x100gp value).

37Y-31. Clanfortress of the Exploders

This large stone chamber is painted a bright orange and smells like burned hair. Although part of it is dedicated to a kitchen with ordinary counters, racks and such, most of the room is apparently used for alchemical experiments. Blast marks mar all of the walls, seared black mixed with splashes of colored powders: mainly green, blue, and red. Stone countertops line the walls, crowded with earthenware pots, long tubes, racks of parchment, and buckets of water. Several duergar are in the room, all wearing leather aprons, full armor, and dark goggles.

The Exploders Clan (Area 37Y-31)

The Exploders clan is composed of 27 duergar in total. These are **1 chief**, **1 sub-chief**, **1 mystic**, **4 sergeants**, and **20 regulars**. This list includes *all* the Exploders in the Graumhalla, with their locations.

Symbol and Password: Circle with flame on top, "Bang, you're dead"

Politics and Loyalties: The Exploders are utterly committed to Zuuljj, and a significant minority of them is willing to destroy the entire Graumhalla rather than have a king who does not worship elemental powers.

Adventure Hooks: The Exploders are always looking for interesting substances and minerals of every kind to try them out in bombs and firecrackers. If the party approaches them peaceably, the Exploders would definitely purchase monster parts from them, or even send them out on specific missions to find things in dangerous places.

Members and Their Locations:

In the clanfortress (**Area 37Y-31**)
- Duergar (16)
- Duergar sergeants (4)
- High Clan Mystic
- Clan Leader Kraknaga of the Exploders Clan

In the Skulls-of-Gold Bazaar (**Area 37Y-2**)
- Duergar (4)
- Rok Rik the Sub-chief of the Exploders

The Exploders are considered the oddest and most dangerous of the duergar in the Graumhalla, with the one exception of the Child-Cookers (**Area 37Y-6**). The Exploders are seen as merely suicidally insane, rather than homicidally insane as the Child-Cookers are. Their passion is alchemy, but not a general intellectual voyage of discovery; rather, they want to blow things up more loudly, more violently, and more colorfully than they have so far achieved. Even their funerary traditions are incendiary; the skull of the deceased is packed with explosives and then detonated, with the bones being powdered for use in bombs and firecrackers.

Many of the rituals and magical ingredients used by the Exploders involve the intersection of earth and fire magic, an inherently elemental interaction. They are deeply and passionately tied to Zuuljj, although they also venerate Surtur, the great fire giant. The idea — the very idea — that a king of the Graumhalla would abandon the devout worship of Zuuljj is a matter of squeamish horrors to the Exploders. Prince Lokragar's rebels have discussed the idea of rebellion with the Exploders, but discovered that almost half of the clan preferred to explode and cave in the entire Graumhalla if it fell to heresy. At this point, even the Zuuljjite zealots decided not to involve the Exploders until later in the process, hoping to keep the "cave it all in" minority from taking control of the Exploder clan and leading to disaster.

Duergar (Exploder Clan) (16): HD 1+2; **HP** 10x2, 9x2, 8x2, 7x2, 5x2, 4x2, 3x4; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 1 red-grenade, dark goggles, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (Exploder Clan) (4): HD 3+2; **HP** 21, 19, 20, 17; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, warhammer, light crossbow, 20 bolts, 1 red-grenade, dark goggles, 5 takkas each, one has a gem worth 300gp.

High Clan Mystic: HD 6+2; **HP** 44; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr9 (3/3/3/2/2). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds, cure light wounds* (x2); 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*continual darkness* (x2), *prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death* (x2).
Equipment: *+1 plate mail*, shield, *+1 warhammer*, dark goggles, scroll of *cure serious wounds*, *rope of climbing*, belt pouch containing 2gp.

Clan Leader Kraknaga of the Exploders Clan: HD 8+2; **HP** 51; **AC** 0[19]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, *+1 shield*, *+1 warhammer*, light crossbow, 20 bolts, dark goggles, belt pouch with 4 red-grenades, 6 takkas, and key to strongbox.

Treasure: Simply checking out the rooms along the Exploders' residential corridor yields 115 flasks of oil, 284 torches, 30 "little green" firecrackers, and 30 red-grenades. The strongbox in Kraknaga's room

Red-Grenades

Red-grenades are the best combat-bomb the Exploders have invented so far. Members of the Exploder clan throwing a red-grenade do not need to make a to-hit roll on the target, but anyone else, including duergar of other clans, must succeed at a to-hit roll against AC 9[11]. The target of a red-grenade must make a saving throw or suffer one of the following effects (determine randomly):

1d6	Effect
1–2	No effect
3	1 point of damage
4	1d6 points of damage
5	Drop items in hands, stunned for 1 round
6	Blinded for 1d6+2 rounds

The explosion of a red-grenade is intense, but small; only a single person is affected unless they are so close that they are actually touching each other. If the target is mounted, the duergar is able to catch both in the blast. Since the blast is so restricted, there is no effect at all, even to bystanders, if the attack misses. Only members of the Exploder clan hit automatically with the grenades.

is trapped with a bomb that explodes for 2d100 points of damage if the chest is opened without the key (it is also possible to detect and remove the trap as normal). The chest contains 7728gp; 67,395sp; 129,484cp; 4 ripe apples; 2 potions of blow-up-if-you-drink-it (1d20); and a 6-inch clockwork elephant made of brass that walks and moves its trunk when wound up (2000gp).

37Y-32. Clanfortress of the Greenfarmers

This area is filled with plants of all different kinds: plants hang from the ceiling in pots, plants grow in troughs along the walls, and plants grow from round circles cut through the stone floor to reveal black, rich, soil underneath. Flowering vines coil upward around narrow pillars, so it is not possible to see across the entire chamber. The smell in the chamber is lush and strange.

This is the clanfortress of the Greenfarmers, quite a different place than anywhere else in the Graumhalla. It is intensely magical, created as a reward to the Greenfarmers for a service they performed on behalf of a demon in the distant past. What that service might have been is forgotten and lost to history, for none of the Greenfarmers alive at that time ever spoke of it to their children, and they are all dead now. In any case, the demonic garden produces enough food for all the Greenfarmer clan, and enough for them to sell besides. The fruit of their garden is syrupy sweet and spoils quickly after it is taken from the vine. The Greenfarmers love their garden with an addict's attention, often staying in the clanfortress for days at a time, breathing the exhalation of the plants and sitting amid the growth of the leaves and flowers.

Duergar (Greenfarmer Clan) (20): HD 1+2; **HP** 10x2, 9x2, 8x2, 7x2, 6x6, 5x4, 3x2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (Greenfarmer Clan) (4): HD 3+2; **HP** 20, 16, 20, 12; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6 takkas each.

Duergar Sub-Chief: HD 6+2; **HP** 38; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts, *potion of fire resistance* and a belt pouch with 3 takkas.

High Clan Mystic: HD 6+2; **HP** 44; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr9 (3/3/3/2/2). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds, cure light wounds* (x2); 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*continual darkness* (x2), *prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death* (x2).

Equipment: *+1 plate mail*, shield, *+1 warhammer*, scroll of *cure serious wounds* (x2), belt pouch containing 4 takkas.

Clan Leader Paigar of the Greenfarmers: HD 8+2; **HP** 51; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+1 plate mail*, shield, *+1 warhammer*, silver torc (5gp), crossbow, 20 bolts, belt pouch with 3 opals (50gp).

Treasure: The Greenfarmers have few possessions. The only significant treasure is Paigar's collection of metal torcs, which is what he buys with any treasure the clan does not spend. The collection contains 217 torcs, all of them beautifully molded, hammered, carved, gilded, chased, filigreed, etc. Of these, 151 are worth (on average) 10gp each, while 50 more are worth (again, on average) 50gp each. The next 15 are worth 100gp each, and the last, the prize of the collection, is a platinum torc studded with diamonds, worth 10,000gp.

The Greenfarmer Clan (Area 37Y-32)

The Greenfarmer clan is composed of 30 duergar in total. These are **1 chief**, **1 sub-chief**, **1 mystic**, **4 sergeants**, and **23 regulars**. This list includes *all* the Greenfarmers in the Graumhalla, with their locations.

Symbol and Password: Leaf, "Garden"

Politics and Loyalties: The Greenfarmers are generally uninterested in politics, and they revere their garden more than any god or demon. They fight to defend the Graumhalla mainly because they assume other duergar would take it poorly if they didn't.

Adventure Hooks: None.

Members and Their Locations

In the clanfortress (**Area 37Y-32**)

- Duergar (20)
- Duergar sergeants (4)
- Duergar sub-chief
- High Clan Mystic
- Clan Leader Paigar of the Greenfarmer Clan

Playing cards in the Common Hall (**Area 37Y-30**)

- Duergar (3)

37Y-33. Bridge Checkpoint

The reeking, stagnant water of a 50ft-wide canal runs slowly through this chamber, spanned by a stone bridge

carved with the faces of stern-looking duergar. The bridge has a high arch to allow boats to pass beneath it, so the ceiling is perforce very high. The occasional rustle from above suggests that the higher reaches of the chamber house a good-sized colony of bats.

This bridge is guarded by a checkpoint as shown on the map. Since the bridge leads nowhere other than duergar residences, the guards here are very suspicious of outsiders claiming to have business in this part of the Graumhalla.

37Y-34. Clanfortress of the Cannibal-Eaters

This large, vaulted chamber is illuminated by 10 patterns of dimly-glowing bricks, each pattern inlaid into the walls to resemble an open mouth full of teeth. The teeth of the 10 mouths throw off just enough yellow light to show the rest of the great hall. The eastern half is arranged as a kitchen with a large hearth, and the western half of the hall contains tables, chairs, and workbenches.

This is the redoubt of the Cannibal-Eater clan of the duergar. Despite their ferocious-sounding name, which dates back to an event 3 generations ago, the Cannibal-Eaters are not one of the Graumhalla's predominant clans like the Mystical Wardens, nor the most feared (that would be the Child-Cookers and the Exploders). They are, however, fairly numerous. They are known as a group of odd-jobbers and laborers, never having developed a specialty of any kind.

The Cannibal-Eaters Clan (Area 37Y-34)

The Cannibal-Eaters clan is composed of 51 duergar in total. These are **1 chief**, **1 sub-chief**, **1 mystic**, **8 sergeants**, and **40 regulars**. This list includes *all* the Cannibal-Eaters in the Graumhalla, with their locations.

Symbol and Password: Circle with teeth inside, "Ten Red Rocks"

Politics and Loyalties: The Cannibal-Eaters have thought of a compromise between the Zuuljj traditionalists and those favoring outright rebellion. They have tentatively put forth the idea that some sort of legal restraint or limitation could be placed on the king by the rest of the duergar, simply using their numbers to force the agreement. So far, this view has been perceived as strange and unworkable.

Members and Their Locations

In the clanfortress (**Area 37Y-34**)

- Duergar (40)
- Duergar sergeants (8)
- Duergar sub-chief
- High Clan Mystic
- Clan Leader Thranikk of the Cannibal-Eaters Clan

Duergar (Cannibal-Eaters Clan) (40): HD 1+2; **HP** 10x5, 9x6, 8x7, 7x3, 6x5, 5x6, 4x4, 3x4; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (8): HD 3+2; **HP** 22, 20, 19, 17, 15x2, 12, 8,; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6 takkas each.

Duergar Sub-Chief: HD 6+2; **HP** 38; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: plate mail, shield, hammer, crossbow, 20 bolts, and a belt pouch with 8 takkas.

High Clan Mystic: HD 6+2; **HP** 42; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr9 (3/3/3/2/2). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cure light wounds* (x3); 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*continual darkness* (x2), *prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death* (x2).

Equipment: *+1 plate mail*, shield, *+1 warhammer*, scroll of *cure serious wounds* (x2), belt pouch containing 6 takkas.

Clan Leader Thranikk of the Cannibal-Eaters Clan: HD 8+2; **HP** 50; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+1 plate mail*, shield, *+1 warhammer*, light crossbow, 20 bolts, *ring of poison resistance*, belt pouch containing 10 takkas, and the strongbox key.

Treasure: Searching the smaller rooms along the residential corridor of the Cannibal-Eaters produces a wide variety of uninteresting items besides 1 takka, 23gp, 739sp, 2058cp, 4 jhoat-sticks (25gp), and 6 small gems (10gp). The 8 strongboxes in Thranikk's chamber are locked but not trapped. They contain a total of 80 takkas; 3,662gp; 17,735sp; 108,445cp; 3 sapphires (500gp) and 4 diamonds (1000gp).

37Y-35. Clanfortress of the Gardeners

Note: This entry covers both the clanfortress and the large garden chamber to the south.

This chamber has elaborate wall-hangings and tapestries depicting innumerable different types of plants; most of them fungi as far as you can tell. A hearth with a large chimney lights the western half of the chamber with a roaring blaze, and the eastern part of the room is organized much like a tavern, with long tables. A few workbenches are set against the walls for tasks such as shoemaking or sewing.

This is the clanfortress of the Gardener clan (not to be confused with the Greenfarmers). It is unexceptional as duergar clanfortresses go, with no particularly unusual features other than the tapestries. These are the equivalent of an instructional manual, for they show pictures of hundreds of different types of fungi and other plants that can grow underground, with commentaries embroidered underneath the pictures. Even just as a curiosity they would be worth 15,000gp on the surface in total, but they weigh 400 pounds each (there are 15 of them).

The large garden to the south is mainly devoted to fungi of various kinds. It is irrigated with canal water and smells horrible:

This chamber is filled with hanging baskets and earthenware pots, all of them blooming with colorful growths of mushrooms. The floor is awash in foul-smelling water that apparently keeps the mushroom-pots wet. The most startling sight, though, is three dead bodies of some kind of humanoid staked upright in the middle of the room. You cannot tell what species they might be, because they are covered from head to toe in a bristly, lumpy coating of truffles that are apparently growing on the corpses.

The bodies are those of captured orcs, but only an expert anatomist would be able to tell this, and a close inspection would be required. The truffles are delicious, though.

Duergar (Gardeners Clan) (30): HD 1+2; **HP** 10x4, 9x2, 8x2, 7x3, 6x7, 5x2, 4x7, 3x3; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (6): HD 3+2; **HP** 21, 19, 17x2, 15, 10; **AC** 4[15]; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6 takkas each.

Duergar Sub-Chiefs (2): HD 6+2; **HP** 38, 42; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: plate mail, shield, hammer, crossbow, 20 bolts, and a belt pouch with 10 takkas. Subchief #2 has a *+1 light crossbow*.

The Gardeners Clan (Area 37Y-35)

The Gardeners clan is composed of 41 duergar in total. These are **1 chief**, **2 sub-chiefs**, **2 mystics**, **6 sergeants**, and **30 regulars**. This list includes *all* the Gardeners in the Graumhalla, with their locations.

Symbol and Password: Green triangle with red triangle inside, "The garden has three sides"

Politics and Loyalties: The Gardeners are essentially neutral in duergar politics, although they would lean toward the king's side if it came to a battle for the Graumhalla.

Members and Their Locations

In the clanfortress (**Area 37Y-35**)

- Duergar (30)
- Duergar sergeants (6)
- Duergar sub-chiefs (2)
- Clan Mystics (2)
- Clan Leader Krain of the Gardeners Clan

Duergar Mystics (2): HD 4+2; **HP** 30, 28; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Mystic #1 Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*finger of death*

Mystic #2 Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* (x2); 3rd—*continual darkness* (x2); 4th—*cure serious wounds*; 5th—*insect plague*

Equipment (both mystics): chainmail, *+1 warhammer*, crossbow, unholy symbol of Zuuljj, belt pouch containing 10 takkas. Mystic #1 has a scroll of *cure serious wounds*, and Mystic #2 has a scroll of *heat metal* (the mystic can cast this level 2 druid spell).

Clan Leader Krain of the Gardeners Clan: HD 8+2; **HP** 50; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+1 plate mail*, shield, *+1 warhammer*, light crossbow, 20 bolts, a *potion of healing*, belt pouch containing 6 takkas, and the strongbox key.

Treasure: The small rooms along the residence corridor yield little of interest, but Krain's room at the end of the passage contains 3 stongboxes that hold the clan's treasure. None are trapped, but all are locked (with the key Krain wears around his neck). They contain the following: 5,118gp; 712sp, 12,620cp, 5 small gems (10gp), a *scroll of protection from demons*, and a lamp that, when rubbed, summons a single (non-magical and completely ordinary) bee up to 3 times per day.

37Y-36. Clanfortress of the Headsmashers

This room is arranged in the same way as other duergar clan-rooms you have seen so far. Half of it is organized as the clan's kitchen, and the other half is a common room with some workbenches scattered here and there. Bas-relief carvings of a hammer poised over a head seem to be the main decorative theme, although there are a few wall hangings as well. Four goats are tethered to the east wall, eating some kind of fungus from a trough.

The Headsmasher clanfortress is essentially the same as the many others in the Graumhalla. One of the duergar in the clan ferments goat milk into an alcoholic beverage, which is the reason for the goats. As a group, the Headsmashers are generally aggressive, as one might expect, given the name. They tend to find work as bodyguards, guards for merchants, and even the occasional job guarding a caravan that leaves the Graumhalla for a trip to Izamne or the Domes of the Serpentfolk.

Duergar (Headsmasher Clan) (37): HD 1+2; **HP** 10x7, 9, 8x2, 7x8, 6, 5x6, 4x8, 3x4; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (8): HD 3+2; **HP** 19, 17, 16, 15x2, 14x2, 10; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6 takkas each.

Duergar Sub-Chief: HD 6+2; **HP** 42; **AC** 2[17]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, *+1 warhammer*, crossbow, 20 bolts, and a belt pouch with 10 takkas.

High Clan Mystic: HD 6+2; **HP** 42; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr9 (3/3/3/2/2). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cure light wounds* (x3); 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*continual darkness* (x2), *prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death* (x2).
Equipment: *+1 plate mail*, shield, *+1 warhammer*, scroll of *cure serious wounds* (x2), belt pouch containing 6 takkas.

Clan Leader Henrik the Headsmasher: HD 8+2; **HP** 50; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, shield, *+1 warhammer*, crossbow, 20 bolts, belt pouch containing 10 takkas, and a necklace with the keys to the strongboxes.

Treasure: The small rooms along the residence corridor yield nothing more than 27sp and 6 bottles of fermented goat milk. Henrik's chamber, at the end of the corridor, contains 2 large iron strongboxes that can be opened using the keys on Henrik's necklace. Strongbox #1 contains 289gp; 2,274sp; a carved ivory mask (200gp); a string of jade beads (500gp); a leather notebook (blank) with a fire opal in the middle of the cover (1000gp); a scrap of parchment with the letter "10" (worthless); a signet ring with the hammer-and-head device, with a hinged chamber that can conceal powder and has traces of arsenic in it; and a bullwhip with a large crystal as the pommel (200gp). Strongbox #2 contains 52 takkas; 7,227gp; 18,434sp; an ivory carving of a snake's head, and a map (the Player Map of the Cyclopean Deeps).

The Headsmashers Clan (Area 37Y-36)

The Headsmasher Clan is composed of 51 duergar in total. These are **1 chief**, **1 sub-chief**, **1 mystic**, **8 sergeants**, and **40 regulars**. This list includes *all* the Headsmashers in the Graumhalla, with their locations.

Symbol and Password: Horizontal hammer over a head, "Smash it."

Politics and Loyalties: The Headsmashers are resistant to change, and for this reason they would oppose a rebellion. They are fairly disgusted with the idea that the king might be a devotee of anyone other than Zuuljj, but they dislike the idea of a rebellion even more.

Members and Their Locations

In the clanfortress (**Area 37Y-36**)
- Duergar (37)
- Duergar sergeants (8)
- Duergar sub-chief (1)
- High Clan Mystic (1)
- Clan Leader Henrik the Headsmasher

At the Iron Ore Docks (**Area 37Y-9**)
- Duergar (3)

37Y-37. Temple of Zuuljj

Exterior:

Two roughly-hewn stone figures stand to either side of double metal doors in the side of the market area. The doors stand open to show a triangular-shaped room within.

The roughly-hewn statues are **2 earth elementals** in the service of Zuuljj, each of them bearing a triangular mark on its forehead. If any of the priests of Zuuljj cry for help, the statues lose their form and turn into

a mass of rock and earth, entering the temple to attack the enemies of the priesthood.

Earth Elementals (12 HD) (2): HD 12; **HP** 52, 51, **AC** 2[17]; **Atk** strike (4d8); **Move** 6; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** +1 or better weapon to hit, tear down stonework.

Interior:

The temple is a chamber shaped like an equilateral triangle, roughly 150ft across. The statue of a stocky, bearded man with a triangle etched in his forehead stands against the far wall looking at the door. Beside the statue, a wide corridor leads south. Three altars are in the room, arranged in a triangle at the room's center, each altar facing a different direction. Three duergar in priestly robes, red triangles painted on their foreheads, are standing at each corner of the room, meaning that one of them is right next to the door beside you.

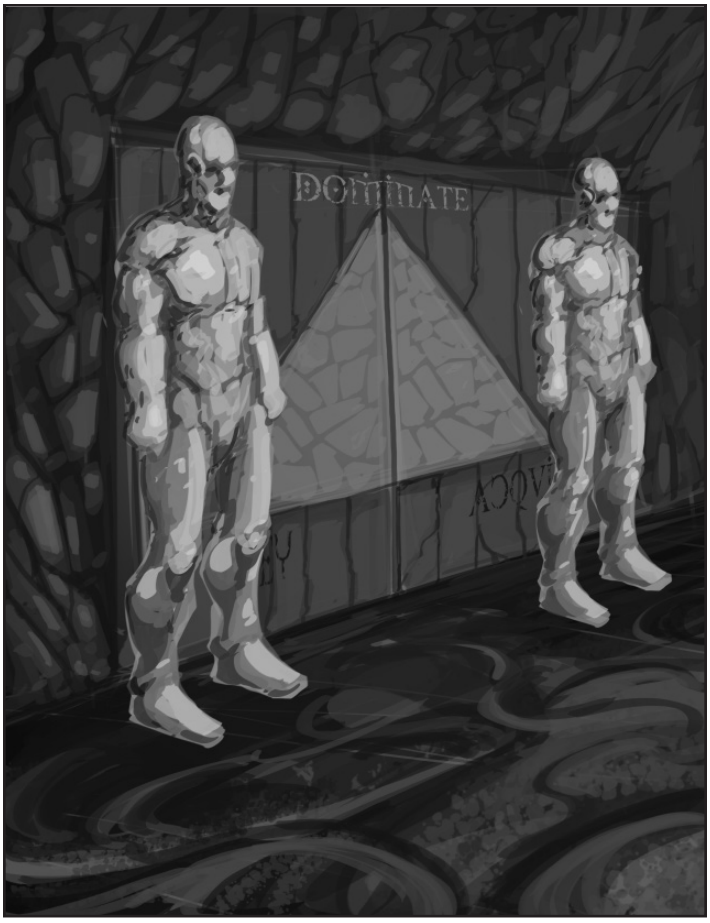
The worship of Zuuljj is relatively ecumenical in its approach to sacrifices: Zuuljj accepts goblins, drow, ogres, elves, dwarves, and all kinds of other creatures as well as humans. The floor of the entire temple is stained red with old blood, and smells like rust, death, and terror. Zuuljj is an elemental prince of earth, caring little for his followers but vainly pleased by their devotions. He adores fear, and appreciates the symbolism of blood's iron returning to the earth for him to soak in and consume.

If the characters are able to get into the good graces of the mystics here, they may get a chance to speak to **Yokken**, **the High Mystic of Zuuljj**. If they are looking for work, and Yokken can be made to trust them, the Mystic offers them an interesting job: assassinating a duergar named Chorchek (see **Hex 40AB** earlier in this chapter). The duergar pay 5000gp for the return of Chorchek's head. They do not offer to pay more if he is alive; they simply want him ended.

This part of the temple is as far as the priests allow ordinary followers to enter the temple, for the Inner Sanctum in **Area 37Y-38** is too holy ("unholy," to be more accurate) for the presence of those who have not been sanctified in the name of Zuuljj.

Zuuljj, Elemental Prince of Chaos

As noted in **Volume 1, Appendix 2** and at the start of this volume: Zuuljj is a tremendously powerful denizen of the Elemental Plane of Earth, akin to the great nobles who rule the efreet and the djinn. He is a grey-skinned being who wields a pair of stone hammers, and many clans of the duergar, the dark dwarves, venerate him. Zuuljj dwells in the legendary City of Malachite, lord of Xoles and Xorn, and of the nomadic Xandjinni (Kzand-jeeni). Zuullj once wrote his motto (the "Creed of Zuuljj") on stone tablets, and placed them at the gates of the city. They read: *"Obey, Acquire, Dominate."* Some duergar fundamentalists have created a book called *"The Mystical Interpolation of the Creed of Zuuljj,"* which is a broad, so-called "explanation" of the three words of the creed and the order in which they appear. Some of the conclusions they have reached are at best stretched, and at worst peculiar. The Zuuljjan Mystics believe (of course) that the duergar are destined to rule the entire world, wipe out all dwarves, follow the commands of their leaders as long as the leaders are true to the doctrines of Zuuljj, and wear a red triangle — representing the three words of the creed — tattooed (or at least painted) on their faces.



Duergar Acolytes of Zuuljj (2): HD 1+2; **HP** 8, 7; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 4/120; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr4 (2/1). (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Spells: 1st—*cure light wounds, cause light wounds*; 2nd—*hold person*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 2d4 takkas.

Duergar Priest of Zuuljj: HD 4+2; **HP** 26; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, invisibility, enlarge, spells Clr7 (2/2/2/1/1).

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*finger of death*

Equipment: chainmail, shield, *+1 warhammer*, crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 1d6 takkas.

37Y-38. Inner Sanctum of the Temple of Zuuljj

The floor of this chamber is inlaid with red stone to form a triangle shape. In the middle of the triangle stands a large, roughly-hacked red stone, contrasting sharply with the precise construction of everything else in the duergar halls. The boulder of native stone juts out from the neatly carved flagstones, and it is obviously stained with old blood. To the side of the triangle is a stone podium upon which a massive book lies open. The room is guarded by a savage-looking duergar warrior with a red triangle tattooed over his entire face, standing beside the podium where another, much older duergar stands at the podium in front of the book.

This is the inner sanctum of Zuuljj, where the priests carry out the more secret rituals of their elemental cult. There is no statue of Zuuljj here; the focus of their rituals is the center of the triangle. The two duergar in the room (unless the defenders of the temple have already swarmed out to join a battle in the market area) are **Jorag the Berserker** and **Yokken**, **the High Priest of Zuuljj** in the Graumhalla and all of the duergar kingdom.

The book is known as the "*Book of Stonebinding*," and contains rituals to summon Zuuljj, Elemental Prince of Earth-Chaos. If the characters were hired by the aboleth in **Chapter 5** to steal this book by theft or force, this is where it is. Trying to use it as an artifact, summoning godlike beings, is not advisable. The book can be sold for 50,000gp if the characters survive long enough to collect their money after they put it on sale. Not only do all of Zuuljj's minions come after them for the book, but so do the minions of all his rivals. None of these factions need to bargain for the help of a few puny mortals in the battle: The characters aren't a factor in the eyes of these beings, they are just what's keeping the book from touching the ground at the moment.

The priests of Zuuljj live much like the ordinary duergar of the Graumhalla in small rooms along residence corridors. The residence corridors behind the temple are home to the following (in addition to the ones in the Temple):

Zealot Berserkers (3): HD 3+2; **HP** 24, 22, 12; **AC** 7[12]; **Atk** warhammer x2 (1d4+3); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +4 save vs. magic, +2 to hit and damage bonus with 2 berserk attacks, immune to illusions, magical abilities.
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: leather armor, warhammer, unholy symbol of Zuuljj, belt pouch containing 2d4 takkas.

Duergar Acolytes of Zuuljj (7): HD 1+2; **HP** 10, 9, 8, 7x2, 6, 5; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 4/120; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr4 (2/1). (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Spells: 1st—*cure light wounds, cause light wounds*; 2nd—*hold person*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 2d4 takkas.

Duergar Priests of Zuuljj (2): HD 4+2; **HP** 26, 24; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, invisibility, enlarge, spells Clr7 (2/2/2/1/1).
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*finger of death*
Equipment: chainmail, shield, *+1 warhammer*, crossbow, 20 bolts, unholy symbol of Zuuljj, belt pouch containing 1d6 takkas.

Jorag the Berserker: HD 6+2; **HP** 43; **AC** 6[13]; **Atk** *+1 warhammer* x2 (1d4+4); **Move** 9; **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, +2 to hit and damage with two attacks, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 leather armor*, *+2 warhammer*; unholy symbol of Zuuljj, belt pouch containing 10 takkas and a stone carved with the words, *"Obey, Acquire, Dominate."*

Yokken, High Priest of Zuuljj: HD 7+2; **HP** 46; **AC** 0[19]; +2 *warhammer* (1d4+3) or *+1 light crossbow* (1d4+2); **Move** 9; **Save** 9; **AL** C; **CL/XP** 11/1700; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr10 (3/3/3/3/3).
Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Spells: 1st—*cause light wounds* (x2), *cure light wounds*; 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*continual darkness* (x2), *prayer*; 4th—*cure serious wounds* (x2), *poison*; 5th—*finger of death* (x2), *insect plague*.
Equipment: *+1 plate mail*, *+1 shield*, *+2 warhammer*, *+1 light crossbow*, 20 bolts, unholy symbol of Zuuljj, belt pouch with 5 takkas.

Treasure: Searching the small rooms along the residence corridor (other than the one belonging to the high priest) yields the following: 12 takkas, 130gp, 931sp, 7293cp, a clay rabbit with obsidian eyes (100gp), 15 copies of *"The Mystical Interpolation of the Creed of Zuuljj,"* volume 1, and 3 copies of volume 2. The high priest's room contains a stone treasure chest, which is actually the shape taken by an enslaved **earth elemental**. If anyone other than the high priest enters the room, the elemental attacks (spilling its contents onto the floor as it reshapes itself). The chest contains 22 takkas, 719gp, 4 diamonds (1000gp) and the broken-off top of a scepter. The scepter of the kings of the Graumhalla has been broken for many generations, and this is the missing part, which was given to the priesthood of Zuuljj as a token of loyalty. No one but the priests of Zuuljj even know that the broken end of the scepter exists. If they chose to use it as a rallying point for the rebellion, it would have a very strong influence on many of the clans that would otherwise not be willing to rebel. Siaphela and the king would pay as much as 20,000gp for it.

Earth Elemental (16 HD): HD 16; **HP** 64; **AC** 2[17]; **Atk** strike (4d8); **Move** 6; **Save** 3; **AL** N; **CL/XP** 17/3400; **Special:** +1 or better weapon to hit, tear down stonework.

37Y-39. Escape Route

If the characters approach from the water, they see an additional detail before getting too close: The outside of this dock is marked with a red-painted triangle, which they might know is the mark of Zuuljj.

This is a low-ceilinged chamber that opens onto the reeking filth of the slow-moving canal. Two sturdy boats are lashed to stone racks on the walls. A brass bell guarded by a duergar hangs on a stand beside the tunnel that leads out of the docking chamber.

This little dock is the back door to the priesthood of Zuuljj in case they ever need to escape in a hurry, dispose of bodies, or dispatch messages in secret. It is guarded by **1 acolyte** with a hammer who hits the bell if anyone at all pulls up a boat. If the bell rings, the denizens of the Inner Sanctum (**Area 37Y-38**) immediately come to defend the area.

This chamber is a very, very weak link in the defenses of the Temple of Zuuljj. Magical wards placed on this entrance have been destroyed over and over again by demons in Isclaadra's service, and are currently waiting to be replaced.

37Y-40. Temple of Isclaadra

Outer Gates:

> These gates are black, with strange, dark-blue striations that seem to drift through the black like mist. As you watch, a duergar walks right through the closed door as if it wasn't there at all.

The temple doors are insubstantial during the "day" and solid when the temple is closed to worshippers. Even during the "night," there are two ways to enter the doors. The first is to be a nebunorne demon, which is an option not available to the characters. The second is to be carrying an unholy symbol of Isclaadra.

Temple Interior:

> The entire floor of this room boils with a knee-deep carpet of dark mist. The seething mist crawls up the pedestal of a huge demon-statue in the chamber's southwest corner, behind which is a high archway leading into a tunnel. Two hooded priestesses stand in front of the statue, and when they turn toward you, you see that their hooded faces have no eyes, but black mist dribbles down from their empty eye sockets, drifting down the folds of the robes to join the churning pool that lies deep over the chamber's floor.

The two priestesses are Vessals of Isclaadra, servants of the demon-prince of mists. They are welcoming to anyone coming into the temple, and actively intercede with their demonic patron to get real assistance for those who sacrifice here. The cult has established a beachhead in the realm of the duergar, and is fighting hard to solidify its gains. So far, no duergar cultists have been raised into the direct service of the temple. The Vessals intend to cross that bridge soon, knowing that it leads to more accusations that the cult is trying to subvert the duergar culture, and probably also leads to some rioting. Whenever riots break out in the Graumhalla, the chaos is used to settle old grudges, and the Vessals plan on settling some grudges of their own.

The statue, of course, is a representation of the Demon-Prince Isclaadra. He is a handsome and traditional demon with a human face, bat wings, and goat legs, with small horns. He carries a staff and smiles benevolently out into the mist-filled temple. The statue is not magical, does not animate, and has no secret compartments.

The tunnel behind the statue leads to the Inner Sanctum (**Area 37Y-41**), and the Vessals attack anyone who tries to enter that area (giving a polite warning first).

A hound of darkmist is in the temple, lying down and hidden beneath the mists. It does not fight, even to defend the Vessals, for it has one, specific task. If anyone hostile to the cult — probably demonstrated by killing the Vessals here — enters the tunnels to the west, the hound must wait until they are out of sight and then go to warn Siaphela (see **Area 37Y-53**).

Vessal of Isclaadra (2): HD 8; **HP** 42, 40; **AC** 4[15] –1[20] in darkness; **Atk** khopesh (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells MU5 (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.
Spells: 1st—*charm person* (x2), *detect magic, sleep;* 2nd—*web* (x2); 3rd—*lightning bolt.*
Equipment: short sword, robes, unholy symbol of Isclaadra. Vessal #2 has a blue key (to the chest in Area 37Y-42).

Hound of Darkmist: HD 7; **HP** 42; **AC** 3[16]; **Atk** 3 bites (1d6+1 plus hold plus paralysis); **Move** 18; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** hold (other heads bite for automatic damage), free movement (cannot be blocked, can flow around to attack from behind), paralyze with fear (save avoids, with release lasts 1 round), smell Law. (**Monster Appendix**)

37Y-41. Inner Sanctum of the Demon Cult

> This looks like a temple, with rich wall hangings and an altar in the middle of the room. A lantern stands on the altar, but instead of giving forth light, it bleeds the dark mist, which runs down the side of the altar and drifts on the floor, which is ankle-deep in it. A tall woman wearing black robes and a hood stands behind the altar.

The woman in black robes is **Samaneethi, the High Vessal** appointed to run this relatively new temple of the demon-prince. In terms of followers, she is far less powerful than the other High Vessals in the Cyclopean Deeps — Azisha Taa in Izamne, and Pathawara Lia in the Font of Darkness. She might be the best street-fighter of the three, however, and Isclaadra has certainly chosen to place her right where the streets are going to be bloody. Instead of ruling a large cult in a city like Azisha Taa, or supervising an ancient temple at the center of the cult like Pathawara Lia, Samaneethi is building up a new following in a hostile city, depending on a high-strung demoness (Siaphela) not to lose control of the sexual politics going on in the palace, and meanwhile get ready for the inevitable battle against the well-armed and well-entrenched religion she intends to destroy. She is a formidable adversary.

Samaneethi, High Vessal of Isclaadra: HD 14; **HP** 62; **AC** 2[17] or –2[21] in darkness; **Atk** short sword (1d6); **Move** 12; **Save** 4; **AL** C; **CL/XP** 16/3200; **Special**: backstab (x2), create special darkness, death-flash, magical abilities, skills of Thf4, spells (4/3/3/2/1).

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.
Spells: 1st—*charm person* (x2), *magic missile* (x2); 2nd—*phantasmal force*, *web* (x2); 3rd—*lightning bolt, slow* (x2)*;* 4th—*fear, wall of ice;* 5th—*teleport.*
Thieving Skills: Climb 88%; Tasks 30%; Hear 4 in 6; Hide 25%; Silent 35%; Locks 25%
Equipment: *+1 chainmail* under robes, veil, short sword, *potion of healing*, vial of liquid darkmist, unholy symbol of Isclaadra, pouch containing 30 takkas.

Nebunorne Demon: HD 10; **HP** 68; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better

Samaneethi, High Vessal of Isclaadra in the Graumhalla of the Duergar

Long-term Goals: Replace the Cult of Zuuljj as the religion of the duergar with the Cult of Isclaadra.
Current plans: Protect the interests of the duergar king while Siaphela seduces and corrupts him; while also increasing the number of duergar worshipping Isclaadra, and preparing for the secret cultists among the duergar to survive and win in a battle against the Zuuljjite cult.
Allies: Siaphela, King Okarm Etekk, various duergar including some she does not know (such as the Mushroom-Growers clan). Most of her allies are indirect, supporting the king and throne rather than the Cult of Isclaadra.
Enemies and rivals: Cult of Zuuljj, Greencircles clan of duergar, Exploders clan, others who support Zuuljj and traditional religion of the duergar.

If the characters reach (or have already reached) a friendly accord with the Cult of Isclaadra, Samaneethi can provide them with all kinds of violent riots, stealthy assassinations, document-thievery, and secret ambuscades.

weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon). (**Monster Appendix**)

Magical Abilities: at will—create *darkness 10ft radius*; 3/day—create *darkness 50ft radius*.
Equipment: *tentacle-staff*, necklace of dark stones (2000gp)

Tactics: Samaneethi absolutely does not hesitate to teleport out of combat that looks like it will go bad, leaving the demon behind to slow down the attackers. She has practiced teleporting to the market (**Area 37Y-21**) if she intends to regroup and fight, and to the Docks of the Dead (**Area 37Y-8**) if she intends to get out of the Graumhalla entirely.

Treasure: The altar contains an obsidian box filled with a reddish-colored incense. The box itself is worth 200gp, and the incense 1000gp.

37Y-42. Chamber of the Vessals

This chamber is divided by carved screens of what look like dark wood. The walls are hung with silk, and the area in front of the screened-off segments is arranged with a table and 3 chairs.

This is the sleeping chamber for High Vessal Samaneethi and the other 2 Vessals of the temple. All three are elsewhere: Samaneethi is in in the Inner Sanctum (**Area 37Y-41**) and the 2 Vessals are in the Temple's main room (**Area 37Y-40**). If the characters reach this chamber, they have presumably defeated the Vessals already.

The front of the room, where the table stands, is a common area, and the wooden screens (actually a fungus with properties much like wood but giving off a poison gas if burned) mark off the sleeping areas of the three Vessals. A **hound of darkmist** guards the High Vessal's sleeping area, and it attacks the characters immediately.

Hound of Darkmist: HD 7; **HP** 44; **AC** 3[16]; **Atk** 3 bites (1d6+1 plus hold plus paralysis); **Move** 18; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** hold (other heads bite for automatic damage), free movement (cannot be blocked, can flow around to attack from behind), paralyze with fear (save avoids, with release lasts 1 round), smell Law. (**Monster Appendix**)

Treasure: The silk hangings on the walls are worth 500gp, but the "wooden" screens have no value. The two regular Vessals have a bed and chest in their sleeping areas. Chest #1 is unlocked, is not trapped, and contains: 116gp, 343sp, 2 robes, 1 shrunken head (of a male dark stalker), necklace of serpentfolk teeth, 2 jade statues of coiled snakes (100gp each). Chest #2 is locked with a blue lock (one of the Vessals in **Area 37Y-40** has the key) and contains: 3,072gp; 27 unholy symbols of Isclaadra; 3 *potions of ethereality*, 4 *potions of giant strength*, and 3 diamonds worth 3,000gp each.

Samaneethi's sleeping area contains a bed and chest like the others, but her chest contains only her clothes and other ordinary items, with one exception. The exception is an eyeball in a jar of liquid, which appears to still be alive. The jar apparently wards the eyeball from any sort of divination magic (which makes it a rather valuable item in and of itself). No information can be gained about the eyeball without opening the jar. As it happens, nothing happens when the jar opens other than the eyeball's pupil dilating to look at the person opening the jar. The eye exudes a very strong magical stench of necromancy, powerful enough that it can be felt — very slightly — even without the use of a detection spell. (*Eye of Zoltar*, **Magic Item Appendix**)

37Y-43. Throne Room and Banquet Hall

This large chamber has a vaulted ceiling and a tall throne on a dais against the north wall. The walls are hung with long banners that reach from floor to ceiling, each one carrying a different device upon it. The largest of these is a black banner with crossed hammers beneath a skull. One of the large black banners hangs to either side of the throne. Long tables are set up for feasting, with benches farther away from the throne, replaced by chairs in the places closer to the king's seat.

If the Graumhalla is not under attack, the following can be used as a general description of the Duergar Court:

A grey-skinned dwarf sits upon the throne, wearing a crown and holding half of a broken scepter. The throne is flanked by a dog on each side, but they are extremely unusual beasts and quite different from each other. Several duergar are in the room, of course, and one very unusual visitor, a large starfish-like shape with multiple serpent heads that turn menacingly to look at you.

This is the room where King Okarm Etekk is likely to be encountered unless the party has chosen to wait him out or some sort of emergency has required his attention. The dogs on each side of the throne are presents from the two cult factions in the Graumhalla. One is a rock terrier (also known as a **xound**), essentially an earth-elemental dog. The other is a **hound of darkmist** inhabited by the soul of a dark stalker from Izamne. Unless the characters have been fighting their way here, there is no particular reaction to their appearance; this is an audience chamber, and

the Graumhalla has visitors of all kinds of different races.

The "starfish-like" creature is a visiting **syanngg** by the name of **Harmer**, whom the king is thinking of recruiting as a mercenary in case riots and revolution break out in the Graumhalla. The presence of a syanngg would probably turn the tables in such a battle. Thus far, no deal has been reached between the two, and Harmer probably stands aside in the case of a battle. Another courtier who tries to stand aside is the king's cousin, **Karigar** (see **Area 37Y-49**). Karigar assumes any combat in the throne room to be the arrival of the revolution, and he knows that he will be one of the first duergar executed, no matter which side wins. He waits for his chance to get through the door and then run until he reaches Izamne.

The banners, if anyone happens to look at them, are: a wall with crenellations, a green circle, a hammer with rays, a cauldron, a crucible with crossed spoons, a dome with smoke rising from it, a mushroom, a pair of boots, a hammer over a gate, a circle with a flame on top, a leaf, a circle with teeth, a green triangle with a red triangle inside, a hammer over a head, and a broken scepter over a crown.

The king maintains a standing bounty of 10,000gp on Prince Lokragar's head, and a 5000gp bounty simply for finding where he is hiding. If Lokragar can be captured alive, the bounty is 20,000gp. More information about Lokragar can be found in **Chapter 6**.

King Okarm Etekk: HD 8+2; **HP** 65; **AC** –2[21]; **Atk** +2 *warhammer* (1d4+3); **Move** 9; **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Equipment: *+2 plate mail*, *+2 shield*, *+2 warhammer*, crown, scepter (broken but worth 10,000gp), belt pouch with skull-and-hammers key to the door of his bedchamber (Area 37Y-53) and an unmarked key to the treasure room (Area 37-Y-54).

Rock Terrier (Xound): HD 4; **HP** 22; **AC** 0[19]; **Atk** bite (4d6); **Move** 9 (tunnel 9); **Save** 13; **AL** N; **CL/XP** 9/1100; **Special:** immune to fire and cold, half damage from electricity, travel through stone. (**Monster Appendix**)

Hound of Darkmist: HD 7; **HP** 44; **AC** 3[16]; **Atk** 3 bites (1d6+1 plus hold plus paralysis); **Move** 18; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** hold (other heads bite for automatic damage), free movement (cannot be blocked, can flow around to attack from behind), paralyze with fear (save avoids, with release lasts 1 round), smell Law. (**Monster Appendix**)

Duergar Guards (Kingsguard) (2): HD 1+2; **HP** 8, 7; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeant (Kingsguard) (2): HD 3+2; **HP** 17, 15; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6 takkas each.

Duergar Captain (Kingsguard): HD 7+2; **HP** 41; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+1 plate mail*, *+1 shield*, *+1 warhammer*, and a belt pouch containing 42gp and a carved opal (1000gp).

Karigar Etekk, King's Cousin : HD 3+2; **HP** 17, 15; **AC** 4[15]; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, warhammer, light crossbow, 20 bolts, belt pouch containing 2 takkas.

Harmer, Syanngg Mercenary: HD 8+20hp; **HP** 53; **AC** 0[19]; **Atk** up to 6 bites (1d4); **Move** 6; **Save** 5 (with amulet); **AL** C; **CL/XP** 14/2600; **Special:** magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)

Magical Abilities: 1—*slow* (range 40ft); 2—*lightning bolt* (5d6, range 60ft); 3—*dispel magic* (level 12, range 40ft); 4—*flesh to stone* (range 30ft); 5—*hold monster* (range 30ft, duration 3d6 turns); 6—*charm monster* (range 20ft).

Equipment: 24gp, 2 gems (500gp), 3 diamond-encrusted necklaces (4000gp), *amulet of protection +2*.

Other Duergar in the Throne Room

Duergar (2d6): HD 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, hammer, crossbow, 20 bolts, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

If the Graumhalla is under attack, only one duergar sentry is here.

Duergar Guard (Kingsguard): HD 1+2; **HP** 10; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, hammer, crossbow, 20 bolts, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

Okarm Etekk

King of the Duergar
Long-term Goals: Rule the duergar
Current plans: Trying not to be deposed and executed
Allies: Cult of Isclaadra
Enemies and Rivals: Cult of Zuuljj, Prince Lokragar

King Okarm Etekk is not particularly worried about keeping his throne, but he knows there is a great deal of dissent. He plans to continue stamping it out, knowing that eventually a bounty hunter will kill Lokragar, he will pay the bounty, and all will be well. The plan fails to take into account the zealots of Zuuljj, but the king is unaware of how deeply the Zuuljjites oppose him.

37Y-44. Plotting Rooms

This room contains a table and chairs, but it is otherwise empty.

These rooms are used for the more important personages in (and visitors to) the Graumhalla for meetings. Usually these are negotiations or deals being struck while the court is in session and the king is present. If the characters are playing the Graumhalla as a political or mercenary situation instead of as an "assault" type of scenario, they probably end up here plotting and planning with whatever faction they have decided to support, whether it is the king, the rebels, the Cult of Isclaadra, the Cult of Zuuljj, or an outside patron such as Jupiter Kwan.

37Y-45. Kitchens and Servants

A great hearth burns in this room, surrounded with counters, racks of knives, long spoons, ladles, and other cooking implements.

This chamber is, fairly obviously, the kitchen for the royal complex, and the residential corridor leading west from the main kitchen is where the cook, under-chefs, and slaves live, along with the other servants of the royal complex.

The cook is likely to be in this room: He is Irik Etekk, a relative of the king. The position of king's chef in the Graumhalla is not considered appropriate for anyone lesser than a royal relative, and carries considerable prestige. Having a relative in charge of the kitchen — as long as it is NOT one with a claim to the throne — gives the king and the court a bit of extra protection against the ever-present threat of poisoned food or drink. Irik has a key (marked with the skull-and-hammers sigil) to the king's bedroom in **Area 37Y-53**, which he assigns to whichever servant is responsible for cleaning the chamber or bringing food to the king and Siaphela when they choose not to come out to the banquet hall. Several workers are in the room, both duergar and goblin slaves, but only the duergar fight. The goblins run, if possible.

Irik Etekk, King's Chef: HD 3+2; **HP** 26; **AC** 9[10]; **Atk** 2-handed cleaver (1d8); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: ordinary clothing, hammer, belt pouch containing 8 takkas.

Duergar Under-Chefs (6): HD 1+2; **HP** 9, 8x2, 7, 6, 4; **AC** 9[10]; **Atk** 1 hammer (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: ordinary clothing, warhammer, belt pouch containing 2d6gp, 5% chance of gem (1d4x100gp value).

Goblin Slaves (4): HD 1d6 hp; **HP** 6, 4x2, 3; **AC** 6[13]; **Atk** knife (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Equipment: tunic, apron, knife.

Treasure: There is a great deal of ordinary kitchen equipment, but nothing that would really be considered treasure. The spices could be sold for 500gp.

37Y-46. Scullery and Storage

Barrels, boxes and shelves line the walls of this room, which is clearly the storage area for the kitchens. A few goblin-sized sleeping nests are at the northern end.

Although this room might be a bonanza for first-level characters willing to lug sacks of flour out to the surface for a few paltry silver pieces, it contains nothing of particular interest for a higher-level party. Flour is here in quantity; and a large sack of nuts might be good for a few laughs, but essentially this is not one of the rooms that will interest the characters.

37Y-47. Clanfortress of the Kingsguard

This great hall is arranged like a practice area for warriors, with 2 racks of practice weapons, a foot-soldier's quintain, and other tools of the fighter's trade. There are several small tables, and small but comfortable-looking chairs, but most of the room is devoted to training.

The truly unusual thing about this clanfortress is the lack of a kitchen area. The other clans do not have the luxury of eating in the king's banquet hall. The Kingsguard work for the privilege, though, for they hurl themselves between the king and anything that threatens him, and fight to the death in his defense. The Kingsguard are the formal bodyguard of the royal family, and they are a formidable group.

Duergar Guards (Kingsguard) (3): HD 1+2; **HP** 8, 7, 5; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, belt pouch with 2d6gp, 5% chance of gem (1d4x100gp value).

Duergar Sergeants (7): HD 3+2; **HP** 23, 21, 20x2, 19x2, 17; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6 takkas each.

Duergar Captain (Kingsguard) (4): HD 7+2; **HP** 44, 30, 29, 26; **AC** 1[18]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.
Equipment: *+1 plate mail*, shield, *+1 warhammer*, and a belt pouch containing 2d10 takkas

The Kingsguard (Area 37Y-47)

The Kingsguard is composed of 28 duergar in total. These are **1 commander**, **6 captains**, **2 mystics**, **14 sergeants**, and **5 regulars**. This list includes *all* the Kingsguards in the Graumhalla, with their locations.

Symbol and Password: Broken scepter and crown, "Ever Loyal to the King"

Politics and Loyalties: Loyal to the king

Adventure Hooks: Defending the king from a rebellion, defending the king from assassins

Members and Their Locations

In the clanfortress (**Area 37Y-47**)
- Duergar (3)
- Duergar sergeants (7)
- Duergar captains (4)
- Duergar mystic
- Chark Mek, Commander of the Kingsguard

In the Throne Room (**Area 37Y-43**)
- Duergar (2)
- Duergar sergeant (2)
- Duergar captain

Guarding the King (**Area 37Y-52**)
- Duergar sergeants (5)
- Duergar captain
- Duergar mystic

Duergar Mystic: HD 4+2; **HP** 31; **AC** 4[15]; **Atk** *+1 warhammer* (1d8+1) or crossbow (1d6); **Move** 9; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1).

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*finger of death*

Equipment: chainmail, *+1 warhammer*, crossbow, unholy symbol of Zuuljj, belt pouch containing 10 takkas.

Chark Mek, Commander of the Kingsguard: HD 8+2; **HP** 52; **AC** –3[22]; **Atk** +2 warhammer (1d4+3) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+3 plate mail*, *+2 shield*, *+2 warhammer*, light crossbow, 20 bolts, belt pouch containing 10 takkas, the key to the strongbox, a *potion of extra healing* and a *potion of speed* (2 attacks/round).

Treasure: The small residence rooms along the corridor do not yield much in the way of treasure, but a strongbox is in Chark Mek's room at the end of the hall. The strongbox contains the following: 36 takkas; 3407gp; 77,733sp; 60,386cp, 3 small rubies (200gp), a diamond (1000gp), a gold goblet studded with obsidian (1000gp), and an ivory lantern (2000gp).

37Y-48. Guest Room

This room is nicely furnished, with a featherbed, deep-pile carpets, table and chairs, and a mahogany wardrobe.

This is a large guest chamber, not currently occupied. If the characters somehow convince the duergar that they are important, wealthy, and powerful, the king orders extra beds to be brought to the room, and this is where they are offered a place to stay. The carpets and wardrobe together are worth 1000gp.

37Y-49. Cousin Karigar

This lavishly furnished chamber is obviously the home of a relatively important duergar. It is separated into different areas: a bedroom area partially screened off so you cannot see all of it, and a sitting room area with table, chairs, and writing desk.

These chambers belong to **Karigar Etekk**, the king's cousin. Karigar is quite loyal to the king, and not at all inclined to play politics. He is most likely in the throne room, and is not encountered here unless other reasons have developed during the adventure. As described in the Throne Room (**Area 37Y-43**), Karigar's first response to any violence is to assume that the rebellion has started; he grabs his stash of escape-takkas, if possible, and flees.

Treasure: Karigar keeps his treasure under a loose flagstone beneath the bed. He has 41 takkas stored away, and nothing else, for he changes all his material wealth into something easily carried. He knows that if the Graumhalla rises in rebellion, the king will suspect him as a rebel and the rebels will kill him for being one of the noble family. If he meets and trusts the characters, and they seem to be a sneaky bunch, he might hire them to smuggle him out of the Graumhalla and bring him to Izamne. If they agree to an amount of 6000gp or less, he is able to get hold of half the money here, and half in Izamne.

37Y-50. Minelord's Chamber

This room is a large, comfortable sitting area, and around a corner you can see a sleeping area curtained off from the main room with an expensive-looking tapestry of dragons and unicorns. In the middle of the sitting room is a round table covered with maps, rocks, and books. A grey-skinned duergar, apparently quite old, sits at the table measuring distances on a map using a huge pair of calipers. He ignores you.

This chamber belongs to the Minelord of the Duergar, **Pokak Nam**. Pokak is a geologist of astounding talent and capability. He ignores the court, ignores the king, and ignores virtually everything but his maps and calculations. Every once in a while he emerges from the room to present the king with a map, then returns to his work. Ordinarily the maps pinpoint the location of valuable ore (or even gems) quite accurately.

Pokak Nam is likely to scold and berate the characters if they interrupt him. In some ways, they might have difficulty, since his entire table is surrounded with an *anti-magic shell* (a long story) and like many duergar he wears armor all the time, like ordinary clothes. Moreover, his scholarly

appearance and intense focus conceal the fact that over the years he has still picked up the skills of a dangerous warrior.

Pokak Nam, Minelord of the Duergar: HD 7+2; **HP** 42; **AC** 0[19]; **Atk** +3 *warhammer* (1d4+4); **Move** 9; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities.

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: *+1 plate mail*, *+1 shield*, *+3 warhammer*, and a belt pouch containing several worthless rocks, a jeweler's loupe, a compass, and a piece of string.

Treasure: The tapestry mentioned in the room's description is worth 500gp, and Pokak has a small stash of 28 takkas in a hidden compartment of his worktable. However, the real treasure is sitting on the table in plain sight. The 3 books of geology are precious, rare works worth 500gp each. The maps he has drawn show the location of potentially major mineral veins, and each of the 4 of them could be sold for 2000gp. Finally, the 6 rocks on the desk are samples of diamond-filled rock, each one worth 1000gp (the diamonds are rough and small).

37Y-51. Queen Meshki Etekk

This room is richly appointed, with a large bed and 3 smaller ones. Hangings on the walls feature the symbol of the skull-and-hammers, but also another device, that of a stirge with a serpent's tail.

This is the living and sleeping chamber of King Okarm Etekk's wife, **Meshki Etekk**, and the queen's **3 ladies-in-waiting**. The queen is appalled at what is going on with the religion and politics of the Graumhalla, not to mention the king's affair with Siaphela. Meshki Etekk isn't part of the rebellion, but she is a follower of Zuuljj and wants to redeem and cure the king somehow, even though she personally dislikes him. The king recently demanded that she return her key to the royal bedroom, so she knows that his relationship with Siaphela is a romantic one, but she also knows that telling anyone about it could set loose a firestorm of rebellion.

The stirge with the serpent's tail is Meshki Etekk's personal symbol, for her clan (deep in duergar territory) is the Stirge Clan. If the characters end up working as her agents she gives them thin wooden placards the size of tarot cards painted with the stirge-snake device to prove that they represent her.

Meshki Etekk: HD 5+2; **HP** 38; **AC** 7[12]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, immune to illusions, invisibility, enlarge, spells MU7 (4/2/2).

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*charm person, magic missile* (x2), *shield*; 2nd—*mirror image, phantasmal force*; 3rd—*rope trick, slow*.

Equipment: leather armor, warhammer, unholy symbol of Zuuljj, belt pouch containing 10 takkas and key to strongbox.

Duergar Ladies-In-Waiting (3): HD 3+2; **HP** 21, 20, 18; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, hammer, crossbow, belt pouch containing 8 takkas and some unfinished embroidery.

Tactics: If Meshi Etekk believes that combat is approaching, she casts *rope trick*, and the ladies-in-waiting immediately hide away in the spell, pulling the rope in behind them. She avoids combat, but if the characters are obviously going to find the hidden space somehow, she prepares by casting her protective spells, then casts *slow* on the characters, and attempts to escape. The ladies-in-waiting, who are tough as nails, throw themselves between the characters and the queen, willing to die in order to let her escape.

Treasure: Beneath the flagstones of the queen's bed is a secret 4ft-by-4ft chamber containing a locked chest. The queen wears the key. The chest is trapped; if it is opened without disarming the trap, it releases a poison gas that causes enchanted sleep for 1d3 days. The spell can be broken only by casting *dispel magic* or kissing the victim's lips. Kissing the victim carries a small risk; the kisser must also make a saving throw at +4 or fall into the slumber (the original victim will still wake, however). The gas spreads out over a 50ft radius and is negated by a successful saving throw.

The chest contains 21 takkas, 80gp, a jeweled fan (2000gp), and a crown (5000gp).

37Y-52. Guards

This room contains a table and chairs, and little else. **[Note: There are also 2 levers in the south wall, out of sight of anyone who has not stepped into the room but obvious to an invisible or hidden infiltrator.]**

This room guards the king's bedchamber, but since it can be reached directly from the throne room it is not constructed as a last-ditch fortress. It is more of a place where wandering visitors are gently but firmly turned away. It is not easy for a non-duergar to get into the hall that leads here because of a blocking wall in the Throne Room (see map of **Area 37Y-43**), but it happens. Wandering duergar "country-folk" from outside the Graumhalla end up here with some frequency.

Even so, if the characters are not somehow well-disguised as duergar, their appearance causes the guards to go to high alert. One of them always stands ready beside the levers in the south wall, ready to sound the alarm.

The two levers are alarms. One sounds throughout the royal complex (all of **Area 37Y-43** through **Area 37Y-54**), and the other one rings at the gates (**Areas 37Y-1, 26**, and **28**), telling the guards to seal their gates and make haste to defend the king. Directly outside the entrance to the room is a permanent *anti-magic shell* with a 10ft diameter that fills the entire entrance to the guard chamber. The shell prevents any spells from passing from hallway to room (and vice versa, of course, but the duergar here do not depend on spells).

King's Guards (Kingsguard Clan)

Duergar Sergeants (5): HD 3+2; **HP** 20x2, 19x2, 17; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6 takkas each.

Guard Captain: HD 7+2; **HP** 47; **AC** 1[18]; **Atk** +1 *warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*. **Equipment:** *+1 plate mail*, *+1 shield*, *+1 warhammer*, belt pouch containing 2 *potions of regeneration* (2/round, duration 1d6+6 turns).

Duergar Mystic: HD 4+2; **HP** 31; **AC** 4[15]; **Atk** *+1 warhammer* (1d4+2) or light crossbow (1d4+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +4 save vs. magic, immune to illusions, magical abilities, spells Clr7 (2/2/2/1/1).

Magical Abilities: 1/day—*enlarge* (+2 to-hit bonus, 50% heal damage), *invisibility*.

Spells: 1st—*cause light wounds, cure light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, prayer*; 4th—*cure serious wounds*; 5th—*finger of death*

Equipment: chainmail, war hammer, crossbow, unholy symbol of Zuuljj, belt pouch containing 10 takkas.

37Y-53. Royal Bedchamber

The Door: The door to the room is made of solid iron, decorated with the symbol of the skull-and-hammers. It is locked, and only the king, Siaphela, and Irik Etekk (see **Area 37Y-45**) have a copy of the key, which is marked — rather repetitiously — with the same skull-and-hammers motif. The door's opening mechanism is designed to be loud, and to release slowly as it goes through several different mechanical processes after the key is turned but before the door can be opened. A thief's careful analysis reveals the problem, and the solution, if the objective is to sneak into the room. Two thieves working at the same time can cause all the major parts of the lock to open simultaneously and noiselessly, but both have to make a successful attempt to pick the lock. The outer part of the lock is opened as normal, but the internal mechanisms are a bit easier: the thief working the internal tumblers has a +10% on the die roll. If either of the thieves fails the attempt, the door does not unlock, and it makes several loud clicks as the noisemaker-tumblers reset themselves.

The door is not actually trapped, since that would have a tendency to kill off loyal servants, and the king needs all the followers he can get. Bashing it down requires 3 rounds regardless of the amount of force used; it is of duergar make and must be virtually torn apart to get through without unlocking it.

This room has wall-hangings of black silk, painted with the skull-and-hammers sigil of the king of the Graumhalla. A massive bed stands against the south wall, and the room has other regal furnishings: chairs and a table for meetings, a writing desk, and 3 armchairs for informal audiences with the king. An incredibly beautiful human woman wearing a long, dark-green gown sits at the writing desk. Her long, red hair is gathered behind a tiara shaped like a bird with a broken neck, and she wears a pendant that looks like a large ruby.

It is unlikely that King Otarm Etekk is found here unless the characters have done something to cause it. Ordinarily he is in the Throne Room (**Area 37Y-43**), and if the characters have caused a diversion he might have been drawn out of the royal complex. However, the succubus Siaphela does not leave the royal complex to fight anything, for battle is not her forte. She might be called to the throne room if the characters are spinning a really good story, but most likely the characters encounter her in this room if they make it this far.

The door in the eastern wall is concealed behind the wall hangings, but it is not a secret door. Anyone looking behind the tapestries sees it immediately. Like the door into the bedchamber, this door is solid iron. It is locked, and the only key is on the king's belt.

The "woman" in the room is a **succubus demon, Siaphela**, wearing human form. She is one of Isclaadra's most insidious agents, and she is very close to tipping the duergar kingdom into her master's clutches. Having enthralled the king of the duergar, she is able to direct, although with a very light hand, the politics and treasure of the Graumhalla. Okarm Etekk is hopelessly in love with her, and does whatever she tells him to. Siaphela is not part of Isclaadra's Cult; she is a demon in his direct service, and considers herself to have a much higher status than the Vessals and the cultists they control. The Vessals, in their turn, consider Siaphela to be nothing more than one of Isclaadra's servants, not of the same status as those who lead the cult itself.

Siaphela does not have either a physical or a magical escape from this room; if the characters have gotten this far into the Graumhalla she is essentially cornered. She is intelligent enough to know that she cannot survive a physical battle with armored foes unless she has other demons at her side. If she is confronted by a group of adventurers, her first course of action is to talk and try to establish what happened. Is the king dead? Has the rebellion started? If the characters simply attack, she tries to summon Isclaadra to assist her, and then (if this fails) use *suggestion* to get the characters to stand aside so she can escape from the dead-end.

Siaphela, Succubus: HD 6; **HP** 42; **AC** 9[10]; **Atk** 2 scratches (1d3); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, level drain (1) with kiss, magical abilities, magic resistance (70%), summon other demons.

Magical Abilities: *charm person, darkness* (10ft radius), *clairaudience, ESP, shape change* (humanoid only), *suggestion*; 1/day—*gate* 40% (IV, VI or demon prince).

Equipment: gown, *Siaphela's Necklace* (Magic Item Appendix), belt purse containing 10 black pearls (1000gp), *slippers of speed* (as *boots of speed*; but dainty, and subject to wearing out if used for rough walking).

In the writing desk are several letters, many of which are love letters, unsigned but written in the king's handwriting. One, however, is in a different hand, and reads:

Siaphela darling, we could use a bit of silver here. Paying for fiendish plots and so on drains the treasury, and our great lord of the mists could use a token of our appreciation, especially since you are on assignment, as it were. Would you have your little people see to it? Ever so impressed with your work, you simply spread happiness wherever you go.

Pathawara Lia

A half-finished letter reads:

Pathawara Lia,

This letter is, or should be, accompanied by a shipment of silver ingots, stamped with the skull and crossed hammers symbol of the duergar, so our great lord of the mists will know whence it came. He gives credit where credit is due. I do not mean to ...

(The letter ends here, unfinished).

Other than expensive coverlets and so forth, no significant treasure is in this room other than what Siaphela carries. The king's treasure is contained beyond in **Area 37Y-54**.

One thing Siaphela suspects — correctly — is that the "broken scepter" of the duergar kings has some significance that could cause problems. She does not know that the priests of Zuuljj still have the other part of the scepter, but a broken scepter with no one ever looking for the broken part? There is some secret involved, and she already knows that King Okarm Etekk doesn't know what it is, which means the priests of Zuuljj probably do. If the characters manage to prove to her that they are worth hiring, she may send them to find out if the priests of Zuuljj have the broken part of the scepter hidden away somewhere. The scepter is located in the high priest's room (see **Area 37Y-38**).

Siaphela

Succubus Lover of the Duergar King
Long-term Goals: Serve the interests of her Demon-Prince Isclaadra
Current plans: Continue with the seduction of the duergar king.
Allies: Cult of Isclaadra
Enemies and Rivals: Duergar rebels, the Duergar Queen.

A Brief Note Concerning Demons, Bedrooms, Evil Dwarves, Complications, and Self-Preservation

Siaphela was once the consort of the baalroch Hajjirtha (see **Area 13R-8**). Hajjirtha was enraged when Isclaadra ordered her away from Hajjirtha's bed to seduce the king of the duergar. Siaphela would still play the demon-prince and the baalroch against each other if necessary, but at the moment she considers the baalroch's power to be so far beneath the demon-prince's that she is remaining faithful to her orders (and, by extension, to the duergar king). If she is killed by the characters, the baalroch comes looking for them — and if she makes a deal with the characters, she may use the baalroch as a playing card. If one of the characters should end up in the sack with Siaphela, and the baalroch learns of it, then, well, "Hell hath no fury …"

37Y-54. Treasure of the Graumhalla

This room is piled high with chests, bags, and 3 or 4 statues of short people wearing crowns.

This is the treasure room of the duergar kings of the Graumhalla. If anyone other than a duergar touches the treasure chests or statues (not the bags), the room suddenly shifts into the elemental plane of earth. This protection comes from an ancient pact made between the early duergar kings and Zuuljj, patron elemental-prince of the Graumhalla. Despite the fact that the current duergar king is now firmly in the camp of a different patron, the ancient agreement is as permanent as the stone of its maker, and cannot be undone even by Zuuljj himself. All of the containers in the room, and the room itself, can be detected as magic if the characters use a spell to do so.

Anyone in the room when it shifts planes suddenly appears in a vast cavern, all standing together in the middle of a magic circle. The cavern is 100ft in radius, and as the characters watch, one **earth elemental** (16HD) per character seems to peel itself away from the cavern wall and heads toward the characters. The elementals are evenly spaced, not grouped together. Because the battle takes place in the elemental plane, ordinary protections against summoned creatures have no effect; here, it is the characters that were summoned, not the elementals.

When the room shifts into the elemental plane, it brings all the contents with it, and leaves only solid stone in the material plane. If the characters defeat the elementals, the room returns to its original plane of existence, along with the treasure. Once the room makes one journey to the plane of earth, it does not do so again for 24 hours.

Earth Elemental (16HD): HD 16; **HP** 105; **AC** 2[17]; **Atk** strike (4d8); **Move** 6; **Save** 3; **AL** N; **CL/XP** 17/3400; **Special:** +1 or better weapon to hit, tear down stonework.

Treasure: If the characters survive the battle with the earth elementals, or get the treasure out of the room without touching it, they find that the hoard is quite magnificent. It contains 7 chests, 6 bags, 12 rolled-up carpets, and 4 statues.

Treasure Chests

Chest #1 (trapped): Not locked, but has a poison needle trap in the latch that can be retracted by touching a small button at the back of the chest. The chest contains 11 takkas (25gp each), 27gp, 88sp, 4 interconnected rings carved from jade (300gp total), and a thin metal tablet stamped with the family tree of the kings of the Graumhalla. Two names have been hammered flat and are no longer legible. The name "Lokragar," which appears to be the next name in line for the throne, is crossed out but not actually hammered flat. The flattened names are potential usurpers that Okarm Etekk managed to have assassinated shortly after beginning the illicit relationship with Siaphela.

Chest #2: This chest is neither trapped nor locked. It contains masses of papers with numbers and notations. Careful study for more than 10 minutes confirms that it is a record of mine output and the taxes charged by the king.

Chest #3 (trapped): The left handle of the chest is a trigger that slides upward if the chest is lifted, setting off the bomb inside. Simply opening the chest does not set off the trap. The explosive device in the chest inflicts 3d6 points of damage to anyone within 50ft (the entire room). Provided that the contents are not blown to smithereens, the characters find 10 *potions of healing* inside.

Chest #4: This chest is not trapped, but it is fastened with a complex knot of wire. The wire is magical and blunts any edged weapon striking it, causing it to become a –1 weapon until it is taken to a blacksmith and re-sharpened (an ordinary whetstone does not suffice). It takes 10 minutes for a thief, halfling, or elf to undo the wire; anyone else requires 20 minutes of solid work. Inside the chest is a pair of bagpipes; although these are sized for duergar, they are not much smaller than a human would use. The pipes are magic, and also extraordinarily loud. When played, anyone of Neutral alignment must make a saving throw or dance for 1d6x10 minutes.

Chest #5: This chest is neither locked nor trapped. It contains 5 takkas, 62go, 107sp, and a scroll of magic-user spells: *lower water, part water*, and *reverse gravity*. There is also a scroll case made of greenly rotted-looking leather. The scroll case is infected with mummy rot and causes 1d3 points of damage when touched, with the damage unable to be cured until *remove curse* is used. Inside the scroll case is a scroll of *protection against undead*, and a scroll of *wish*.

Chest #6: This chest contains 2 *+1 hand crossbows* (1d4+1 damage) with 6 *+1 bolts*. They are all of drow make, and eventually corrode in sunlight. The chest also contains a brooch of silver and obsidian shaped like a spider. The wearer of the brooch can see in darkness at a range of 60ft.

Chest #7: This chest contains 21 takkas, 822gp, 2037sp, and a small bag containing 8 garnets (10gp).

Bags

Bag #1: This is a long bag made from sturdy leather that holds something that is approximately 5ft long. The bag is not trapped and contains a *+3 longsword* known as "Ratchet." (**Magic Item Appendix**)

Bag #2: This bag contains what feels like a large quantity of sand, which is exactly what it does indeed contain. The sand is a component of the magic binding the room to the elemental plane of earth. It has no unusual properties other than as a magical anchor.

Bag #3: This bag is fairly small compared with the others; it is a tightly-woven burlap sack the size of a pillowcase, filled with what feels like rope. The bag is a trap containing a **small poisonous snake** that has been held in suspended animation as a last measure to avenge the theft of the duergar treasure. It is perhaps indicative of duergar mentality that they would employ a contingency vengeance-plan. The snake is nestled in with numerous strands of rope to conceal its presence, although the time-suspension dweomer on the serpent can be magically detected. The snake is an ordinary viper, but if anyone opens the bag carelessly it automatically gains surprise.

Viper: HD 1d6hp; **HP** 6; **AC** 5[14]; **Atk** bite (1 plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** lethal poison (+2 save).

Bag #4: This bag is sewn of sturdy leather, and obviously contains coins along with other objects. When opened, it is found to contain 1174gp, 6222sp, 10,995cp, 18 lead tokens (worthless), a model cartwheel carved from stone (worthless), a broken ceramic cup (worthless), a dented silver whiskey flask etched with the hammer and crossed skulls device of the kings of the Graumhalla (100gp), and a pair of drumsticks (worthless).

Bag #5: This large bag is sewn from what might be scalps, and apparently contains large objects. Once the bag is opened, the characters find the following inside: 12 silver goblets (20gp each), 1 fishing rod made of ivory (75gp), a box of fishhooks, twine, and lead weights, a copper urn (1sp), a bag of magical *silver rivets* (see **Sidebox**), and a broken glass globe.

Bag #6: This bag contains an odd collection of tortoise shells (many different types) and stone carvings of mushrooms (worthless).

Bag of Silver Rivets

The silver rivets found in **Bag #5** are magical, leftovers from the construction of a magic shield many years in the past. If the rivets of a normal shield are replaced with these ones, the shield becomes a +1 magic item. It is not particularly difficult to re-rivet a shield, but it requires time and at least minimal skill with weapon-making or smithing.

Other Treasure

The 12 rolled-up carpets: These carpets were poorly kept, and if unrolled they release clouds of (harmless) mold. Only 2 of them retain any value, and these are worth 200gp each. A third carpet, although moldy and worthless for its aesthetic value, is a *flying carpet*. Anyone using it for the first time may become allergic to the mold in it, and be unable to use the carpet without constantly sneezing (saving throw). The allergy and the moldy condition of the carpet are permanent; any attempt to clean the mold out of the carpet also removes the magic from the carpet itself — they have become permanently bonded.

The 4 statues: The statues depict former duergar kings, all wearing the same crown, all with the skull-and-hammers device on their clothes, and all carrying the same broken scepter. The statues would be worth 1000gp each if ransomed back to the duergar, but they are worthless anywhere else.

Clan Loyalties

The following summary of clan loyalties may be useful if the characters become involved in duergar politics rather than fighting their way through.

Clan	Loyalty
Cannibal-Eaters	Favor compromise
Child-Cookers	No politics but available as mercenaries
Dinhammer	No politics
Exploders	Very traditionalist, will join rebellion
Far Walkers	Split loyalties
Furnace-Heads	Loyal to King, will fight against rebels
Gardeners	Currently neutral but lean toward supporting the King
Greencircle	Will join rebellion
Greenfarmers	No politics
Headsmashers	Dislike the situation but will reluctantly support the King
Kingsguard	Support the King, will fight against the rebellion
Mushroom-Growers	Loyal to Isclaadra (support king, not rebels)
Mystical Wardens	Will join rebellion only if given proof that the King is under outside influence
Pot-Skimmers	Split loyalties
Sworn Sentries	Generally pro-rebel

Chapter 12: Font of Darkness

Introduction

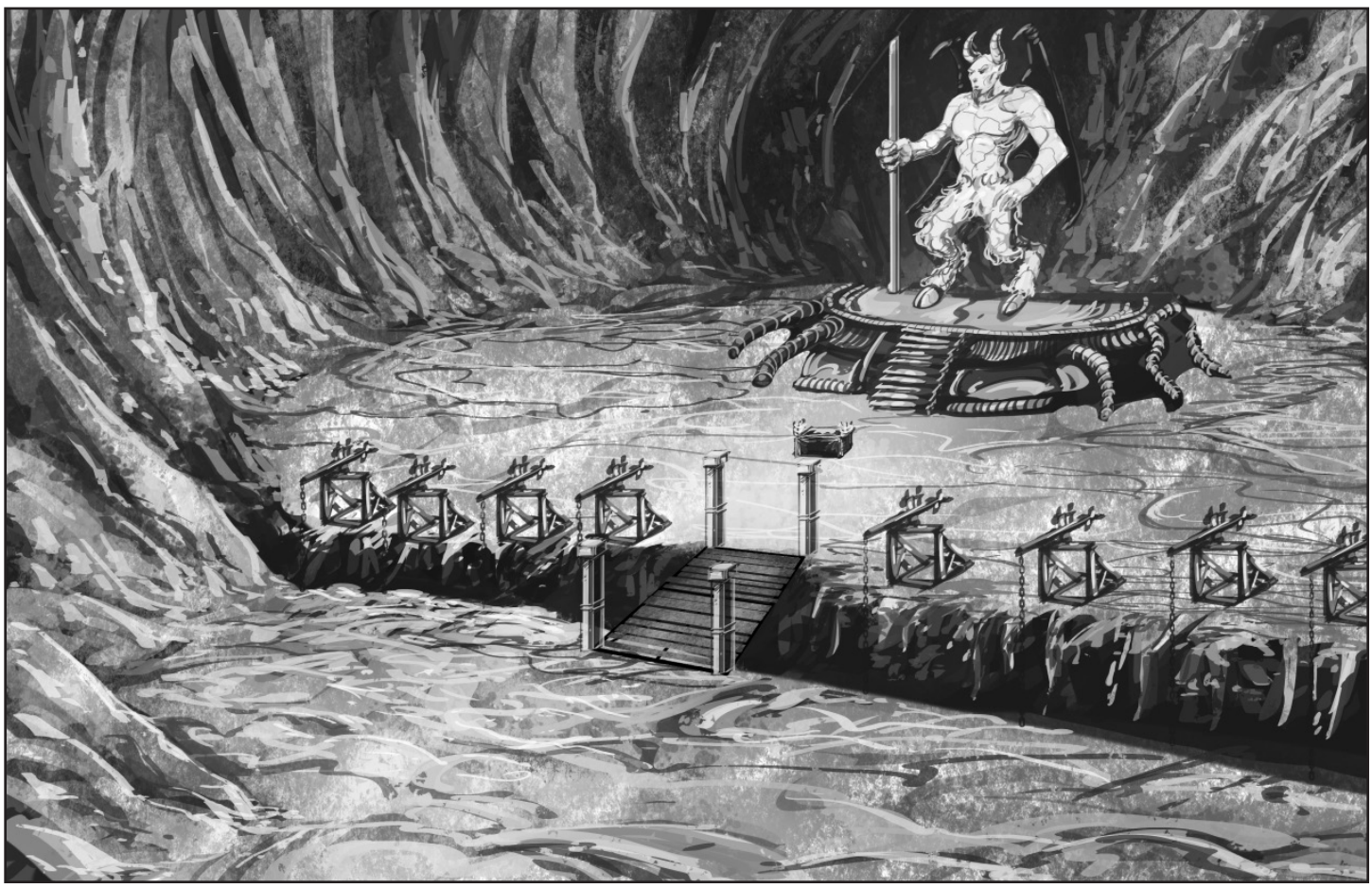
The characters have finally made their way to the stronghold of the Demon-Prince Isclaadra's priestesses, the eerie Vessals. Most likely, the characters are already aware that Isclaadra and his followers are a major power in the Deeps, and it is possible that they have picked up a fair amount of information about the Font from those in the know. Either way, unless the characters are themselves servants of Chaos, their mission to the Font is likely to be an assault rather than an attempt at exploration or diplomacy.

Background

This area is vitally important to the Cult of Isclaadra because it contains darkfountains, geysers of the darkmist the characters have already encountered in the City of Izamne (see **Chapters 3** and **4**). The Font is the source of most of the darkmist that exists in the Cyclopean Deeps. It seeps gradually downward from this area, through cracks and crannies, or in barely visible threads along miles of tunnel, eventually arriving in the basin-cavern of Izamne, where it collects in vast quantities. Before it does so, however, it is used by the Vessals of Isclaadra to create nebunorne demons, and to reproduce themselves. Given enough time, the Vessals will be able to create a demonic army to invade and conquer the entire Deeps for Isclaadra (with the obvious exception of the Flagon of the Death God). The characters might or might not choose to foil Isclaadra's plans; after all, such a war in the Cyclopean Deeps would simply be a battle of Chaos against Chaos. On the other hand, they might be arriving with a grudge against the demon-prince, planning to cause some mayhem of their own.

Darkmist

The Font is the major source of darkmist in the Cyclopean Deeps, and darkmist has shaped the politics of the Deeps for several years, all of it beginning here. Darkmist is a black mist that forms into stringy clouds as it drifts. It is heavier than air, but due to its strange properties it often hangs in the air for a very long period of time before sinking. The substance is not magical, and is thus not affected by dweomers such as



detect magic or *dispel magic*. Its most unusual feature is that it subdues and swallows light. Even magical light in the vicinity of darkmist becomes shadowy and emits illumination no farther than 30ft. Moreover, darkmist affects darkvision as well as normal sight. These abilities still work in darkmist, but, again, only to a distance of 30ft. Because the mist is heavier than air, large quantities of it drift down through hidden rills and rivulets in the limestone to collect in certain places — such as the unusually dramatic example of Izamne, where a huge basin-cavern is filled with the mist.

Plots and Plans

In addition to the way darkmist obscures light and vision, it has two other properties that are crucial to the plans of the Cult of Isclaadra. First, although it is anathema to physical vision and magical light, it is a sort of conductor of magical vision. Using the right magic, it is possible to use darkmist to see another place where darkmist is located. The range of such scrying is immense, and it is almost impossible to prevent it (other than getting rid of any nearby darkmist, as have the serpentfolk in **Chapter 4**). Secondly, and most important to the Cult's plans, is that darkmist can be used to transform an evil human's soul into a nebunorne demon or a Vessal. The human subject happens to die during the process of becoming a demon, so willing volunteers have been scarce. Given that the kidnapped victims of this process have to be quite evil people in the first place, the characters might not have much interest in attacking the Font as a rescue mission. The real problem, though, is that nebunorne demons are quite powerful. Once the cult has built up a significant army of them, Isclaadra will be capable of shifting the balance of power in the Cyclopean Deeps in his favor. The cult hopes to turn the entire, vast area of the Deeps into a fiefdom for their demon-prince … perhaps even a staging area for the conquest of an entire world dedicated to their cruel patron.

From the perspective of the Cult of Isclaadra, one of the more annoying opponents to this plan is the Archmage Jupiter Kwan (see **Chapter 9**). Kwan is himself an unpleasant individual, definitely a follower of the powers of Chaos. Unfortunately for Isclaadra and the cult, Kwan is a servant of the *wrong* powers of Chaos. At the moment, the cult is just reaching the stage in their operations where they are beginning a slow attack to erode the archmage's power. This has consisted of sending nebunorne demons to damage Kwan's interdimensional realm, and quietly assassinating his minions and agents. A great many of the demons and other minions of Isclaadra are spread out through the Deeps, trying to outmaneuver and destroy Jupiter Kwan's information network. If they are given a chance to regroup, the characters could wind up facing much stronger opposition than what is currently available to defend the Font.

Hex 39U: Sluggish Progress

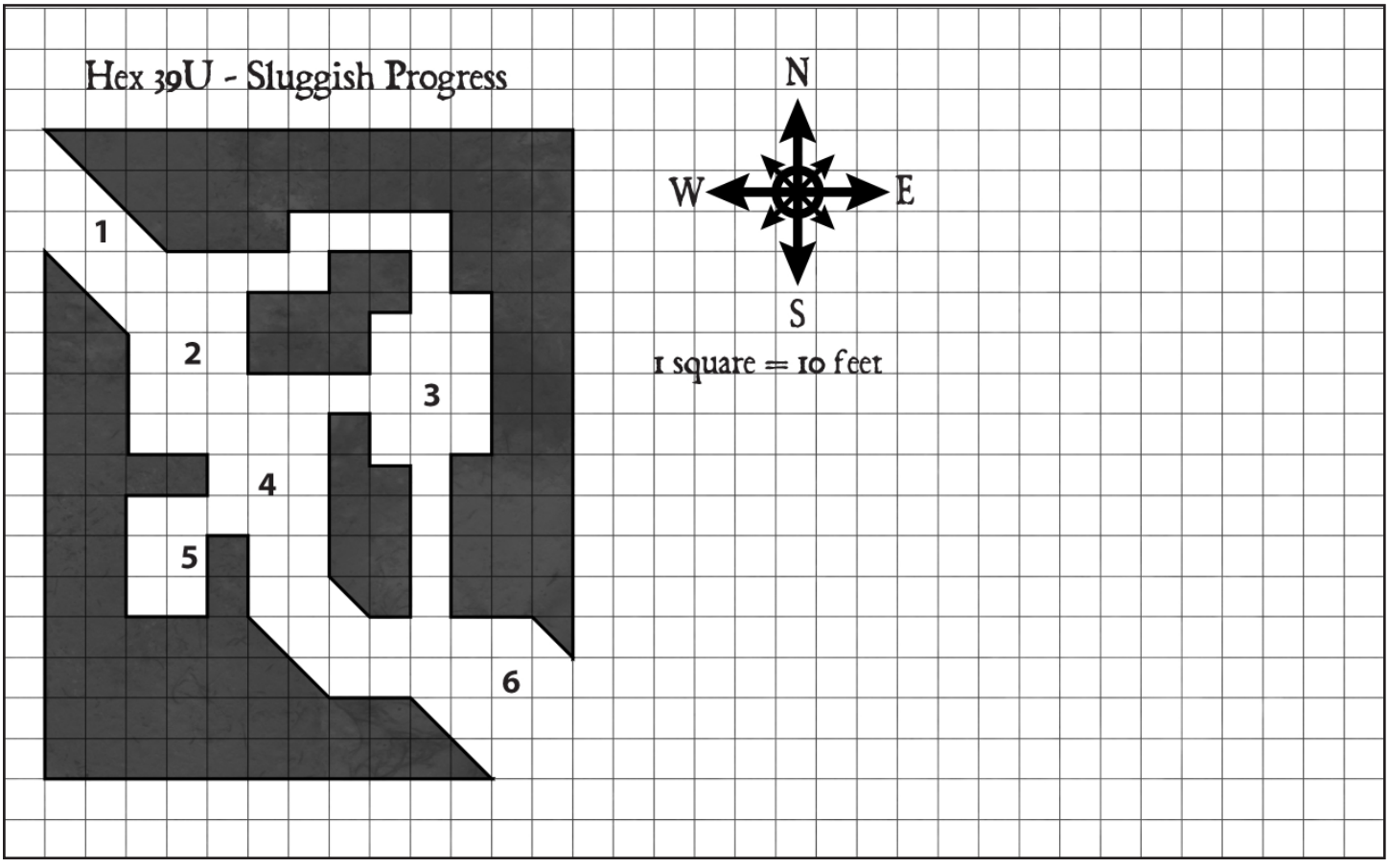
Before starting this encounter area: Determine the slug's location by rolling 1d6. On a 1–4, the slug is in **Area 39U-4**; on a 5 or 6, the slug is in **Area 39U-2**.

The open area in this part of the tunnels has acquired a **giant slug**. So far, everyone has chosen to skirt around the predator via **Area 39U-3** rather than undertaking the risky public service of killing it.

39U-1. Primary Corridor

This corridor is hewn from the rock, and is a direct passage to **Hex 42X: The Font of Darkness**. If the slug is in **Area 39U-2**, the characters are able to see it from here, provided their light source (or other types of vision) has enough range.

Anyone heading from here directly to the northeast passageway in **Area 39U-2** has plenty of time to cross the room unless the slug is right there.



39U-2. Mural Room

The floor of this room is extremely slippery, and the walls are covered with painted murals.

The mural in this wall shows a bizarre progression through time, the history of some strange race that resembles praying mantises with large heads. A race of large beetle-people are creating these mantis-people, growing them in glass tanks. In the next parts of the mural, the mantis-people are shown embalming dead beetle-people. As the mural progresses around the room, the beetle-people seem to have changed a bit, because the guts being pulled from them for the embalming process are no longer green; they are now a bright yellow, and the eyes of the beetle-people are depicted as open rather than closed. The last scene in the mural seems to have come full circle, because now the mantis-people are shown creating the race of beetle-people, growing them in glass tanks.

The southwest corner of the room has apparently been painted over with white paint, in preparation for a repainting. This part of the mural is obscured by the white paint.

Because the floor is covered in giant-slug slime, anyone walking (or fighting) in this room has a 1-in-20 chance each round to slip and fall to the ground, in which case a saving throw must be made to avoid dropping one item held in the hand.

The murals depict the mantis-priests of the Necropolis, as described in **Chapter 7**. The painting may date back to some of the beetle-people escaping the sudden turn of their civilization, and trying to depict it here, but ultimately the murals are a mystery.

The painted-over section of the wall has a *symbol of stunning* behind it. At some point a caravan with a powerful magic-user guarding it stopped here, and he placed the symbol as a protective trap to guard the camp. At a later date, some unknown person painted over it, all of this happening long before the slug's arrival.

Slug, Giant: HD 12; **HP** 66; **AC** 8[11]; **Atk** bite (1d12) or acid; **Move** 6; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** spit acid (60ft range, 50% to hit, –10% per 10ft over 60ft, 6d6).

Treasure: The giant slug has no treasure.

39U-3. Side Room

The floor of this empty room is covered with a disgusting slime.

The room is empty.

39U-4. Slug Lair

The floor of this room is covered in a transparent slime.

This room is the giant slug's lair. The slime has the same effect as in **Area 39U-2**; anyone moving or fighting in the room has a 1-in-20 chance each round to slip and fall to the ground, in which case a saving throw must be made to avoid dropping one item held in the hand.

39U-5. Last Stand

Like the room beyond, the floor of this chamber is covered in transparent slime. In the southwest corner is a pile of half-dissolved bodies, bits of armor, a few ropes of undamaged guts, and some damaged equipment.

This room was the last stand of a group of drow against the attack of the giant slug, a battle that happened very recently. The bodies in the southwest corner are almost completely dissolved by acid, although several large pieces are somewhat intact.

Treasure: Along with the melted bits, there are an intact *+2 shield* (drowic, disintegrates in sunlight), 3 *+1 longswords* (also of drow make, and subject to disintegration), a *+1 shield* and *+1 longsword* that are not of drow make, and 81gp scattered where they tumbled out of a disintegrated belt pouch. Everything that was non-magical appears to be damaged too badly for use.

39U-6. Primary Corridor

This corridor leads to/from **Hex 35S: Flagon of the Death God** (**Chapter 8**).

Hex 42X: The Font of Darkness

42X-1. Chasm

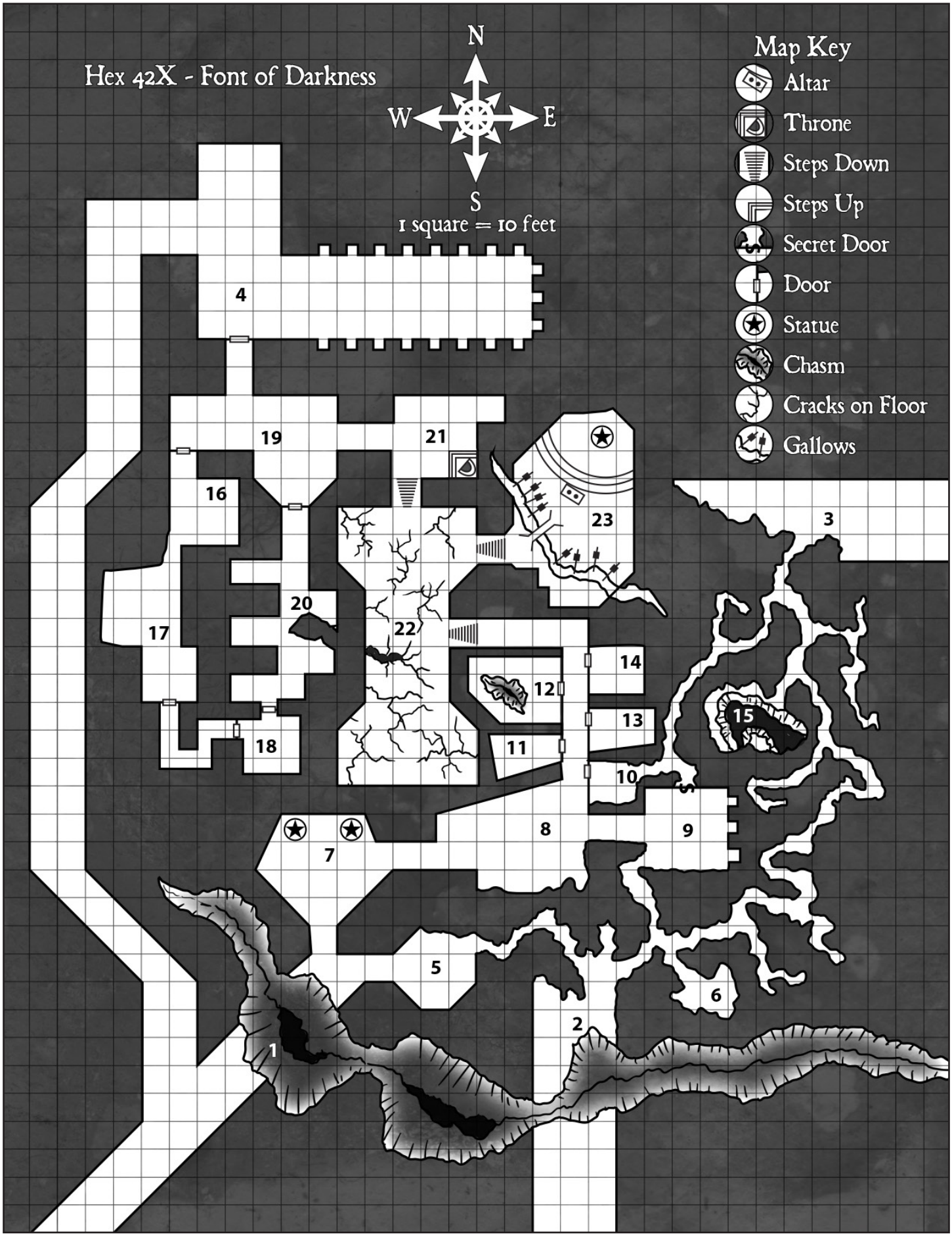
The floor here is broken across by a wide chasm. You cannot tell how deep it is, because only a few feet down it is filled with an inky black mist that obscures everything below it. Like octopus ink in water, the mist seems to have a substance and a slow, rolling movement to it, although it is difficult to make out any details of it, for it does not reflect light.

The chasm is filled with darkmist, and is 400ft deep. As shown on the map, it can be used as a tunnel to reach **Area 42X-2.** Using the chasm as a tunnel, however, would not merely require descending 400ft down a sheer cave wall in pitch darkness — huge numbers of bats live in shallow overhangs in the chasm wall, and they swarm out if anyone begins coming down the wall. A thief suffers only a –10% penalty to the chance to climb walls, but anyone else climbing down the wall without a rope must make a saving throw or fall (only one check is required, right when the bats begin to swarm). Anyone using a rope to climb has only a 10% chance to begin slipping, at which point a saving throw still keeps the character from falling.

Since the chasm is filled with darkmist, normal light is entirely swallowed; magical light and darkvision penetrate no farther than 30ft.

42X-2. Passageway

The characters are most likely to come across this area by traveling north along the primary corridor from **Hex 39U: Sluggish Progress**, or through the chasm itself, from **Area 42X-1**.


Hex 42X - Font of Darkness
N
W
E
S
1 square = 10 feet
Map Key
Altar
Throne
Steps Down
Steps Up
Secret Door
Door
Statue
Chasm
Cracks on Floor
Gallows
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23

The chasm is the same as the one in **Area 42X-1**, including the chance for climbers to fall as the result of swarming bats, and the effect of the darkmist on vision (normal light is entirely swallowed; magical light and darkvision penetrate no farther than 30ft.).

Once the characters cross the chasm and are on the northern side:

> The corridor is blocked by a cave-in here. In two different places, loose boulders have been pried out of the wreckage to form a way through. One of these passages, about 2ft up from ground level, leads to the northwest. The other passage, leading to the northeast, is higher up in the wall, 8ft above the corridor's floor. A third opening is in the stones between the two passageways, leading into a small chamber, but it appears to be a dead-end.

Both passageways through the fallen stone wind side to side as well as up and down, following the path of least resistance from gap to gap in the caved-in stone. Both passageways are extremely narrow (3–5ft), so the only way to go through is in single file.

A **nebunorne demon** drifts near the ceiling of the dead-end chamber, above the opening and thus not visible unless someone pokes a head (or a mirror) into the chamber and looks up. The demon is here to guard the area, but it has no intention of risking itself. Once the party sounds like it is starting to file into one of the passageways, the nebunorne risks a glance out of its hidey-hole to see if a rearguard, sentry, or basically anyone is watching out for trouble. If there is, allow a 1-in-6 chance to see the demon as it looks around the corner. If not, the demon waits until only 1 character is left outside the passage, then attacks. If the demon spots a sentry and isn't seen, it pulls back into the chamber and makes a guess about when the characters will mostly be in the passage with only 1 or 2 left behind.

Tactics: If the fight appears to be going even slightly against the nebunorne, it dives into the chasm of darkmist to escape. It does not summon any of its fellows at any time during the battle because it wants no witnesses if it has to flee. It does not alert the other inhabitants of the Font if it encounters the characters and runs from them.

Nebunorne Demon: HD 10; **HP** 58; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon). (**Monster Appendix**)

Magical Abilities: at will—create *darkness 10ft radius*; 3/day—create *darkness 50ft radius.*

Equipment: robe, tentacle-staff, necklace (suspended in mist) of sapphires worth 5000gp.

42X-3. Cave-in

> The wide corridor is blocked off here by what must have been a massive structural collapse of the stones above. Rubble and large blocks of stone fill the tunnel. A constant flow of dark mist seeps out from between the cracks in the fallen rock, and drifts down to the floor. A large opening is about 5ft up in a part of the caved-in area, where someone apparently created a gap between two large stones, hacking it wider with rough toolwork. A human-sized creature could easily climb the rubble and get past the gap into some sort of tunnel entrance.

Each person moving through the tunnel beyond this cave-in has a 10% chance to be attacked by **1d4+1 giant rats** in the first 50ft of the tunnels. The rats emerge from the cracks and broken gaps in the walls of the tunnel: they automatically gain surprise and begin the battle already in melee combat. Only the characters directly in front of and directly behind the one being attacked can assist in the fight. Squeezing past other characters to trade places is certainly possible, but it takes valuable time: a full combat round for each place that is traded.

Rat, Giant: HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

42X-4. Antechamber to the Realms of the Sunless Sea

> One large passageway leads out of this chamber to the west, and turns southward almost immediately. A metal door is also in the south wall. A dark mist drifts from under the door, which is black and inscribed with a loathsome symbol. The eastern wing of this large room has human-sized alcoves cut into the walls. On the north and the south walls are 8 alcoves, and 3 more alcoves are in the east wall.

The western corridor is a detour around the Font of Darkness, used by caravans and others who wish to bypass the Font (almost everyone).

The northern corridor eventually exits the Cyclopean Deeps map, and is the pathway to more adventures!

The forbidding aspect of the south door itself is enough to keep most southbound casual visitors away. It is a direct entrance to the headquarters of the Cult of Isclaadra, and is thus well-protected by the cult. The symbol on the door is a *symbol of disintegration* that affects the first living being to cross the threshold (a successful saving throw prevents the magic from taking hold). Once the door casts its magic effect (even if the subject succeeded at the saving throw) it requires a full hour to recharge and re-gather its magic. Note that the door does not have this effect on a person passing through from the south. If a person is disintegrated by the symbol, they are turned into darkmist.

The alcoves in the walls are used for offerings to the Demon-Prince Isclaadra, whether arriving in the room or departing it to take the western detour. Each of the alcoves contains a thick stone shelf 3ft from the floor that has a shallow concavity carved into it. These are the offering bowls. Anyone (other than a Lawful cleric) who fails to place an offering in one of the bowls before leaving to the north or west has a 10% chance of being cursed. The character continually hears a ringing in his ears, causing a slight loss of concentration (–1 on saving throws, –1 to attacks and damage, must make successful saving throw to cast spell). The curse is not strong, and can be eliminated by the use of a *remove curse* spell.

If the characters open the south door, they find that the corridor on the far side is an inch deep in darkmist, which covers the floor.

42X-5. Minor Darkfountain

> The northeastern part of this octagonal room has been blasted by some kind of magic, and collapsed. Someone has dug a narrow tunnel through the rubble and fallen blocks of masonry, wide enough for people to crawl through in single file.
>
> A demon face is carved into the southern wall, and a dark mist seeps from its mouth, puddling on the floor before it eventually seeps between the cracks. As a result, a semicircle of this mist, with a radius of 10ft, covers the floor around the statue, occupying almost a third of the room.

The demon face is a likeness of Isclaadra, copied from the statue in **Area 42X-23**. This is one of the darkmist fountains, although a small one, and so far unused for any purpose.

42X-6. Ochre Jelly

A short side-tunnel leads to a cavern with numerous stalagmites and stalactites. A slow and irregular dripping sound echoes in the confines of the cave chamber.

This cavern is the lair of an **ochre jelly**, and the Vessals do not bother it. The jelly does not enter their temple complex and they only seldom enter its winding tunnels.

Ochre Jelly: HD 6; **HP** 28; **AC** 8[11]; **Atk** acid-laden strike (3d4); **Move** 3; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** lightning divides creature.

Treasure: A few denizens of the Deeps have been killed in the jelly's chamber, but most of their possessions have been eaten away by acid. What remains is gold: 342gp and a necklace of gold and emerald (1000gp).

42X-7. Defenders of the Mist

This room is dominated by two statues standing against the north wall. The statues are identical, depicting a handsome man with horns and goat legs, wearing a cloak, and carrying a staff. Dark mist drifts from the eyes of both statues. A woman sits cross-legged on the floor between the two statues, wearing a black robe embroidered with symbols of Chaos. Dark mist wafts from her eye sockets, just like the statues. A khopesh rests across her knees.

The woman is a Vessal of Isclaadra, once a dark stalker named Leeiz. She is not where she appears to be: An alcove over the top of the room's southern entrance is enchanted to project an illusion of its contents to the space between the statues. If the characters are entering from the south, she is actually sitting just over the top of them, able to jump down behind them once they enter (and backstab).

If anyone attacks Leeiz (or if she so commands), the two statues in the room animate (they are **clay golems**) and attack. Any sounds of combat in this room alert the Vessals in **Area 42X-8**, and they arrive in 1d6+1 rounds to reinforce the defenders here.

Leeiz, Vessal of Isclaadra: HD 8; **HP** 47; **AC** 4[15] or –1[20] in darkness; **Atk** khopesh (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells MU5 (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.
Spells: 1st—*charm person* (x2), *detect magic, sleep;* 2nd—*web* (x2); 3rd—*lightning bolt*.
Equipment: khopesh, unholy symbol of Isclaadra, belt pouch containing 16gp and 3 blue pearls (2000gp each)

Golems, Clay (2): HD 10; **HP** 45x2; **AC** 7[12]; **Atk** fist (3d10); **Move** 8; **Save** 5; **AL** N; **CL/XP**; 14/2600; **Special**: immune to slashing and piercing weapons, immune to most spells.

42X-8. Vessals' Common Room

This room contains a long table and several comfortable chairs. Three lutes and a tambour hang on the wall from pegs, along with hundreds of what appear to be the dried tongues of several different types of creatures, all nailed in place.

The eastern 20ft of the southern wall appears to be from a later date than the rest of the construction, being a slightly lighter color of stone.

[If the characters surprise the Vessals]:
Two women are seated at the table, wearing black robes and veils over the mouth and nose. They appear to have no eyes: A black mist drifts from their empty eye sockets.

The discolored section of the southern wall was once the place where the passageway of **Area 42X-2** connected with the rest of the Font of Darkness temple area. When the passageway collapsed, the Vessals simply walled up the caved-in area instead of excavating the original passageway.

Tenei Atua and Fariu Ghezit, Vessals of Isclaadra: HD 8; **HP** 40, 29; **AC** 4[15] or –1[20] in darkness; **Atk** *+1 khopesh* (1d8+1) or khopesh (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells MU5 (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.
Spells (Tenei Atua): 1st—*charm person*, *detect magic, magic missile, sleep;* 2nd—*web* (x2); 3rd—*fireball*.
Spells (Fariu Ghezit): 1st—*magic missile* (x4)*;* 2nd—*web* (x2); 3rd—*slow*.
Equipment: robes and veil, khopesh (Tenei has a *+1 khopesh*), unholy symbol of Isclaadra, short bow, 20 arrows in quiver. Tenei has a belt pouch containing 15 takkas and a small, exquisitely-carved, ivory statuette (1000gp). Fariu has a belt pouch containing 22 takkas and a *potion of healing*.

If combat occurs in **Area 42X-7**, these vessals get there in 1d6+1 rounds to reinforce the defenders. Tenei Atua tries to get behind attackers (*dimension door* and *invisible*) to backstab with her magic khopesh. Fariu Ghezit tries to *slow* the party and catch them in *webs* before fighting.

42X-9. Scrying Chamber

This square room has three alcoves in its eastern wall, and a large hole in the southwest corner where someone or something has tunneled through the wall. Several creatures are here: a woman in black robes with dark mist rising from her eye sockets, a trio of dwarf-sized figures swathed in black robes, and two armored ogres wearing surcoats with a demonic symbol on the front.

The woman is one of the **Vessals of Isclaadra**, the three small figures are **3 dark creeper messengers**, and the **2 ogres** are always here as sentries.

The alcoves in the eastern wall begin 3ft from the floor, and are 4ft tall inside. The shelf in each of the alcoves contains a shallow depression in the stone. These are used as scrying fonts by the Vessals. Filled with darkmist, they are used to watch other places where darkmist exists. It is possible for the characters to use the scrying pools if they think to put

Wax Avatar of Aouc Jamac

This wax face is the image of the wizard Aouc Jamac (see **Chapter 8**). His name and seal (a lute within a square) are stamped onto the back of the image. If anyone speaks the wizard's name to the avatar, its features animate to precisely mimic the face and speak the words of Aouc Jamac, anywhere within 100 miles. The wizard is immediately aware that the avatar has been awakened, and is able to hear anything said to it. This channel of communication lasts for only 1 minute, and once it is used the avatar melts into formless sealing-wax.

darkmist in them. The darkmist liquefies in the bowls and begin showing what the character commands (provided that it is a place filled with darkmist, such as the streets of Izamne).

Savizubai, Vessal of Isclaadra: HD 8; **HP** 37; **AC** 4[15] or –1[20] in darkness; **Atk** khopesh (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells MU5 (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.
Spells: 1st—*charm person* (x2), *magic missile, read languages;* 2nd—*ESP, web*; 3rd—*slow*.
Equipment: khopesh, unholy symbol of Isclaadra, belt pouch containing 3 takkas, a *potion of healing*, and a wax avatar of Aouc Jamac (see Sidebox).

Dark Creeper Messengers (3): HD 1+1; **HP** 8x2, 6; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness 50ft radius, death-flash 10ft burst (blinded for 1d6 rounds, save avoids), level 4 thieving skills. (***Monstrosities*** 83)

Thieving Skills: Climb 88%; Tasks/Traps 30%; Hear 4 in 6; Hide 25%; Silent 35%; Locks 25%.
Equipment: leather armor and wrappings, dagger with black smear poison (drain 1d2 strength points per round for 2d6–1 rounds, save avoids).

Ogre Sentries (2): HD 4+1; **HP** 29, 28; **AC** 2[17]; **Atk** large mace (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** None.

Equipment: plate mail, shield, large mace, belt pouch. Ogre #1 has 108gp and a necklace of garnets (500gp); ogre #2 has 30gp, a bundle of yellow feathers, and a platinum ring with a skull-and-thorn pattern (250gp).

42X-10. Collapsed Wall

The walls of this room are mortared stone, but it is apparently not inhabited. The back wall has collapsed away, leading into a narrow tunnel.

This room is empty.

42X-11. Bedchamber of the Second Vessal

This room is furnished in spartan fashion, with a bed, cabinet, writing desk, and chair. Each wall has a bas-relief carving in the middle depicting the unholy symbol of Isclaadra, a horned demon-face in the middle of a cloud of mist.

[If the Font is not alerted]:
A woman with dark mist rising from her empty eye sockets turns swiftly, snarling at you as you enter the room.

This is **Deolu Alua**, second-in-command of the Vessals of the Font of Darkness after Pathawara Lia.

Deolu Alua, Vessal of Isclaadra: HD 8; **HP** 37; **AC** 4[15] or –1[20] in darkness; **Atk** khopesh (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells MU5 (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.
Spells: 1st—*charm person* (x2), *magic missile* (x2); 2nd—*web* (x2); 3rd—*lightning bolt*.
Equipment: khopesh, unholy symbol of Isclaadra, belt pouch containing 15 emeralds (200gp each), blue jade key (opens chest in Area 42X-23).

Treasure: The cabinet in the room contains only ordinary clothing, and there is nothing unusual about the bed or chair. However, Deolu Alua's writing desk contains one item of interest, even if it is not particularly valuable. A letter on the desk's top reads:

You dark elves are definitely attached to the worship of your spider-goddess, and we would never think of trying to subvert that lovely relationship. However, in your specific case, you might consider how much individual power you could achieve. Here in the Font of Darkness, we can take the bodies of living slaves and turn them into demons of the mist, or, if the subject is of good quality, even into a Vessal such as myself. Give it some thought.
Signed,
Deolu Alua, Second Vessal of the Font of Darkness

42X-12. Rift

A large part of the floor in this room seems to have fallen away into a pool of dark mist.

The "pool" of darkmist is actually a chasm 200ft deep, so filled with the darkness of the mist that it appears to be shallow. A dwarf quickly (but not immediately) notices that the floor is slightly unstable. There is, however, no likelihood that it will fall in unless the characters do something fairly seismic.

If the characters manage to plumb the depths of the chasm, they discover a ledge 100ft down where there is a shattered skeleton wearing the robes of a Vessal, scraps of a blanket, and some shards of old wood. The skeleton carries no equipment (she was asleep when the floor fell in) other than a blue key of carven jade (this key opens the chest in **Area 42X-23**).

Nothing else is in the room; the Vessals cleared it out after the accident.

42X-13. Vessal Bedchamber

Three small humanoids swathed in dark clothes are sitting on the floor playing cards in the dark.

Other than the humanoids, the room contains nothing other than 2 tall beds, 1 normal chair, and a large stone chest that appears to be part of the wall except for its metal hinges and wooden lid.

This is the bedchamber of Tenei Atua and Fariu Ghezit, Vessals of Isclaadra. They are not present (both are in **Area 42X-8**). However, their **3 dark creeper servants** are here playing cards on the floor.

Dark Creeper Servants (3): HD 1+1; **HP** 7, 5x2; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness 50ft radius, death-flash 10ft burst (blinded for 1d6 rounds, save avoids), level 4 thieving skills. (***Monstrosities*** 83)

Thieving Skills: Climb 88%; Tasks/Traps 30%; Hear 4 in 6; Hide 25%; Silent 35%; Locks 25%.

Equipment: leather armor and wrappings, dagger with black smear poison (drain 1d2 strength points per round for 2d6–1 rounds, save avoids).

Treasure: There are 3 short sleeping furs under the beds, which have 3ft of space underneath them. The wooden lid of the stone chest has a rectangular hole in it for use as a handle: Put your fingers under the lid and lift. A character who does this (or checks the finger-hole) feels a little catch inside the lid, easily undone. Flipping the catch disables the trap set on the lid; if the lid is lifted without flipping the catch, a loud alarm bell inside the chest starts ringing, calling **2 nebunorne demons** to investigate. The chest contains the alarm bell, several Vessal's robes, and a bag of 10 diamonds worth 1000gp each.

42X-14. Bedchamber

This room contains 2 tall beds, a round table with 1 normal-sized chair and 4 short ones, and a wardrobe.

This bedchamber belongs to Savizubai, who is on scrying duty in **Area 42X-9**, and Leeiz, who is on guard duty in **Area 42X-7**.

Like Tenei Atua's room in **Area 42X-13**, Savizubai and Leeiz use tall beds to create space underneath for the creeper servants to sleep. The dark creepers are not here, since they are attending Savizubai in the Scrying Chamber.

Treasure: A total of 4 short sleeping furs are under the beds, made of what looks like fur and human-skin leather. Three of them are empty, but the fourth contains 15gp sewn into the lining.

42X-15. Rift Cavern

The floor of an entire cavern space has fallen in here, leaving only a balcony of stone on the far side of the rift and a narrow ledge around the cavern's western side. Dark mist bubbles and seethes 15ft below the rim of the rift.

This chasm is 300ft deep, with no real ledges all the way down other than tiny caves where bats live. Anyone trying to climb down into this deep rift disturbs the bats, and they rise from the chasm like a tornado, their wings and bodies buffeting the character. Anyone in this maelstrom of bats must make a saving throw or lose hold of anything they are holding — including a rope, and including the rock wall.

42X-16. Cultist Barracks

Note: This room is filled with darkmist: Normal light is entirely swallowed; magical light and darkvision penetrate no farther than 30ft. Note that the cultists can see in darkmist.

This chamber contains a line of 10 beds along the eastern wall. A weapons rack is on the southern wall, and a huge unholy symbol is on the northern wall.

This room is the barracks for **10 cultists of Isclaadra**, the favored of the Vessals, who run errands, perform assassinations, and otherwise carry out the legwork of a growing empire's administration. Their numbers constantly have to be replenished as the cultists are also the main source of raw material for nebunorne demons being made in the Font of Darkness (see **Area 42X-23**).

All of the cultists have been gifted by Isclaadra with the ability to see in darkmist. Darkmist is like light for them. If the humans are outside of darkmist, they cannot see in ordinary dark, but they do not leave the darkmist-filled areas of the temple. Cultists 1–5 are **5 bugbears** (errand-runners for the Vessals). Cultist 6 and 7 are **2 human fighters**, Cultist 8 is a **human magic-user**, and Cultists 9 and 10 are **2 human clerics**.

The cultists are utterly loyal to Isclaadra's service and cannot be subverted.

Bugbear Cultists (5): HD 3+1; **HP** 20, 17, 16, 15, 11; **AC** 5[14]; **Atk** bite (2d4) or weapon (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents, 50% chance.

Equipment: ring armor, cleaver, unholy symbol of Isclaadra, belt pouch with 3d8gp.

Fighter Cultists (Ftr3) (2): HP 20, 13; **AC** 4[15]; **Atk** #1: *+1 longsword* (1d8+1); #2: longsword (1d8) or short bow (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60; **Special:** 3 attacks vs. HD 1 or less.

Equipment (both): chainmail, shield, longsword, shortbow (20 arrows), unholy symbol of Isclaadra
#1: *+1 longsword*, belt pouch containing 35gp
#2: belt pouch containing sapphire (500gp)

Magic-User Cultist (MU3): HP 10; **AC** 8[11]; **Atk** staff (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** spells (2/1), +2 save vs. spells, including those from wands and staves.

Spells: 1st—*magic missile* (x2); 2nd—*web*.
Equipment: robes, staff, unholy symbol of Isclaadra, belt pouch containing 32gp, 2 garnets (50gp), scroll case with scroll of *charm person, shield, detect invisibility, knock, levitate*, and *clairaudience*.

Cleric Cultists (Clr3) (2): HP 17, 11; **AC** 2[17]; **Atk** mace (1d6); **Move** 6; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** spells (2/0), +2 save vs. paralysis and poison

Spells: 1st—*cause light wounds, cure light wounds*
Equipment (both): plate mail, shield, mace, unholy symbol of Isclaadra
#1: scroll of *hold person*, belt pouch containing 39gp
#2: *potion of healing*, *potion of iron skin* (improves AC by 4)

Treasure: The weapons rack on the southern wall is emptied once all the cultists have their weapons, and the chests contain black cultist

robes. One chest has a false bottom with a secret compartment underneath containing 124gp.

42X-17. Beads, Bells, and Beds

The room is filled with darkmist, restricting vision.

This room is apparently a deserted barracks of some kind, with 20 beds along the western wall, an empty weapons-rack on the southern wall and a huge unholy symbol painted onto the northern wall.

[The following area might not be visible immediately, unless the characters are coming from Area 42X-18]:

The southeast corner widens into a side room where thousands of strands of beads and tiny bells are strung from the ceiling. It looks like it is impossible to walk directly through the room without brushing into any of them. A door is on the far side of the bells and beads.

If anyone touches the bells or beads in the southeast chamber, a loud ringing begins in **Area 42X-18**, alerting Pathawara Lia to the fact that intruders are coming near. The effect is magical; the strands can be detected as magic, and if a *dispel magic* is cast upon them, the trap does not trigger. Even worse, the magical alarm pulls a **nebunorne demon** through the holy symbol on the northern wall into the material realm. If Pathawara Lia retreats into this room, she commands the nebunorne to defend her.

Nebunorne Demon: HD 10; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon).

Magical Abilities: at will—create *darkness 10ft radius*; 3/day—create *darkness 50ft radius*.

42X-18. Pathawara Lia's Chambers

This room is sumptuously furnished. Black tapestries with strange, whirling yellow patterns adorn the walls, and yellow carpets cover the floor. In the middle of the room is a 3ft-diameter basin containing dirt and several tall, slender mushrooms. A tall woman with pale skin and a cloth-masked face is in the room; she moves like a blur when you see her.

Pathawara Lia is the head of the Cult of Isclaadra, and is thus one of the most powerful and influential figures in the Cyclopean Deeps. Her influence is mainly religious and political, and what military forces she has are spread throughout the Deeps. The Font of Darkness is not a military stronghold — yet. Pathawara Lia, like her patron the Demon-Prince Isclaadra, is subtle; she prefers for her enemies to discover themselves defeated before any battle takes place. If the characters manage to fight their way through to her in a frontal assault, she focuses on subverting them to her cause rather than fighting them directly. If necessary she runs; there are two exits from her room with good reason. Fighting is her last resort.

Details about Pathawara's politics, plans, and potential missions are described in the Throne Room (**Area 42X-21**), which is where the characters meet her if their intentions are friendly toward the cult. If the characters are in this room, they are here to kill her, so the political niceties aren't relevant.

Pathawara Lia, Vessal of Isclaadra: HD 10; **HP** 68; **AC** 4[15] or –1[20] in darkness; **Atk** khopesh (1d8); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** backstab (x2), magical abilities, spells Clr5 (2/2), spells MU5 (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.

Spells (Clr): 1st—*cause light wounds* (x2); 2nd—*hold person* (x2).

Spells (MU): 1st—*charm person* (x2), *magic missile* (x2); 2nd—*web* (x2); 3rd—*lightning bolt*.

Equipment: khopesh, unholy symbol of Isclaadra, *boots of speed*, belt pouch containing 22gp and blue jade key (opens chest in Area 42X-23).

Treasure: Pathawara Lia's treasure is mostly kept under the statue of Isclaadra in **Area 42X-23**, but for convenience (and a quick escape, if need be) she also stores some valuables in a chamber underneath her mushroom-basin. It contains 2000gp and 2000sp in a drawstring sack, 4 *potions of healing*, and a *potion of levitation*.

42X-19. Antechamber of the Temple Font

To the south are two sets of double doors, each one 10ft tall and 5ft wide. They appear to be made of metal, and each door is carved with half of a demonic face, joining in the middle when the doors are closed. A dark mist curls in ribbons from beneath the doors and from the demon mouths, which contain a small aperture. This mist lies about an inch deep across the entire floor of the room.

A third door exits the room to the north at the end of a 20ft corridor, and an open hallway is to the east.

This room is effectively the northern antechamber of the headquarters of the cult of Isclaadra; the two southern doors and the eastern passage all lead to critical areas within the temple. If either of the southern doors are opened, darkmist begins to spill out. Everything beyond that point is completely filled with darkmist (normal light is entirely swallowed; magical light and darkvision penetrate no farther than 30ft).

Unless the characters have previously killed Pathawara Lia (**Area 42X-18**), this room is guarded by a huge, 3-headed dog that appears to be made of black, bubbling fog: It is a **hound of darkmist**. If Pathawara Lia is dead, the hound's captive soul is freed, and the hound dissolves into normal darkmist. If Pathawara Lia is alive, the hound is here.

If the characters tell it that they have peaceful intentions, and no Lawful character are in the party that it can smell, the hound lets them through if they can answer its riddle. The solution to the riddle is a password given to those with legitimate business at the Font, if they are expected to approach from the north (the characters are almost certainly approaching or were told to approach from a location to the south).

Riddle this and answer now,
To name me is the key.
You see me and nothing else,
Or everything but me.
Torches can't find me;
Chains can't bind me;
Night makes me,
Time takes me.
What I steal appears again
As soon as I depart;
Sleep with me in loving arms,
For with the dawn, we part.

The answer is *"darkness." "Night"* is not the correct answer, since the riddle contains the line, *"Night makes me."* The Hound allows one or two incorrect answers, but (unless someone is explaining the errors away persuasively) it attacks if it hears a third incorrect answer.

Hound of Darkmist: HD 7; **HP** 36; **AC** 3[16]; **Atk** 3 bites (1d6+1); **Move** 18; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** free movement (cannot be blocked, can flow around to attack from behind), hold (other heads bite for automatic damage), paralyze with fear (save avoids, with release lasts 1 round), smell Law. (**Monster Appendix**)

42X-20. Office of the Bailiff

The corridor opens into a chamber 30ft from north to south, and 20ft from east to west. Part of the floor has fallen in, creating a hole almost all the way across the room from east to west, although a ledge 2ft wide remains at the western edge of this chasm. The chasm itself is about 10ft wide, and is filled with roiling, dark mist.

The chasm is filled with darkmist and is 50ft deep, shallower than most of the other rifts in the area. It is the home of a **nebunorne demon**, a being named Methim who is responsible for organizing Pathawara's dealings with her supplicants, followers, and hirelings. It is not unusual for visitors, especially those who are here often, to peek respectfully into the corridor and ask Methim to arrange a meeting with Pathawara Lia. Thus, if the characters are being cautious (and did not end up in a noisy fight with the hound of darkmist in **Area 42X-19**, it is possible to fool Methim into believing that they have legitimate business at the Font.

Even if the characters are persuasive and appear to be servants of Chaos, all audiences with Pathawara Lia are held in her throne room; not here, and most definitely not in Pathawara's chamber beyond this hall. Methim directs the characters to **Area 42X-21** if they are seeking an audience.

Methim lurks in his darkmist-filled chasm, so even if the characters see into the room with magic light sources, he is below their line of sight until they are right at the edge.

Methim, Nebunorne Demon: HD 10; **HP** 65; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon).

Magical Abilities: at will—create *darkness 10ft radius*; 3/day—create *darkness 50ft radius*

42X-21. Throne Room of the High Vessal

Steps lead to a raised dais in the southeast corner of this room, where a high, black throne overlooks the chamber. The back of the throne rises almost to the top of the chamber 10ft above the dais, and appears to spread out into a sheet of smoke or mist, which covers the entire ceiling.

Anyone in the Font who claims to be visiting for a meeting with Pathawara Lia (who is typically found in **Area 42X-18**) is directed here, for this is her throne room, where the Cult of Isclaadra gives commands to its minions.

Pathawara Lia, High Vessal of Isaclaadra in the Cyclopean Deeps

Long-term Goals: Help Isclaadra conquer the Cyclopean Deeps and turn it into a manufactory for demons of the mist, creating an unstoppable horde to conquer this world.
Current plans: Protect the interests of the Duergar King, Okarm Etekk, who is a puppet of Isclaadra.
Allies: Avarthamna Civilization of the dark stalkers, other cultists of Isclaadra
Enemies and rivals: Kshamarat civilization of the dark folk (simmering rivalry), Serpentfolk (serious cold war), Denizens of Leng (unspoken rivalry with casualties)
Notes: Pathawara Lia leads the strongest power bloc in the Cyclopean Deeps, and is slowly but surely bringing her Cult into a position of complete rulership over the Deeps.

The High Vessal of Isclaadra will not be encountered in this room unless the characters are here peacefully, asking for an audience with her. In addition to asking for an audience, they have presumably also managed to establish their credentials, possibly with bribes, possibly by being obviously evil, or possibly by having a password or other token of their authenticity.

Negotiating with Pathawara Lia

It is no accident that Pathawara Lia leads the ascendant power in the Cyclopean Deeps. She is a brilliant strategist and a gifted negotiator. Even Jupiter Kwan has the sense to be wary of her, and if the characters fail to appreciate the risks involved in leaving her alive, they are likely to suffer for the mistake. In some cases it is simply better to wipe out the opposition once and for all. This is one of them.

If the characters are here to offer their services, Pathawara Lia has various possible missions she can engage them to perform:

1. Capture one of the khryll: So far the khryll have been completely immune to the influences of the Cult of Isclaadra, and Pathawara Lia wants to find out why. A living specimen would be useful in this regard.

2. Assassinate Jupiter Kwan (See Chapter 9): Isclaadra would vastly repay a group of characters who could manage this feat — each member of the party would receive a powerful magical item of the character's choice (within reason, but this would be a demon-prince giving the reward, not a mere monster).

3. Assassinate Doctor Quattromani, an ally of Jupiter Kwan, in the City of Izamne (See **Chapter 4**, **Hex 13R**, **Area 13R-14**). Bring his head back to the Font.

4. Poison the High Priest of Tsathogga in the City of Izamne (See **Chapter 4**, **Hex 13R**, **Area 13R-12**). The poison is a very specific one, which Pathawara Lia gives to the characters when they depart. It must be ingested, but once it is past a person's lips it turns them into darkmist with no saving throw.

5. Deliver letters to Azisha Taa. This is another mission to Izamne (**Chapter 4**, **Hex 13R**, **Area 13R-10**). The letters are protected by spells that cause them to disintegrate into darkmist if the package is opened. If the characters somehow get into the package, they find that the letters are written in a raised script so that one need not be able to see in order to read them.

6. Bring 11 captive humanoids, of any kind, to the Font. Pathawara Lia is always using people up to create cultists and nebunorne demons, and fetching the raw material takes time. This is obviously an easy mission, which the characters can most likely accomplish from random encounters alone, but it allows them to get back to the Font for another mission

without traveling a long way first.

7. Discover the secret of the Eye of Gaaros in Ques Querax. Pathawara Lia suspects that the Eye is actually the agent for some other powerful being that could threaten her plans to take over the Deeps. She is partially correct on this.

8. Deliver a valuable object of some kind to the wizard Aouc Jamac (see **Chapter 8**). Alternatively, if the item is merely a token of appreciation, it could be something innocuous but thoughtful, such as a linen shirt (which is the type of shirt the wizard wears). Delivering a linen shirt without any explanations drives the characters nuts trying to figure out the nonexistent significance of the thing.

If Pathawara Lia meets with the characters in the Throne Room, she is accompanied by **Methim the Nebunorne** (**Area 42X-20**), the **2 fighter cultists** from **Area 42X-16**, and the **Vessal Deolu Alua** (**Area 42X-11**).

Treasure: The throne (which does indeed turn into mist at the top) has four obsidian spheres imbedded in the stones of the dais at each corner. Three of these are worth 500gp each, and they can be removed safely even with a pickaxe. The fourth black sphere is a crystal ball, and it is very fragile. Getting the crystal ball out of the stones without breaking it requires some time and effort.

42X-22. The Wellspring

The masonry of the walls, floor, and ceiling of this room is broken. Huge cracks have opened across the floor, and stones are pressed out of place everywhere. The entire ceiling of the large chamber seems to be at a gentle slope down from the eastern side of the chamber to the western. Darkmist boils upward from the cracks in the floor, filling the entire chamber. Shapes in the mist are moving toward you.

This room is one of the most important places in the Cyclopean Deeps as far as the Cult of Isclaadra is concerned. It is the source of the huge quantities of darkmist required to make hounds of darkmist, the nebunorne demons, and the Vessals themselves.

The room is completely filled with darkmist, which issues forth from cracks in the floor and ceiling. These cracks are not only cracks in the stone of the earth, but penetrate all the way into the dark and horrid underworld controlled by the Demon-Prince Isclaadra. Anyone traveling down the cracks for a very long distance would actually cross the barrier into another plane of existence — and that would probably not end well.

The nebunorne demons remain here until they are assigned tasks, such as damaging Jupiter Kwan's extra-dimensional fortress, guarding Vessals who are doing Isclaadra's work in other parts of the Cyclopean Deeps, or trying to assassinate the demon-prince's enemies. At present, **4 nebunorne demons** are here in the Wellspring.

Nebunorne Demons (4): HD 10; **HP** 63, 58, 53, 41; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon).

Magical Abilities: at will—create *darkness 10ft radius*; 3/day—create *darkness 50ft radius.*

42X-23. Font of Darkness

The floor of this rough-hewn chamber is divided by a narrow chasm 10ft wide, with a stone bridge leading across. Eight wooden cranes stand on the far side of the chasm, 4 on each side of the bridge, each one suspending something by chains into the darkmist-filled chasm. On the far side of the room is a great dais, on which stands a colossal statue 20ft tall. The statue is a handsome but demonic man, with goat legs, goat horns, and bat wings folded at his back. The statue holds a staff in one hand. In front of the dais, a long altar is draped with black velvet cloth, a silver candelabra at each end, and a book in the center. An almost choking sense of evil fills the room, as if the air itself were tainted.

The chasm in this room is the Font of Darkness. It is a powerfully unholy place that Isclaadra's cult has occupied for some time, and it occupies an important role in the demon-prince's schemes for this particular plane of existence. The chasm of darkmist is used to steep living bodies (preferably human) in the essence of darkmist, turning them eventually into nebunorne demons.

If anyone steps on the dais or attempts to move the statue, it animates with the presence of Isclaadra himself, in which case the characters are in for a desperate — and probably fatal — battle. A secret compartment is under the statue's pedestal; the only way to open it safely is to speak the Word of Mist. The word cannot be spoken in the hearing of another person, so it is passed on phonetically from one High Vessal to the next, and also to the cult's second-in-command.

The bridge is magical (and can be detected as such). It removes charms and mental controls from anyone passing over it. Just in front of the bridge, words are carved on the floor, a part of the enchantment; if a magic-user casts *read magic* on these runes, the character has a 5% chance per level to realize that the bridge has been enspelled with a powerful charm-breaking magic.

Demon-Prince Isclaadra: HD 22 (110hp); **AC** –6[25]; **Atk** 2 claws (2d6) or *staff of mist* (6d6); **Move** 12 (fly 12); **Save** 3; **CL/XP** 30/7400; **Special**: +2 or better weapon to hit, magic resistance (90%), spells MU8 (4/3/3/2), magical abilities. (***Monstrosities*** 107)

Magical Abilities: at will— *charm monster, clairvoyance, continual darkness, dispel magic, ESP, fear, read languages, read magic, telekinesis* (1000 pounds of weight), *suggestion*.
Spells: 1st—*detect magic*, *magic missile* (x2), *protection from good*; 2nd—*invisibility*, *mirror image*, *phantasmal force*; 3rd—*haste*, *hold person*, *slow*; 4th—*dimension door*, *ice storm*.
Equipment: *staff of mist* (Magic Item Appendix)

Treasure: The cult's treasure is hidden in the pedestal underneath Isclaadra's statue. The statue and the opening to the treasure chamber pivot to the side if someone speaks the Word of Mist. A single — but large — treasure chest is in the compartment under the statue.

The treasure chest is fastened to the bottom of the compartment with 4 screws that run from the inside of the chest down deep into the rock below. They cannot be pulled out by force; the only way to remove the chest from the compartment is to cut through them. The normal kit carried by a thief has a saw that can get through this metal, but it absolutely requires that the thief's head, arms, and torso are crammed down into the space between the chest and the wall of the stone compartment it sits in. If the thief does not first check the stone wall of this small area, there is a 90% chance that at some point during the process of sawing through the screws under the treasure chest, the thief touches a small pressure plate at the bottom of the wall and springs a trap. If the trap is sprung, spikes shoot out from the wall, impaling the thief for 3d10 points of damage (puncturing the torso in several places). Fortunately, it is not hard to detect this trap, since wall spikes are difficult to conceal. If a thief checks the side walls of the compartment for traps, the chance of detection is 100%, and even a non-thief has a 20% chance to find the spikes before the trap springs.

The lid of the chest is also trapped, and this trap can be found (normal percentages) by checking any of the lock, latch, or hinges. Opening the lid releases a poison gas into the room, in a radius of 30ft around the chest.

This trap can be disabled normally, and it is deactivated if the proper key (blue jade key) is used to open the lock.

Within the chest is a vast treasure. The coins include 149 takkas, 18,649gp, 11,450sp, and 16,732cp. Several loose gems are inside: 2 fire opals (500gp), an emerald (1000gp), 10 garnets (10gp), a pearl (2000gp), and 2 diamonds (3000gp). At the very center of the glittering coins, a wooden box (locked but not trapped) contains several potions: *animal control, clairvoyance, diminution, fire resistance, flying, giant strength, heroism, plant control*, and *healing* (6). There are also 3 scrolls in the box, tightly rolled and tied with ribbon.

Scroll #1: This is a cursed scroll of sleep. Anyone trying to figure out what the scroll's purpose might be, whether by some identification spell, or by reading part of it, must make a saving throw or fall into a deep sleep lasting for 1d3+1 days. The only way to wake the sleeper is by casting a *remove curse* spell.

Scroll #2: Magic-user spells: *anti-magic shell, move earth, reincarnation*.

Scroll #3: Druid spells: *animal growth, controls winds, wall of fire*.

Finally, the chest contains a *wand of paralyzing*, a *+4 dagger*, and a *bag of holding* (which itself contains a +1 *sword*, +3 *shield*, and +1 *longbow*).

If the characters defeat the statue while it is animated by the spirit of the demon-prince, Isclaadra is hurled back to his own plane of existence, badly hurt. Revenge becomes a priority, but Isclaadra does not risk himself or any of his more important minions in a stand-up battle with the characters in the future. He is enraged, but not obsessed with the defeat; defeats are taken in stride by the truly dangerous immortals. Nevertheless, the characters need to watch their backs forever after, if they take the treasure of a demon-prince.

Appendix I: Glosssary

Annihilation, the: At a point in time four centuries ago, there was a third civilization of the dark stalkers in the City of Izamne, other than the Avarthamna and the Kshamarat. This third civilization worshipped the Demon-Princess Teratashia as their patroness. During a sudden, 10-day period of mass murders, street-battles, and carnage, the Teratashian civilization was entirely annihilated.

Avarthamna: The largest darkfolk civilization in the Cyclopean Deeps, although their dominance in the City of Izamne is very slight. All Avarthamna encountered are female. The Avarthamna are a far-flung culture; darkfolk of this civilization may be encountered outside the Cyclopean Deeps. The Avarthamna play a wind instrument called the azamarthi, which might play a role in encounters with the jack-in-irons in **Hex 9L**. The Avarthamna dark stalkers are servants of the Demon-Prince Isclaadra, and many of their reliquary-houses are aware of the secret activities described in ***Chapter 12: Font of Darkness***.

Azamarthi: musical wind instrument of the Avarthamna darkfolk civilization.

Darkfolk: A general name for the dark stalkers, dark creepers, and their less-common ilk.

Darkmist: A few areas in the Cyclopean Deeps contain and produce a subterranean gas called "Darkmist." The substance is not magical, and is thus not subject to dweomers such as *detect magic* or *dispel magic*. Its most unusual feature is that it subdues and swallows light. Even magical light in the vicinity of darkmist becomes shadowy and emits illumination no farther than 30ft. Any light from normal flame is dimmed to a distance of 10ft. Moreover, darkmist affects darkvision as well as normal sight; these abilities still work in darkmist, but only to a distance of 30ft. The mist is heavier than air, and large quantities of the stuff make their way through hidden rills and rivulets in the limestone to collect in certain places such as the unusually dramatic example of Izamne, where a huge basin is filled with the mist. The presence of large reservoirs of darkmist in the Cyclopean Deeps is important to some degree to many of the denizens of the Cyclopean Deeps. The mist can even be sold, although it is a long and complicated process to refine it well enough to survive long outside the environment of the Deeps. Some demi-planes have similar physical laws almost identical to the Deeps, and the Demon-Prince Isclaadra has from time to time employed such demi-planes as storage areas.

Gaaros-Uaazath: The titanic being known as Gaaros-Uaazath was not originally of this plane of existence. It emerged into the dark caverns of the Cyclopean Deeps almost a thousand years ago, whereupon it gave birth to a large number of khryll. It is now dead and rotted away. The very history of this being is a religious secret of the local khryll, and they will kill to prevent any other species from learning of it.

Isclaadra: Isclaadra is the demon-prince of mists. He is a tall, humanlike figure with the horns and legs of a goat, and massive bat wings. Of the various demon-princes, Isclaadra is one of the weakest, but his plans are subtle and devious, a characteristic that has allowed him to survive and increase his relative power in the underworlds over the last several centuries.

Izamne: A subterranean city in the Cyclopean Deeps ruled by the darkfolk (see **Chapters 3** and **4**).

Jhoat-stick: These are pressed-fungus sticks that are chewed as a mild narcotic by many denizens of the Deeps. The cost of a cheap jhoat-stick is 10gp. They range in price up to 100gp depending on the strength and qualities of the narcotic.

Khe-Nantak: A beverage favored by the khryll, khe-nantak is the liquefied internal organs of various creatures mixed together and alchemically purified. It is less nutritious for the khryll than organs directly liquefied and eaten directly from the living victim, but it is tastier. In effect, it is junk food for them. A lively trade in khe-nantak goes on in the Cyclopean Deeps, mainly to supply the khryll living in Ques Querax and Izamne. Khe-nantak sells for 250gp to the gallon.

Kshamarat: The Kshamarat are a darkfolk civilization found in the Cyclopean Deeps. The mysteries of the Kshamarat are not as widespread as the Avarthamna culture either in the Deeps or beyond in the rest of the Under Realms. They worship Noagana the Unseen. The Kshamarat reproduce by combining a captured soul (kept in "*soul nets*", **Magic Items Appendix**), darkmist, and a dark creeper infant.

Mnemopods: Mnemopods are magical items that allow a telepath to record a few moments of direct thought for another to "read" later on.

Noagana the Unseen: Patron deity of the Kshamarat darkfolk; one of the Seven Primordial Nagas. Noagana is also sometimes referred to as the "Third" of the Primordial Nagas. The worship of Noagana involves twelve sacred "fundamental shapes" that are traced in the air, much as a mantra is repeated in words. Some priest-followers of the Third Naga can use these symbols to cast spells in silence.

Primordial Nagas: The Seven Primordial Nagas are central to the myths of the Kshamarat darkfolk, who revere the third of these deities, Noagana the Unseen. Some other darkfolk civilizations share the same myths but worship a different one of the seven.

Ques Querax: Ques Querax is a subterranean fortress currently ruled by the Eye of Gaaros.

Rune of Touch: Dark stalkers do not have a written language, but over time, each of them develops a particular rune that is traced with the finger onto another dark stalker's skin, much like a signature or confirmation of identity. This rune is occasionally used to make a permanent record by cutting or chiseling it deeply enough that it can be traced by feel. Many ancestor-tokens are inscribed with the dead stalker's rune of touch. The much less formal "touch-rune" refers to a large number of commonly-known runes that the darkfolk cut into surfaces to provide warnings or information — these are basically the equivalent of street signs, and many other denizens of the Cyclopean Deeps are as familiar with them as the darkfolk.

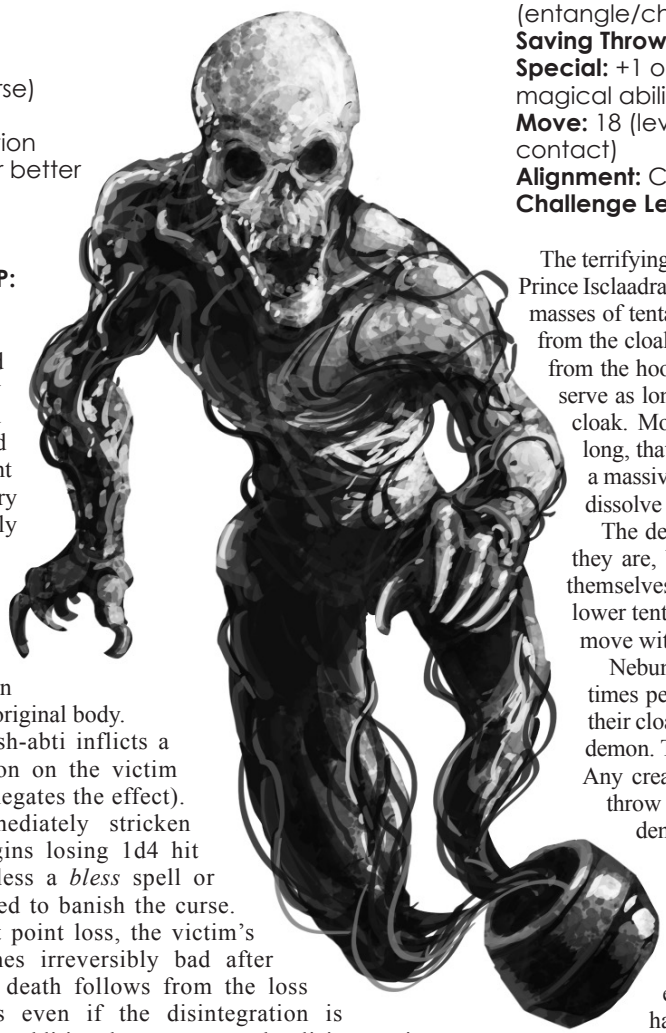
Script of the Ancients: The script of the Ancients (the ancient race of primordial serpentfolk, that is) appears in several places throughout the Domes, for this is an area that has been continually inhabited by the serpentfolk since truly ancient times, as witnessed by some of the deterioration of the complex and its magical powers. The script is non-magical, but it is very difficult to make sense of it even when it is translated due to its alien logic that — to humans, in any case — contains multiple ambiguities, double meanings, contradictions, and bizarre inferences. A thief reading the language has only a 5% chance per level to get the full meaning of the writing, and the use of a *read languages* spell has an unmodified 90% chance to interpret the meaning correctly. If such an attempt fails (e.g., a thief would have succeeded normally with an 80% chance, but the second check at 5% chance per level happened to fail) then the character might still discern some of the meaning contained in the writing. It is up to the Referee to decide what information, exactly, is understood. Failing the check should not mean that the character gained incorrect information; just that less information was conveyed, or even none at all.

Takka: The traders and other citizens of Izamne all accept gold coins and other normal currency, but due to the weight of metal currency most of them prefer to do business using tokens that are produced by the duergar, called *takkas*. One takka is worth 25gp, and they are lighter than ordinary coins, with 40 to the pound (thus, a 1,000gp value of takkas weighs exactly 1 pound).

Appendix II: Monsters

New Monsters

Ash-Abti



Hit Dice: 3+3
Armor Class: 6 [13]
Attacks: touch (curse)
Saving Throw: 14
Special: disintegration curse, silver or +1 or better weapon to hit
Move: 12
Alignment: Chaos
Challenge Level/XP: 8/800

Ash-abtis are undead creatures formed by their own cremated ashes, most often found in the tombs of Ancient Khemit. The funerary ashes are ordinarily sealed in an urn, but if they are released then the creature can gather its ashes into a corporeal shape and attack. The form of an ash-abti resembles its original body.

The touch of an ash-abti inflicts a curse of disintegration on the victim (saving throw at +1 negates the effect). The victim is immediately stricken unconscious and begins losing 1d4 hit points per round unless a *bless* spell or a *remove curse* is used to banish the curse. Regardless of the hit point loss, the victim's disintegration becomes irreversibly bad after 1d10+5 rounds, and death follows from the loss of flesh and organs even if the disintegration is stopped. There is one additional way to stop the disintegration, which is to cure the wasting-away body of the victim of twice the damage it has suffered from disintegration up to that point, before the disintegration becomes irreversible. The curing can come from multiple spellcasters and can be delivered over the course of more than one round (although the damage from the disintegration also increases as rounds go by).

The dust of a disintegrated victim has a 5% chance to rise as an ash-abti (most ash-abtis are created by funerary processes rather than these wild ones created by a victim's disintegration).

Ash-Abti: HD 3+3; **AC** 6[13]; **Atk** touch (curse); **Move** 12; **Save** 14; **AL** C; **CL/XP** 8/800; **Special:** disintegration curse (unconscious, lose 1d4 damage/round, death occurs 1d10+5 rounds regardless of hit points remaining, +1 on save to avoid), silver or +1 or better weapon to hit.

Demon, Nebunorne

Hit Dice: 10
Armor Class: 2[17]
Attacks: 2 from face-tentacles and hand-tentacles (entangle/choke) and 1 tentacle-staff (2d6 plus poison)
Saving Throw: 5
Special: +1 or better weapon to hit, hypnotic voice, magical abilities, summon demons
Move: 18 (levitating/pulling) or 6 (flying with no ground contact)
Alignment: Chaos
Challenge Level/XP: 14/2600

The terrifying nebunornes are mist-demons in the service of the Demon-Prince Isclaadra. They are always found wearing hooded robes.* Branching masses of tentacles — made of some black, semi-solid matter — extend from the cloak's hood and arms. One mass of tentacles reaches outward from the hood where a face ought to be, and other branching tentacles serve as long-fingered hands where they extend from the arms of the cloak. Most disturbing, perhaps, are the eight large tentacles, 10ft long, that writhe beneath the hooded figure as if its lower half were a massive octopus. All of the black tentacles, arms, face, and "legs" dissolve into trailing bands of dark mist at the ends.

The demons drift slowly through the air like the mist-substance they are, but if they are in contact with the ground they can pull themselves forward along the ground using the suckers of their lower tentacles. When they pull themselves in this fashion, they can move with astonishing speed.

Nebunornes can create darkness in a 10ft radius at will, and 3 times per day they can spew a dark mist from all the apertures of their cloaks to create a cloud that extends to a 50ft radius around the demon. Their voices are like smooth silk, hypnotic and captivating. Any creature that hears a nebunorne's voice must make a saving throw or fall into a hypnotic trance that lasts until either the demon stops speaking, or the sound is blocked in some way.

In battle, a nebunorne uses the tentacles from one "hand" and from the "face" as weapons. The other "hand" could be used, but ordinarily the demons carry a tentacle-staff in this "hand" as a weapon. The tentacle-staff is an 8ft rod of solidified mist with a mass of tentacles at the top end, waving in the air as if floating in water. The tentacles have stingers that deliver a demonic poison; anyone hit by the staff takes 2d6 points of damage automatically, and if the victim fails a saving throw, the character bloats up slowly (2d6 hours) to twice normal size and then explodes into a pink mist that eventually dissipates, leaving nothing to raise or resurrect. Despite its demonic origin, the poison responds normally to spells that affect ordinary poisons.

The tentacles of the actual demon, its "face" and "hand," do not inflict ordinary damage. They can reach as far as 20ft from the demon to grab an opponent (an ordinary "to-hit" roll), and if they hit, the victim must make a saving throw to avoid being entangled in the tentacles, which continue their supernatural extension to wrap around a person entirely. If the victim is entangled, no movement is possible and the victim is entirely helpless, reliant upon allies for any sort of rescue. Worse, any character that is entangled begins to choke to death, losing 1 point of constitution per round until dying at zero. The character may make a saving throw each round to avoid losing constitution in that round, but the choking continues for as long as the character is entangled. If the character is rescued from the coils of the demon's tentacles, the points of constitution return quickly — at a



rate of 1 point per combat round. It is possible for a person to be entangled and choked by more than one nebunorne demon at the same time.

Nebunornes are immune to electricity and poison, and take only half damage from cold, fire and acid. A nebunorne can attempt to summon forth another nebunorne demon, with a 40% chance of success.

—Author: Matt Finch

*Some scholars of demonkind — intrinsically unreliable as such individuals might be — propose that the hooded cloak is actually the substance of the demon, and the rest merely an agglomeration of mist.

Nebunorne Demon: HD 10; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon).

Magical Abilities: at will—create darkness 10ft radius; 3/day—create darkness 50ft radius.

Cairnshee

Hit Dice: 1d3 hit points
Armor Class: 8[11]
Attack: stone dagger (1d4), bite (1d3), or dart (1d2)
Save: 18
Special: silver or +1 or better weapon to hit
Move: 9
Alignment: Chaos
CL/XP: B/10

Cairnshees are very small creatures 1–2ft tall who inhabit the deepest of caves and caverns. They are wicked things that look like ugly, feral pixies without wings. They are apparently fey creatures, but they exhibit the very worst characteristics of the fey: They are merciless, territorial, capricious, and sneaky. Although they are expert at setting traps and ambushes, cairnshees do not have access to magic, sleep arrows, or other traditional weapons of the aboveground fey. They are, however, inordinately strong for their size, and can inflict as much damage with their small weapons as a creature twice as big.

From time to time, more civilized tribes of cairnshees might be encountered, but for the most part the cairnshees encountered in the deeps are essentially psychotic, fearless little murderers.

—Author: Matt Finch

Cairnshee: HD 1d3 hit points; **AC** 8[11]; **Atk** stone dagger (1d4), bite (1d3), or dart (1d2); **Move** 9; **Save** 17; **AL** C; **CL/XP** B/10; **Special:** silver or +1 or better weapon to hit.

CHOA-THOOM

Hit Dice: 30 (150hp)
Armor Class: –6[25]
Attack: bite (6d6), 9 tentacles (1d6)
Saving Throw: 3
Special: +2 or better weapon required to hit, magic resistance 75%, magical abilities
Move: 9 (swim 9) (fly 12)
Alignment: Chaos
Challenge Level/XP: 40/8000

If CHOA-THOOM rises angry from the bottom of the lake, the only intelligent course of action for the characters is to flee like frightened bunnies. The godling is vastly powerful and capable of sloughing off most material attacks and spells.

If one of CHOA-THOOM's tentacles hits, the victim must make a saving throw or be held, taking automatic damage in the following round. A held character is popped into CHOA-THOOM's mouth in the next round to suffer 6d6 points of damage and (unless the character makes a saving throw) be swallowed. Swallowed characters are sucked through the godling and into a watery death in a lightless, watery hell far removed from the material plane. Unless the character is *raised* within 10 rounds, the death is irrevocable.

If the godling has no one held in its tentacles to swallow, it attacks with its bite. If the attack succeeds by 4 or more over the number required to hit, the victim is swallowed (no saving throw) to suffer the fate described above.

CHOA-THOOM has magic resistance of 75%, and can be hit only by +2 or better weapon. Moreover, it has the following powers: *invisibility* (3/day), *death spell* (6/day, and may attack physically as well), *summon* a piscodaemon (75% chance of success, may attempt 3/day, may attack physically as well). To communicate, CHOA-THOOM uses *ESP* 3/day, but only once per individual. The effect is not entirely healthy for the subject of the mind-read; a saving throw is required to avoid having seizures, falling to the ground, and then becoming catatonic for 3d6x10 minutes. Once CHOA-THOOM reads a person's mind, it can communicate telepathically with that person without further difficulty.

Merely seeing CHOA-THOOM requires making a saving throw or the victim is paralyzed with fear for 1d6 rounds.

It isn't a foregone conclusion that the godling will massacre an entire party of adventurers, even if they do something truly annoying. If several characters all die in short order, CHOA-THOOM stops for a few moments to see if the survivors have been properly chastened and are now duly respectful. If it decides this is the case, it sinks back down under the waters of the lake. If the characters are still defiant or attempt to attack after they realize that CHOA-THOOM has stopped attacking, it goes ahead and finishes off all who do not flee.

—Author: Matt Finch

CHOA-THOOM: HD 30 (150hp); **AC** –6[25]; **Atk** bite (6d6), 9 tentacles (1d6); **Move** 9 (swim 9) (fly 12); **Save** 3; **AL** C; **CL/XP** 40/10400; **Special**: +2 or better weapon to hit, magic

resistance 75%, magic abilities (**Appendix**).

Magic Abilities: 6/day—death spell; 3/day—invisibility, ESP, summon a piscodaemon (75%).

Daemon, Crabmane

Hit Dice: 3
Armor Class: 2[17]
Attack: 4 pincers (1d6)
Saving Throw: 14
Special: +1 or better weapon to hit, immune to cold, magic resistance 10%
Move: 9 (swim 12)
Alignment: Chaos
Challenge Level/XP: 6/400

Crabmanes are a weak type of daemon. In the Cyclopean Deeps, they are found around the shores of the Flagon of the Death God, where they have managed to escape ultimate judgment by swimming the River Styx down through the planar gap at the bottom of the lake. They are creatures that should not be in the material plane, much like manes and lemures. Their shape has been twisted and deformed by the great supernatural forces they have passed through, into a form rather like a bipedal crab-thing with two sets of pincers and many smaller stick-like arms that extend from beneath the weirdly-patterned shell.

Being creatures of the underworld, crabmanes are immune to being charmed or put to sleep; moreover, they are immune to cold. They have a rather weak resistance to magic (10%) and can be hit by magic weapons.

—Author: Matt Finch

Daemon, Crabmane: HD 3; **AC** 2[17]; **Atk** 4 pincers (1d6); **Move** 9 (swim 12); **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, immune to cold, magic resistance 10%.

Dhuulgh

Hit Dice: 10
Armor Class: 2 [17]
Attacks: 2 claws (1d8) and tentacles (special)
Saving Throw: 5
Special: tentacles (*slow*, no save; then insubstantial, save avoids)
Move: 9 (fly 6)
Alignment: Chaos
Challenge Level/XP: 12/2000

The dhuulghs are elder organisms that were spawned, like the elder being Yiquooloome, from the seepage of raw Chaos-material into the Material Plane, deep beneath the earth in the Cyclopean Deeps (**Hex 19U**). Centuries ago, Yiquooloome began removing some of the seepage and bringing the poisonous Chaos-material to its laboratory, where it shapes and constructs the dhuulghs. Dhuulghs bear an uncanny resemblance to the being known as Cthulhu, which is the result of Cthulhu's indirect influence on Yiquooloome's dreams. Just as mad human cultists make statues of Cthulhu from its influence on their dreams, so did Yiquooloome — but Yiquooloome's statues are made of Chaos-substance, and they are horridly and undeniably alive.

Dhuulghs have massive bodies with leathery bat wings, and despite having a very small wingspan; they are capable of slow flight. Their faces are little more than eyes and a writhing mass of tentacles, with a great squid-like brain case at the back of the head. Despite the size of the brain case, dhuulghs are of average intelligence, in human terms, and utterly obedient to Yiquooloome's will. It would be theoretically possible to derive the elder runes and complex spell traceries required to dominate the alien mind of a dhuulgh, but thus far no one has succeeded in such an attempt. All such visionaries are dead or insane.

In combat, dhuulghs wade into melee combat with their massive, claw-tipped hands and with their tentacles. The tentacles collectively make one attack roll; a hit with the tentacles causes the victim to be magically *slowed* for a period of 10 combat rounds (to half normal speed of movement, attacks, and other actions). There is no saving throw. If the character is hit a second time, the result is not a cumulative slowing effect; it is far worse. The character must make a successful saving throw or turn insubstantial, being sucked like air into the dhuulgh's lungs.

Note that their Chaos-substance is affected by the powers of *protection from evil*.

Dhuulgh: HD 10; **AC** 2[17]; **Atk** 2 claws (1d8), tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (*slow* for 10 rounds, no save; additional hit become insubstantial and sucked into its lungs, save avoids).



Drift-hag

Hit Dice: 7
Armor Class: 6[13]
Attacks: 2 claws (1d6), bite (1d6+1)
Saving Throw: 9
Special: +1 or better weapon to hit, hissing magic resistance (50%), shapechange
Move: 12 (fly 12)
Alignment: Chaos
Number Encountered: 1 or 1d4+1
Challenge Level/XP: 12/2000

Drift-hags are denizens of the limitless, soul-chilling voids beyond reality, often being found in the great Chaos-deeps of the Ginnungagap. They assemble houses from the driftwood of interplanar emptiness: souls, dreams, things forgotten, old betrayals, worn out hopes, and other such things that leach away from the warmth and substance of real places, and into the unreal. The natural shape of a drift-hag is that of an ancient crone with extraordinarily long limbs and fingers.

Drift-hags are able to shapechange into one of three forms: their natural shape, the shape of a human with a different appearance, and the shape of a great, bat-like creature (a void mantari). The hag can shapeshift 3 times per day, and each time it shapechanges it heals half of any damage that has been sustained.

When in battle or otherwise enraged, these hags emit a strange hissing noise that disrupts spells. Any magic cast into a 30ft radius around a drift-hag has a 50% chance to fail unless the hag has been magically or physically silenced in

some way.

In combat, drift-hags use the tool of their trade, bringing into being a web-like net woven of glowing, extra-planar magic. The net exists for as long as the drift-hag desires, although it disappears upon her death. The hag can sweep the net outward as far as 50ft, and if the attack is successful the victim must make a saving throw at -4 or be paralyzed and caught within. The hag may draw the victim closer by 10ft per round without concentrating on the task, or flip the paralyzed victim out of the net to use it against other opponents.

—Author: Matt Finch

Drift-hag: **HD** 7; **AC** 6[13]; **Atk** 2 claws (1d6), bite (1d6+1); **Move** 12 (fly 12); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special**: +1 or better weapon to hit, magic resistance (50%), shapechange (3/day, heals 50% of damage per change).

Fungus-Bat

Hit Dice: 3
Armor Class: 6[13]
Attack: bite (1d6 plus non-lethal poison)
Saving Throw: 14
Special: non-lethal poison (+4 save)
Move: 3 (fly 12)
Alignment: Neutral
Challenge Level/XP: 5/240

Fungus-bats are most commonly found in the Under Realms, for they are very deep-dwelling creatures. They may be found in any subterranean environment, of course, but more rarely and generally in smaller numbers. Fungus-bats are plant creatures the size of a wolf, resembling a mass of lumpy mushroom-heads with leathery wings, trailing a pair of long tails. They bite and while their venom is not lethal, it causes air-passages to constrict, leaving the victim helpless for 2d6 rounds after the bite. Fortunately the venom is not very strong, and anyone bitten makes the saving throw against the poison at +4.

—Author: Matt Finch

Fungus-Bat: **HD** 3; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 3 (fly 12); **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: non-lethal poison (save at +4 or helpless for 2d6 rounds)

Ghost-Ammonite

Hit Dice: 6
Armor Class: 0[19]
Attacks: 6 tentacles
Saving Throw: 11
Special: drain levels, regeneration
Move: 6 or 12 (through stone)
Alignment: Neutrality
Number Encountered: Hopefully, only 1
Challenge Level/XP: 11/1700

Unlike Leng-fossils, which are virtually unique to the Leng Plateau, ghost-ammonites are apparently the remnants of some unspeakably ancient race that once traveled through many planes of existence. These remnants are truly undead, unlike the Fossils of Leng. For reasons unknown, ghost-ammonites often lie quiescent for centuries then become active for a century or two before returning to hibernation deep within the alien rock of unknown realities.

Ghost-ammonites have curling, nautilus-like shells made of elemental stone, but the "meat" of the creature inside is wholly insubstantial. The squid-like, incorporeal creature inhabiting the shell has 6 tentacles and resembles an ammonite. The tentacles do not inflict physical damage, but their chilling touch causes a temporary loss of levels of experience (a saving throw allows the victim to shrug off the horrific draining of life energy). Every third level drained (the third, sixth, ninth, etc.) is accompanied by the permanent loss of a point of constitution. Lost levels return at a rate of one per 24 hours.

If the creature is turned by a cleric, it retreats into its shell for 1d6 rounds, after which it can re-emerge. If it is fully withdrawn into the shell, it regenerates at a rate of 1 hit point per round.

—Author: Matt Finch

Ghost-Ammonite: **HD** 6; **AC** 0[19]; **Atk** 6 tentacles (level drain); **Move** 6 (through stone 12); **Save** 11; **AL** N; **CL/XP** 11/1700; **Special:** regeneration (inside shell, 1hp/round), temporary drain of levels (every third level drain, permanent loss of a point of constitution, level return at one per 24 hours).

Grottlefish

Hit Dice: 3
Armor Class: 6 [13]
Attacks: 2 small-claws (1d4), bite (1d6)
Saving Throw: 14
Special: +1 or better weapon to hit, dimensional travel, magic resistance (50%), planar travel
Move: 1 (fly 12)
Alignment: Neutrality
Number Encountered: 2d6 or 1d100
Challenge Level/XP: 6/400

Grottlefish are interdimensional creatures with a strong resemblance to fish, ranging from 3–5ft in length. They have leathery skin, bulging lamp-like eyes, two small, clawed forelegs, and a serpentine tail. They are fairly slow even in their natural habitat; if they are forced into gravity they can flop forward using their stubby fins. Grottlefish swim in the empty spaces between realities, laying their eggs on the outer shells of pocket dimensions and feeding on whatever they can find drifting though their bizarre habitats. They are essentially the bottom-feeders of these gaps between realities and dimensions, and like many bottom-feeders they



continue growing for their entire lives. Since they can live for hundreds of years, there are a few leviathans in the planar deeps, but these are quite rare, since powerful predators also inhabit such places — most grottlefish are in the 3–4 hit die category. Individually, grottlefish are not particularly dangerous, but they are quite durable; their unreal nature grants them a certain resistance to normal weapons and spells. Grottlefish are omnivorous; if they are hungry and numerous they might attack a group of planar travelers, but for the most part they are not hunters. Grottlefish are about as intelligent as a human toddler; they can pick up a few words, but they do not use tools.

These dimensional fish can move from one dimension to another, but the process is slow, requiring a full 10 minutes. By circling in a school of at least 20 they can create a portal to another plane of existence that survives long enough for the entire school to swim through (the portal remains for one minute per fish that created it).

—Author: Matt Finch

Grottlefish: **HD** 3; **AC** 6[13]; **Atk** 2 small-claws (1d4), bite (1d6); **Move** 1 (fly 12); **Save** 14; **AL** N; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, dimensional travel, magic resistance (50%), planar travel.

Hound of Darkmist

Hit Dice: 7
Armor Class: 3 [16]
Attacks: 3 bites (1d6+1)
Saving Throw: 9
Special: paralyze, hold, free movement, smell Law
Move: 18
Challenge Level/XP: 10/1400

Hounds of darkmist are three-headed creatures made of bubbling black mist formed crudely into the shape of a massive dog. Yellow eyes gleam from within the heads, and white fangs protrude from the mist, sometimes showing cruel teeth further behind.

Hounds of darkmist are creatures formed from the black mists of the caverns far below the surface, animated by a damned soul fastened into the barely corporeal "body" of the hound. They are usually created by demons to serve as guardians on the material planes of existence, but it is certainly possible for a magic-user of evil temperament to create one, if he has access to the raw material. The hounds make particularly good guardians because they have the ability to smell the "taint" of Law upon any character of that alignment. They are also somewhat intelligent, although the soul used to animate them no longer retains much of its original intellect (intelligence of 6–9, thereabouts).

A hound of darkmist moves with complete freedom through melee: It cannot be blocked by a line of battle. Thus, the hounds usually slide through to attack a formation's rear ranks where the weaker combatants are likely to be found. As long as it is not holding someone in its jaws, it can always flow around an opponent to attack from behind.

Once a hound successfully bites an opponent, it latches on and holds the victim; even worse, the bite causes paralysis by fear. When someone is bitten, a saving throw is required to avoid becoming paralyzed and dropping any items held in hand. The hound can use either (or both) of its other heads to bite for automatic damage against the paralyzed victim. If the hound lets go of the victim, the paralysis ends in 1 round.

Creating a hound of darkmist first requires a huge amount of the substance called darkmist, which is found only in the depths of the Under Realms. The region known as the Cyclopean Deeps is a prolific source of the mist, and many evil wizards have sent minions and hirelings down to this part of the Under Realms to obtain barrels of the liquefied mist. In addition to the darkmist, creating a hound of darkmist also requires the use of a soul. Souls are easily bought if one has access to demons and the power to deal with them safely. If not, the evil magic-user must find another way to obtain one. Third, the cost is formidable: re-usable reference materials cost 5000gp, and materials to expend in the creation of the beast cost 10,000gp or more.

—Author: Matt Finch

Hound of Darkmist: HD 7; **AC** 3[16]; **Atk** 3 bites (1d6+1 plus hold plus paralysis); **Move** 18; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** free movement (cannot be blocked, can flow around to attack from behind), hold (other heads bite for automatic damage), paralyze with fear (save avoids, with release lasts 1 round), smell Law.

Kismet Chameleon

Hit Dice: 2
Armor Class: 4 [15]
Attack: 2 claws (1d4), bite (1d6)
Saving Throw: 16
Special: chameleon skin (surprise on 1–5 on d6), damage deflection
Move: 12 (fly 18)
Alignment: Neutrality
Number Encountered: 2 or 6
Challenge Level/XP: 4/120

Kismet chameleons are extraplanar creatures. They have folds of skin that can be used for gliding like flying squirrels through most planar substances, from ethereal, to astral, to shadow. They are not ordinarily found in the elemental planes. They have chameleonic skin that makes them almost impossible to see.

Any damage inflicted upon a kismet chameleon is partially deflected, striking outward in a radius from the chameleon. The chameleon takes half of the damage; the next nearest creature takes one-quarter of the damage, and the two next nearest creatures take one-eighth of the damage each. All numbers are rounded down. The chameleons are not damaged by ripples expanding from another chameleon.

—Author: Matt Finch

Kismet Chameleon: **HD** 2; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d6); **Move** 12 (fly 18); **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: chameleon skin (surprise on 1–5 on d6), damage deflection (50% damage, next 25%, and the next nearest take one-eighth each).

Khryll

Hit Dice: 8
Armor Class: 3[16]
Attack: 8 tentacles (see below)
Special: liquefy internal organs of grabbed victim, magic resistance (80%), mental blast
Move: 9
Saving Throw: 8
Alignment: Chaos
Number Encountered: 1d6 or 3d8
Challenge Level/XP: 13/2300

Khryll are bizarre subterranean creatures possessed of a malevolently genius-level intellect. Ten to 15ft in length, they have curving, jointed shells like that of a crayfish or lobster, but without claws. Instead of legs, the creatures have squid-like tentacles emerging from each segment of their armored body. The tentacles of a Khryll permit a kind of limited levitation: A khryll can float and maneuver in the air provided that at least two of its tentacles are in contact with the ground or a wall. They cannot rise higher than the length of the 10ft tentacles. The origin of these creatures in the deep underworld is unknown, but they are rapacious harvesters of most other intelligent species, even to the extent of breeding slaves to serve as food. They communicate telepathically, and their primary attack is to produce a mental shockwave that necessitates a saving throw by anyone caught in the area of the cone-shaped psychic ripple. This cone extends 60ft and begins at 5ft wide at the khryll's forehead, and extends to

a width of 20ft at the end of the cone. The effect of the blast depends upon how many creatures are caught within:

Number of creatures in area	Natural 1 on saving throw	Failed save	Successful save
1–2	Death	Stunned 3d6 turns	Panicked for 1d10 rounds
3–4	Stunned 3d6 turns	Panicked for 3d6 turns	Confused for 1d10 rounds
5+	Panicked for 3d6 turns	Confused for 1d6 turns	Confused for 1d6 rounds

In melee combat (or at leisure if all its foes are incapacitated), khryll hold prey with their tentacles and insert a mouth-tube into the victim to begin liquefying the internal organs. If an opponent is hit by any two of the khryll's tentacles, the khryll has an opportunity to jab its tube-like tongue down the victim's throat into the body cavity and begin liquefying organs for ingestion. This inflicts 1d6 points of damage in the first round, 2d6 points of damage in the second round, 3d6 points of damage in the third round, and death in the fourth round (no saving throw). Once the two tentacles grab an opponent with successful hit, no further attacks are necessary to continue holding the victim. If the khryll is hungry, it sucks the liquefied organs through its mouth-tube as food; otherwise, it lays eggs in the prepared body, and these hatch into khryll-spawn in 1d3+1 days. Khryll society is quite complex and byzantine; in general no more than six of them are encountered together at one time, but in the deepest caverns beneath the earth there are unquestionably much-larger populations of them. Their cities are said to be as much vertical as horizontal, with vast schools of khryll floating up the sides of underground cliffs where they have built bizarre structures and tunnels directly into the sides of their great caverns.

Khryll communicate by telepathy, at a range of 50ft. Anyone who does not wish to be mentally probed by a khryll must make a saving throw to avoid it. Even if the khryll successfully reads minds, it can only "hear" the individual's surface thoughts. Only a character with wisdom or intelligence higher than 13, who makes the saving throw successfully, is aware of a khryll's attempt at mental probing.

—Author: Matt Finch

Khryll: HD 8; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits); **Move** 9; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: liquefy internal organs of grabbed victim, magic resistance (80%), mental blast. (***Monstrosities*** 275)

Leng-Bat

Hit Dice: 2
Armor Class: 3 [16]
Attack: bite (1d6)
Saving Throw: 16
Special: 1d6 auto damage upon first bite, immune to spells, magic weapons receive no bonus
Move: 3 (fly 18)
Alignment: Chaos
Challenge Level/XP: 4/120

Leng-bats resemble small dogs with elongated jaws. Their back legs end in hooves rather than paws, and they have wings resembling those of bats. They would greatly resemble the archetypal demon if it were not for the three slender tentacle-tendrils that extend from deep in the canine throat. The creatures are apparently used by the denizens of Leng as raptors for hunting, much like falcons, although Leng-bats are semi-intelligent in their own right. If a Leng-bat successfully bites an opponent, the three throat-tendrils insinuate themselves into the wound, inflicting 1d6 points of damage automatically thereafter until the Leng-bat is killed.

Leng-bats are entirely immune to spells, and magic weapons receive no to-hit or damage bonus against them.

—Author: Matt Finch

Leng-Bat: **HD** 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: 1d6 auto damage upon first bite, immune to spells, magic weapons receive no bonus.

Mantari, Void

Hit Dice: 8
Armor Class: 2 [17]
Attack: tail sting (2d6), bite (1d6)
Saving Throw: 8
Special: fishhook prey
Move: 3 (fly 24)
Alignment: Chaos
Challenge Level/XP: 9/1100

Void mantari, like their material-plane cousins, resemble large manta rays, gray in color, with a long smooth tail ending in a sharpened barb. The mantari flies silently through the voids between the planes in search of prey, and when encountered, they are often hungry and immediately attack. These predators are very close relatives of the normal, material-plane mantari. The resemblance is so close, in fact, that the normal variety are probably the descendants of void mantari that were trapped somehow in the material plane.

The tail barb of a void mantari is not venomous, but if it hits a target there is a 25% chance that it hooks into clothing, armor, or flesh, and catches there. If the mantari chooses, it can flip the victim forward and bite for automatic damage. The ability to flip a hooked victim around works in most planar "air," and can be used to pull around a bubble of air that surrounds the victim. If, however, the encounter takes place entirely in material-plane air, the barb's hold and the strength of the mantari's tail are not enough to pull around anything much larger than 50 pounds. Those hooked by the tail barb are not immobilized, but if the mantari decides not to pull them in for a bite it can hold them away from itself and simply fly off with the victim in tow.

It is devilishly difficult to escape from the barb, requiring a saving throw at –6. The saving throw may be attempted on the next round after being hooked, and each round thereafter.

—Author: Matt Finch

Mantari, Void: **HD** 8; **AC** 2[17]; **Atk** tail sting (2d6), bite (1d6); **Move** 3 (fly 24); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** fishhook prey (25% chance, can flip victim and bite for auto damage).

Mantis Tomb Guardians

Hit Dice: 5+2
Armor Class: 2[17]
Attacks: 2 slashing arms (1d6), 2 swords (1d8)
Saving Throw: 12
Special: +1 or better weapon to hit, immune to turning
Move: 9
Alignment: Neutrality
Challenge Level/XP: 8/800

These undead creatures are the animated carapaces of mantis-priests. They have two mantis-like slashing arms, and use their second set of normal arms to attack with a pair of curved swords. The creatures are animated by ancient necromancy, but apparently were prepared in a manner that made them immune to clerical turning.

Mantis Tomb-Guardian: HD 5+2; **AC** 2[17]; **Atk** 2 slashing arms (1d6), 2 swords (1d8); **Move** 9; **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** +1 or better weapon to hit, immune to turning.



Moon-Beast

Hit Dice: 14
Armor Class: –3 [22]
Attacks: 2 claws (1d6), 4 tentacles (1d6 plus *confusion*)
Saving Throw: 3
Special: air walk, confusion tentacle, gaze attacks, illusions and poison, immune to cold, magical abilities, magic resistance (35%), resistance to electricity and blunt weapons (50%)
Move: 18 (climb 9)
Alignment: Chaos
Number Encountered: 1 or 1d4+2
Challenge Level/XP: 22/5000

Moon-beasts live like huge maggots in the dark side of the Moon-in-Dreams, a celestial object in some alien plane of existence that can occasionally be perceived, and even entered, during a person's dreams. Their vaguely toad-like shape, 9ft long, is a pale and sickly color, rubbery flesh with no eyes or mouth. The snout erupts into pink, anemone-like tentacles that can be retracted in a flash.

These detestable creatures are slavers across all the planes of existence, traveling in black galleys crewed by enslaved denizens of Leng, night-ghouls, and even stranger, unknown creatures that labor unseen in the shadowed lower decks of the long ships. The moon-beasts and their teeming legions of broken-willed slaves inhabit vast, dark cities on the night side of the Moon-in-Dreams, sending out their galleys to roam the infinite planes and the dark voids. The moon-beasts are often found with denizens of Leng as allies, but denizens are also found as their slaves, sometimes in the same crew.

Moon-beasts attack with their claws and tentacles, finding their enemies by some unknown form of sight or mental perception, for they have no eyes. A hit by one of their tentacles causes *confusion* for 1d6 rounds unless the victim makes a successful saving throw. Moon-beasts have the following magical abilities: at will—*ESP*, 3/day—*charm monster, dispel magic, phantasmal force*.

Due to their rubbery consistency, moon-beasts take only half damage from blunt weapons. They are immune to cold, any sort of magic that requires it to see (illusions, gaze attacks, etc.), and poison. They are partially resistant to electricity (50%), and magic (35%).

—Converted from Pathfinder Roleplaying Game Bestiary 3 by Matt Finch

Moon-Beast: **HD** 14; **AC** –3[22]; **Atk** 2 claws (1d6), 4 tentacles (1d6 plus *confusion*); **Mov**e 18 (climb 9); **Save** 3; **AL** C; **CL/XP** 22/5000; **Special**: air walk, confusion tentacle (1d6 rounds, save avoids), gaze attacks, illusions and poison, immune to cold, magical abilities, magic resistance (35%), resistance to electricity and blunt weapons (50%).

Magical Abilities: at will—ESP, 3/day—charm monster, dispel magic, phantasmal force.

Mu Spore

Hit Dice: 35
Armor Class: –5 [24]
Attacks: 4 tendrils (2d6), bite (4d6)
Saving Throw: 3
Special: +3 or better weapon to hit, regenerate (2hp/round), resistance to acid (50%), spores, swallow whole on natural 20, tendrils hold prey
Move: 15
Alignment: Neutrality
Number Encountered: 1 or 2
Challenge Level/XP: 41/22,900

Mu spores are creatures that predate ordinary laws of time and physics. They are plant-creatures of vast bulk, a hundred feet in length, masses that would weigh over a hundred tons if they were ever to settle onto the ground — which they seldom do. The rippled and corrugated surface of a mu spore can squirt forth tentacles that solidify into fungus-flesh as they extend. Once used, the tentacles retract or fall off, shriveling away into strips of leathery residue within minutes. Mu spores emerge from the abyssal depths of the earth, although it seems likely that they do not actually dwell in this reality at all. Whatever connections they have to the material plane are deep beneath the ground. They are most likely to be found in the deepest of subterranean caverns, or by those who travel the planes of existence. It is possible for one of the spores to drift up through measureless caverns to the surface, where they can lay waste to entire civilizations, but such occurrences are vanishingly rare.

In combat, Mu spores regenerate 2 hit points per round, and they are highly resistant to acid (50% effect). Only weapons with a bonus of +3 or better can even damage a Mu spore. To attack, the spore either combines its tentacles and bites (swallow whole on natural 20), or it retches forth a vast, gaseous tide of spores into the air. The spores spread as a cone 50ft long, with a base of 100ft. Anything in the area of the retched-out spores suffers 10d8 points of damage. If killed by spores, a human (or similar being) shrivels up into a small nut-like organism and emerges as a tiny Mu spore after 1000 years of gestation.

A Mu-spore's tentacles are squirted out as a liquid, forming into flesh as they extend. If the tentacle is being used as a weapon, it attaches to the target in a glue-like fashion, holding the victim immobile (a saving throw allows an escape from the semi-solid tentacle before it fully solidifies). Anyone caught in a Mu-spore's tentacles is swallowed automatically in the following round unless the tentacle is severed. A tentacle has 10 hit points for purposes of being severed, and damage inflicted to a tentacle is also counted against the spore's total.

Mu spores, despite their vast and plant-like form, have intellects that dwarf the petty capabilities of humans and their ilk. They are not aggressive by nature, but they have little difficulty discerning when others

intend them harm, and act decisively and relentlessly to eliminate any threats to themselves.

Mu spores drip with strange secretions, and from time to time great skin-flaps open to vent gases of unearthly chemistry. Such waste-products are priceless to alchemists, who have no way of synthesizing such elements and substances in the material planes of existence.

—Converted from Pathfinder Roleplaying Game Bestiary 3 by Matt Finch

Mu Spore: **HD** 35; **AC** –5[24]; **Atk** 4 tendrils (2d6), bite (4d6); **Move** 15; **Save** 3; **AL** N; **CL/XP** 41/22,900; **Special**: +3 or better weapon to hit, regenerate (2hp/round), resistance to acid (50%), spores, swallow whole on natural 20, tendrils hold prey (automatic swallow on next round).

Nemoworm

Hit Dice: 2
Armor Class: 5 [14]
Attacks: bite (2d6)
Saving Throw: 17
Special: 90% chance to surprise by teleport attack, insubstantiality venom, semi-corporeal (magic or silver weapon required to hit)
Move: 9
Alignment: Neutrality
Number Encountered: 1d3 or more
Challenge Level/XP: 6/400

Nemoworms are segmented, worm-like creatures about a foot in diameter and 4ft in length, with a wickedly fanged mouth.

These creatures are a general hazard in the non-material planes and dimensions, for they migrate throughout these regions. They are not encountered in the substance of the material planes, for they are unable to burrow through it. On the other hand, they could potentially be found inhabiting solid surfaces of almost any plane beyond the material, from the underworld hells, to the ethereal, to the astral plane, to the shadow planes.

The worms lurk in solid surfaces, waiting for prey to come near; when attacking, they teleport directly from within the solid substance to the target, with a range up to 200ft (once per day). Teleportation gives the worms a 90% chance to gain a surprise attack. Anyone bitten by a nemoworm must make a saving throw or become slightly insubstantial. A slightly-insubstantial character is more vulnerable to being hit by any nemoworm (they gain a +1 to hit). The character can also be pulled into a solid substance by a nemoworm, but it is not possible for the victim of nemoworm venom to enter solid objects without the "help" of a nemoworm. Succeeding at the saving throw indicates that the character is immune to the venom, even of other nemoworms, for the next 24 hours. The bodies of any dead, paralyzed, or unconscious victims are dragged to the nemoworm's lair (they cannot teleport other creatures, just themselves) and drawn into the solid substance to be devoured over the course of 1d3 days. Several ways exist to rescue a character trapped inside a solid substance, including pulling them out through the ethereal plane and using *limited wish* spells.

Being semi-incorporeal, the worms can move through and lair within solid objects. When they are not inside a solid substance, they have a wavering material presence of their own, but cannot be hit by weapons that are not either magical or silver.

—Author: Matt Finch

Nemoworm: **HD** 2; **AC** 5[14]; **Atk** bite (2d6 plus poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 6/400; **Special**: 90% chance to surprise by teleport attack, insubstantiality venom, semi-corporeal (magic or silver weapon required to hit).



Night-Ghoul

Hit Dice: 4
Armor Class: 4 [15]
Attack: bite (1d4 plus poison), 2 claws (1d6)
Saving Throw: 13
Special: +1 or better weapon to hit, sleep poison
Move: 12
Alignment: Chaos
Challenge Level/XP: 6/400

Night-ghouls are as intelligent as the average human, and are living creatures completely unrelated to normal (undead) ghouls. They bear a striking resemblance to the denizens of Leng, having a humanoid figure with cloven hooves. The canine-looking facial cast of the ghouls is considerably more feral than that of a denizen, however, and the skull is much flatter, indicating a smaller brain. Their skin is similar to that of humans, but gains a greenish tint as the night-ghoul ages. Night-ghouls are carrion eaters and cannibals; these are attributes they try to conceal if they find themselves among civilized folk, but their self-control is poor and their hunger is great. Anyone bitten by a night-ghoul must make a saving throw at –2 or fall into a twitching sleep for 1 hour (the claws do not impart the weak sleep-poison).

Night-ghouls speak their own language, but some (1 in 10) can converse

haltingly in the common tongue, and 1 in 4 can speak the common tongue of the Under Realms. These beings are found only very deep in the Under Realms of the earth, or on other planes of existence where denizens of Leng may also be found. They are often employed as crewmen on the ships of Leng.

—Author: Matt Finch

Night-Ghoul: HD 4; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour).



Oculethe

Hit Dice: 7+6
Armor Class: 3 [16]
Attacks: tentacle (1d8)
Saving Throw: 9
Special: lethargic gaze
Move: 12 (fly 18)
Alignment: Neutrality
Number Encountered: 1
Challenge Level/XP: 8/800

The oculethe is a grotesque but very intelligent predator usually encountered deep underground. Its large head is dominated by a huge, cyclopic eye, and it has no true body other than a thick, fibrous stalk that divides at the end into a number of slime-dripping tendrils. These beasts drift through the air, usually levitating a few feet from the ground. The gaze of an oculethe puts its prey to sleep, allowing the beast to feed with its tendrils upon the slumbering victims. Any creatures meeting the oculethe's gaze (all creatures in front of the oculethe not taking precautions to avoid looking at it) must make a saving throw vs. magic or begin falling asleep. The victim succumbs to increasing fatigue over 1d4+2 rounds, and suffers a cumulative –1 to all attack rolls and saving throws in each round before collapsing. The tendrils of an oculethe are normally used to suck victims dry of fluids at a rate of 1 hp/round, but they can also be used in combat to inflict 1d8 points of damage.

Oculethes do not speak, although telepathic spells can be used to communicate with them. They accumulate treasure and (if the oculethe is not particularly hungry) might entertain the idea of foregoing a meal in exchange for gold or gems.

The oculethes encountered in the realms of Jupiter Kwan are his servants. He created them from organic bits of ancient, rotting-away dimensions before they entirely broke up into the void. Unlike normal oculethes, Kwan's servants wear robes as a sign of loyalty to their creator.

The oculethe originally appeared in *Monsters of Myth*, 2005.

—Author: Matt Finch.

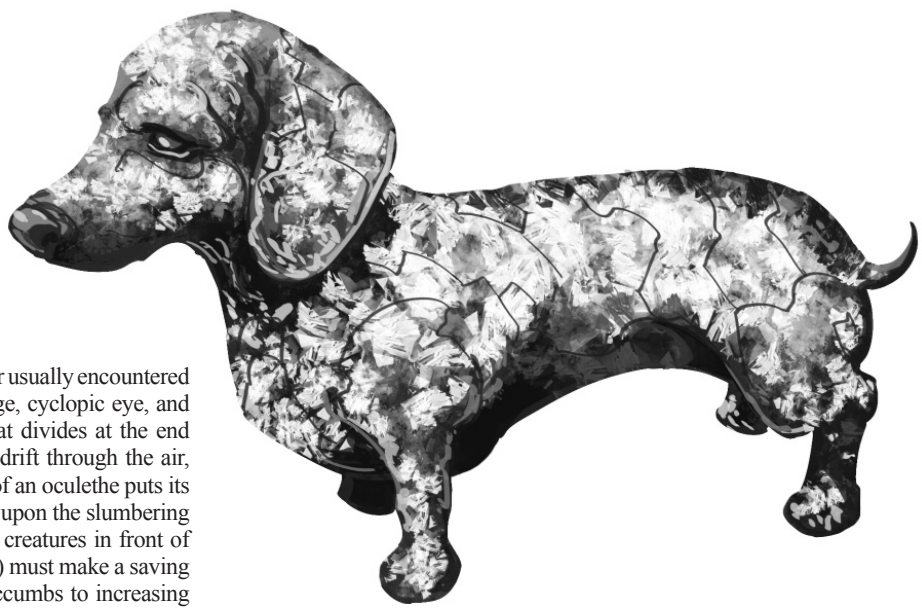
Oculethe: **HD** 7+6; **AC** 3[16]; **Atk** tentacle (1d8); **Move** 12 (fly 18); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** lethargic gaze (save or begin falling asleep; fatigue over 1d4+2 rounds, cumulative –1 to attack and saving throw rolls until collapse).

Rock Terrier (Xound)

Hit Dice: 4+1
Armor Class: 0[19]
Attacks: bite (4d6)
Saving Throw: 13
Special: half damage from electricity, immune to fire and cold, travel through stone.
Move: 6 (tunnel 9)
Challenge Level/XP: 9/1100

These creatures resemble dachshunds, if dachshunds were the size of a human lying prone, and made from hundreds of multicolored rocks. They are elemental creatures, denizens of the plane of earth, where they are kept as loyal pets or watchdogs. They can tunnel through rock, but the tunnel closes behind them as they go, leaving an opening that trails behind them for 10ft before filling itself in. Anyone caught in the tunnel, not keeping behind the xound at a distance of 10ft or less, is crushed when the stone closes back again (death is automatic, with no saving throw).

Rock Terrier (Xound): HD 4; **AC** 0[19]; **Atk** bite (4d6); **Move** 9 (tunnel 9); **Save** 13; **AL** N; **CL/XP** 9/1100; **Special:** half damage from electricity, immune to fire and cold, travel through stone.



Serpentfolk

Hit Dice: 4
Armor Class: 3[16]
Attack: bite (1d3 plus poison) and weapon or 2 claws (1d4)
Saving Throw: 13
Special: immune to mental domination, mild venom
Move: 12
Alignment: Chaos
Challenge Level/XP: 5/240

These serpentine humanoids have brightly scaled skin, long sinuous tails, and fanged snake heads. To these creatures, the pursuit of knowledge and magic is the highest goal. They view themselves as the undisputed masters of magic, be it arcane or divine, and it is certainly true that their race was once highly civilized and tremendously powerful. Nevertheless, the majority of serpentfolk today are degenerates who have devolved to the point of primeval savagery and have lost much of their magical legacy. Serpentfolk are 6ft tall and weigh 120 pounds.

The bite of a serpentfolk is mildly venomous, causing additional 1d4+1 points of damage if the victim fails a saving throw.

Large groups of civilized serpentfolk are accompanied by a 5HD leader for every 10 normal members of the race; a 6HD leader for every 30; and a group of 100 or more is led by an 11HD wizard. These leaders have the spellcasting ability of a magic-user of the same level as the creature's hit dice.

—Converted from the Pathfinder Roleplaying Game Bestiary 2 by Matt Finch

Serpentfolk: HD 4; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage).

Skulk, Planar

Hit Dice: 2
Armor Class: 6 [13]
Attack: short sword (1d6)
Saving Throw: 17
Special: surprise on 1–4 on 1d6
Move: 12
Alignment: Chaos
Number Encountered: <<decide on this>>
Challenge Level/XP: 2/30

Ordinary skulks are a race of humanoids that dwell on the fringe of other societies. They are a parasitic race — the humanoid equivalent of rats that survive by theft, subterfuge, and at times outright murder. Skulks are consummate cowards, sneaking into humanoid communities under cover of darkness and taking what they desire.

Some skulks, however, are slaves of the warlike skelzi race, living on far-flung worlds and in the planes and dimensions between them. They are physically identical to normal skulks: human in appearance, but hairless and lightly built with slender, graceful arms and legs. A skulk has a natural, chameleonic ability to vary its skin tone to match nearly any environment. They speak their own whispered language and the common tongue. Skulks can pass through forest and subterranean settings almost without a trace (–20% chance for rangers to track).

Society of the Planar Skulks

As slaves, servants, and/or agents of the various skelzi empires, skulks can be found in many social levels, from abject slavery to respected, independent assassins and spies. The leaders are often dispatched into various material planes to direct the activity of normal skulks. Leaders might have the abilities of thieves or assassins of 3rd to 5th level. A very few of them are magic-users of 6th level.

—Author: Matt Finch

Skulk, Planar: **HD** 2; **AC** 6[13]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** surprise on 1–4 of 1d6.

Skelzi

Hit Dice: 5
Armor Class: 2 [17]
Attack: whip (1d6 plus bleed)
Saving Throw: 12
Special: chameleon, surprise on 1–4 on 1d6, whip
Move: 12
Alignment: Chaos
Number Encountered: 1 scout, 12 flight-members, or 1d4+1 (flights) x12
Challenge Level/XP: 9/1100

Skelzis (*skell-zeez*) are a species from beyond the material planes. They have leathery skin and human-like bodies, but the human appearance is rendered completely alien by the long, sharp beak that protrudes from the skelzi face. Moreover, a skelzi's hide is chameleonic, blending in with its surroundings like that of a skulk (see **Appendix**). When they shed their garments to hide, skelzis surprise enemies on a roll of 1–4 on 1d6, have an AC benefit of 2 (see below), and are considered to be hiding in shadows with a 75% chance of success even in bright light (95% when in shadow). The creatures usually travel robed and masked to make themselves more clearly visible, concealing the chameleonic power unless the need to use it arises. A typical skelzi stands 6ft tall and weighs 160 pounds. They speak their own language (a strange patter of clicks and whispered crooning), the language of skulks, and the common tongue.



They often employ skulks and doppelgangers of the material planes as spies, or even trusted agents in Skelzi plans, but their primary slaves are the weredactyls.

Several skelzi empires are in the infinite reaches of the planes of existence, many of which are located in pockets and worlds of the material planes. The greater empires tend to be decadent and slow to respond to threats, although when they do respond it is likely to be with great force. Smaller empires are usually more energetic and aggressive. All skelzi empires have a caste-like system in which individual skelzis serve those above them. Promotion is possible and highly sought after. Willingness to serve others does not extend to other races or species — skelzis might serve as mercenaries or spies for a human leader, but without any loyalty.

Noble skelzis make it a point to wear extravagant headdresses and rich clothing, deliberately drawing attention to themselves. This is in direct contrast to virtually all other skelzis, who prefer to be stealthy rather than showy. When they are wearing very little clothing, skelzis can blend in with the surroundings well enough to gain a very good chance of surprising opponents, and 2 points of their good armor class is due to this chameleon-effect. The rest of the armor class is due to extremely tough skin. It is possible, although gruesome, to make a thin, flexible leather armor from skelzi skin that retains a vestige of the living skelzi's chameleonic properties.

Unless operating on a mission requiring great stealth, skelzis carry long whips, called blood whips, which they use in combat. A successful hit causes 1d6 points of damage, and the victim begins bleeding at a rate of 1 hit point per round until a full round is taken to staunch the flow of blood. Multiple lashes from a blood whip are cumulative up to a maximum of 3 hit points per round. For example, a victim hit twice by blood whips loses 2 hit points of damage per round until the blood is staunched. Taking a single round to staunch the blood stops all of the hit point loss, even if the character was hit multiple times. If the character is lashed by a blood whip after having staunched a wound, the damage begins again at only 1 hit point per round. A skelzi blood whip cannot be used effectively by non-skelzis.

Skelzi leaders may be assassins, clerics, fighters, magic-users, or thieves.

—Author: Matt Finch

Skelzi: **HD** 5; **AC** 2[17]; **Atk** whip (1d6 plus bleed); **Move** 12; **Save** 12; **AL** C; **CL/XP** 9/1100; **Special**: chameleon (75% hide, 95% in shadows), surprise on 1–4 on 1d6, whip (bleed 1hp/round per hit up to 3hp/round).

Vessal of Isclaadra

Hit Dice: 8
Armor Class: 4[15]; –1[20] in darkness
Attacks: short sword (1d6)
Saving Throw: 8
Special: backstab (x2), magical abilities (1/day—*dimension door*, 3/day—*invisibility*), spells (4/2/1).
Move: 12
Challenge Level/XP: 12/2000

A vessal of Isclaadra has the powers of a magic-user of 5th level, and certain other benefits and defenses that stem from the favor of the Demon Lord of Mists. Although most of the vessals were originally dark stalkers, the bodily and mental changes that take place as a result of worshipping and communicating with Isclaadra are significant enough to make the vessals essentially a species of their own.

The vessals are all female. They are tall and resemble dark stalkers, but they do not veil their faces. A Vessal of Isclaadra has no eyes in its sockets; the holes are instead filled with ink-black mist. A slender thread of this darkness eternally weeps from the sockets like the trail of a tear, drifting down and eventually dispersing as it thins away into the air. The outlines of a vessal occasionally seem to shift into a different location, and this bizarre tendency becomes frequent in combat, leading to the improved armor class (the vessals do not wear armor). The oldest of the vessals not only weep the darkmist from their eyes, but it also fills their lungs, and threads of it drift from their mouths and nostrils as well as their eye sockets.



All of them have the ability to create a *dimension door* once per day, and to become *invisible* 3 times per day as per the spell. Although they no longer have the thieving abilities of a dark stalker, they retain the ability to backstab an opponent at +4 to hit, for double normal damage.

Example spell combinations include:

Spells (example 1): 1st—charm person (x2), detect magic, sleep: 2nd—web (x2); 3rd—slow.
Spells (example 2): 1st—charm person, magic missile, shield, sleep: 2nd—ESP, web; 3rd—lightning bolt.

Vessal of Isclaadra: HD 8; **AC** 4[15] or –1[20] in darkness; **Atk** khopesh (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells MU5 (4/2/1).
Magical Abilities: 1/day—dimension door, 3/day—invisibility.
Spells: 1st—charm person (x2), detect magic, sleep; 2nd—web (x2); 3rd—lightning bolt.

Voidflower

Hit Dice: 11–16
Armor Class: 0 [19]
Attacks: tendrils equal to hit dice minus 5
Saving Throw: 4 (11HD) or 3 (12+ HD)
Special: immune to blunt weapons, venom
Move: 1
Alignment: Neutrality
Number Encountered: 1 or 1d4+1
Challenge Level/XP: 16–21/3100, 3400, 3700, 4000, 4300, or 4600

Voidflowers are most easily likened to enormous sea-anemones that inhabit the empty voids between planes of existence. They attach

themselves to whatever flotsam and jetsam they encounter, although the smaller ones sometimes are encountered floating free, not having found an anchor yet. Voidflowers feed on occasional bits of free-floating material that escape from other dimensions and drift into the voids where these creature/plants live. They also feed on other inhabitants of the voids, predominantly grottlefish (q.v.).

The basic composition of a voidflower is an invisible substance similar to that of a gelatinous cube. Anyone coming within an earthly mile of a voidflower is attacked by its tendrils, which are not entirely subject to normal physical laws that would make a mile-long reach impossible. If a tendril hits, it injects the victim with venom through thousands of tiny stingers. If a saving throw fails, the victim begins to spasm uncontrollably as the voidflower begins sucking water and nutrients through the victim's skin. The victim takes 4 points of damage automatically per round. Moreover, regardless of hit point damage, the victim dies in a number of rounds equal to his hit dice plus 1 unless the tendril is chopped off (AC 3[16], 20 hit points) or the voidflower itself is killed. The voidflower takes only 1 hit point of damage for every 5 that are inflicted on one of its tendrils. It takes normal damage inflicted on its body. Note that the tendrils are not large enough to immobilize the people they hold; they are just difficult to chop away.

—Author: Matt Finch

Voidflower (HD 11): **AC** 0[19]; **Atk** 6 tendrils (poison); **Move** 1; **Save** 4; **AL** N; **CL/XP** 16/3100; **Special**: immune to blunt weapons, venom (save or take 4hp/round, dies regardless in victim HD+1 number of rounds unless tendril is destroyed: AC 3[16], 20hp).

Voidflower (HD 12): **AC** 0[19]; **Atk** 7 tendrils (poison); **Move** 1; **Save** 3; **AL** N; **CL/XP** 17/3400; **Special**: immune to blunt weapons, venom (save or take 4hp/round, dies regardless in victim HD+1 number of rounds unless tendril is destroyed: AC 3[16], 20hp).

Voidflower (HD 13): **AC** 0[19]; **Atk** 8 tendrils (poison); **Move** 1; **Save** 3; **AL** N; **CL/XP** 18/3700; **Special**: immune to blunt weapons, venom (save or take 4hp/round, dies regardless in victim HD+1 number of rounds unless tendril is destroyed: AC 3[16], 20hp).

Voidflower (HD 14): **AC** 0[19]; **Atk** 9 tendrils (poison); **Move** 1; **Save** 3; **AL** N; **CL/XP** 19/4000; **Special**: immune to blunt weapons, venom (save or take 4hp/round, dies regardless in victim HD+1 number of rounds unless tendril is destroyed: AC 3[16], 20hp).

Voidflower (HD 15): **AC** 0[19]; **Atk** 10 tendrils (poison); **Move** 1; **Save** 3; **AL** N; **CL/XP** 20/4300; **Special**: immune to blunt weapons, venom (save or take 4hp/round, dies regardless in victim HD+1 number of rounds unless tendril is destroyed: AC 3[16], 20hp).

Voidflower (HD 16): **AC** 0[19]; **Atk** 11 tendrils (poison); **Move** 1; **Save** 3; **AL** N; **CL/XP** 21/4600; **Special**: immune to blunt weapons, venom (save or take 4hp/round, dies regardless in victim HD+1 number of rounds unless tendril is destroyed: AC 3[16], 20hp).

Voidwasp

Hit Dice: 6
Armor Class: 4 [15]
Attacks: bite (2d4), sting (1d6 plus poison)
Saving Throw: 11
Special: dimensional tunneling, paralysis venom, implant eggs
Move: 12 (fly 18) (wingless flight 3)
Alignment: Neutrality
Number Encountered: 1, 1d6, or 5d6
Challenge Level/XP: 9/1100

Voidwasps are predators of the voids and gaps between dimensions, preying upon grottlefish and other extra-dimensional dwellers. They inhabit hives that are dimensional pockets, much like a *rope trick* spell. The wasps can tunnel these out, but they usually find pockets that already exist, either naturally or formed by earlier creatures with a similar dimensional tunneling ability.

A voidwasp's sting injects a paralysis poison (saving throw negates), that puts the victim into a comatose state for 2d6 days. The voidwasp can automatically — and almost always choose to — inject eggs into the victim in the following round of combat. The eggs incubate over the same period as the paralysis poison, and if they hatch, the victim dies. Both disease-affecting spells and poison-affecting spells work to remove or delay the growth of the larvae.

The wings of voidwasps are not affected by fire, but they are extremely vulnerable to water. If the wings are exposed to large quantities of water, they melt. The wasp will be flightless until the wings regrow (1d2 days). A flightless voidwasp can still propel itself through the void, but only at a movement rate of 3.

—Author: Matt Finch

Voidwasp: **HD** 6; **AC** 4[15]; **Atk** bite (2d4), sting (1d6 plus poison); **Move** 12 (fly 18) (wingless flight 3); **Save** 11; **AL** N; **CL/XP** 9/1100; **Special**: dimensional tunneling, paralysis poison (save or comatose for 2d6 days), implant eggs (auto into paralyzed victim, incubate while comatose, victim dies if hatch)

Weredactyl

Hit Dice: 4
Armor Class: 6 [13]
Attacks: bite (1d6+1) or 2 claws (hold only)
Saving Throw: 13
Special: claw hold, lycanthropy, silver or +1 or better weapon to hit
Move: 6 (fly 18)
Alignment: Neutrality
Number Encountered: One per skelzi when skelzis are encountered
Challenge Level/XP: 8/800



Weredactyls in their human forms are fat, slouching humans with protruding faces, low foreheads, and sagittal crests. The lycanthropic were-form is a pterodactyl with long human fingers at the wing-joint and human eyes.

Weredactyls are a race that lives in servitude to the evil skelzis. They are lycanthropes that can turn into a pterodactyl form up to 3 times per day. They are naturally stupid even in human form, and cannot spend more than 6 hours at a time in pterodactyl form or they go completely feral, requiring complete re-training.

As with other lycanthropes, weredactyls can be damaged only by magic or silver weapons, and if they reduce an opponent's hit points to 50% or fewer, the victim is infected with the weredactyl lycanthropy. Weredactyls usually attack by biting with their long beaks, but if ordered by a skelzi to do so, they attack with their claws. The claws inflict no damage, but if both hit, then the target is immobilized in the weredactyl's strong grasp. Only characters with a strength of 17 or 18 are allowed a saving throw.

All but a few of the various skelzis hegemonies and empires use weredactyls as mounts, but only in areas of astral, ethereal, and other extraplanar environments. In the material planes, a weredacty is not actually strong enough to carry a rider in flight.

—Author: Matt Finch

Weredactyl: **HD** 4; **AC** 6[13]; **Atk** bite (1d6+1) or 2 claws (hold only); **Move** 6 (fly 18); **Save** 13; **AL** N; **CL/XP** 8/800; **Special**: claw hold (save to release for strength 17–18 only), lycanthropy (50% or fewer hit points for infection), silver or +1 or better weapon to hit.

Yiquooloome, Elder Being

Yiquooloome is an elder being that predates humanity, although it is younger than the earth itself. It has slowly been dividing itself into several different "pools," including a subsidiary part that can move around its caverns to do the organism's bidding (the "Mobile Brain Pool").

	Primordial Brain Pool (1)	Subsidiary Brain Pools (3)	Mobile Brain Pool (1)
Hit Dice:	15	10	10
Armor Class:	0 [19]	0 [19]	0 [19]
Attacks:	4 tentacles (1d4)	4 tentacles (1d4)	8 tentacles (grab plus 1d4)
Saving Throw:	3	5	5
Special:	Create creatures, regenerate 1/round, spit acid, telepathic link to other pools, telepathy, telekinesis, wall of fungus	Create creatures, regenerate 1/round, spit acid, telekinesis, telepathic link to other pools, telepathy	Grab and rend foes, telekinesis, telepathic link to other pools, telepathy
Move:	0 (12 in cart)	0	3 (6 with cart)
Alignment:	Chaos	Chaos	Chaos
Challenge Level/XP:	22/5000	15/2900	13/2300

The 5 Brain Pools

None of the pools is the "heart" or "brain" of the elder being, it is simply one of five functionally identical parts that think together as one brain, or as if each were a massively complex, rapidly-firing neuron in a telepathic 5-neuron brain. For characters trying to kill the thing, the most important facet of Yiquooloome's multipart existence might be that it is only truly killed if all of the parts are destroyed. Killing the primordial pool does not cause the other parts of the elder being to die. Killing one of the brain pools does not make the other parts less intelligent or less powerful, but it reduces the number of actions the remaining brain pools can undertake (see below).

Telepathic Link

It is mentally linked to all the other brain pools, at a level of power that cannot be blocked by human agency other than 9th-level magic-user spells and 7th-level clerical/divine spells (e.g., includes druidic spells). Human mental powers do not affect the mental link, and any attempt to force telepathy upon Yiquooloome (as opposed to telepathic communications initiated by the elder being) may cause catalepsy (make a saving throw or be paralyzed with minimal brain functions for 3d6 days). The character attempting such a telepathic bond is aware before starting that there is some sort of dangerous barrier. There is no potential benefit, only the risk of catalepsy.

Additional Actions from Mental Assistance

Each brain pool can undertake one of several actions per turn, and can do so through one of the other brain pools (almost always concentrated on the one engaged in combat, of course). As an example, if one of 4 surviving brain pools is fighting the characters, it is capable of undertaking (a) any actions that do not require concentration, such as giving orders to dhuulghs or zombies, (b) an action of its own, and (c) an action that takes place through the agency of any of the other brain pools, one per additional brain pool. In the example, since there are 3 surviving brain pools in addition to the one in combat, their mental link can give the fighting brain pool up to 3 additional actions. These additional actions are not quite as powerful as actions taken directly, but they give the fighting brain pool the ability to do several things all at once, since many of the actions are actually being monitored and controlled by the other brain pools.

Telekinesis

Directly: Yiquooloome has powerful telekinesis, and the brain pools can mentally lift up to 1000 pounds of weight within a range of 60ft. If Yiquooloome chooses to throw a person, it can do so to a distance of 20ft. Hitting a wall inflicts 2d10 points of damage and stuns the victim for 1d6 rounds (a saving throw is allowed to reduce this time by 50%, reducing 1 round to 0). If the thrown object hits a person, the damage to each is 1d10 hit points but neither is stunned. A magic-user picked up, or hit by weight, loses any spell that was readied for casting in that round or was being cast at the time.

By Assistance: If any brain pool, including the primordial brain pool, is helping a different one to do the telekinesis, the distant use of power is not as strong. Although it can still pick up 1000 pounds of weight at 60ft, and throw it up to 20ft, the damage from using it to hit a wall is only 1d10 hit points, there is no potential stunning, and if one person is used to hit another, each takes only 1d6 hit points.

Creating Creatures

Each of the pools can create one Leng-bat per 5 minutes, to a maximum of 6. At this point, even the non-Euclidean volume of the brain pools can no longer produce more mass from itself without beginning to feel the effects.

Leng-Bats: HD 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** immune to magic.

Yiquooloome's Primordial Brain Pool (1)

The Primordial Brain Pool is a pulsing, lavender-colored brain sitting in a large, ceramic bowl 8ft in diameter. The brain's wrinkles shift to create

numerous orifices that open and close, sometimes sticking out long tongues or showing an eye within. The brain is ringed about with short octopus-like tentacles that stick out from the edge of the bowl to writhe in the air.

The Primordial Brain Pool is the oldest and most powerful part of Yiquooloome. In addition to the powers common to all of the brain pools (telepathic link, telekinesis, and creating Leng-bats), the Primordial Brain Pool regenerates 1 hit point per round until killed.

The Primordial Brain Pool can spit acid (range 60ft, roll to hit against all in the 10ft radius around target, 3d6 hit points of damage, no saving throw, 3/day), cast *wall of fungus* (1/day, treat as a *wall of stone* spell), or use its teleportal to reach **Area 20Z-12** if it needs to retreat and regenerate.

The bowl in which the brain pool grows contains a nugget of elder ambergris, the solidified form of Primordial Chaos.

Yiquooloome's Primordial Brain Pool: **HD** 15; **AC** 0[19]; **Atk** 4 tentacles (1d4); **Move** 0; **Save** 3; **AL** C; CL/XP 22/5000; Special: create creatures, regenerate 1hp/round, spit acid (3/day, 60ft range, target to hit all in 10ft radius, 3d6 damage, no save), telekinesis, telepathic link to other pools, telepathy, *wall of fungus* (1/day, treat as *wall of stone*).

Yiquooloome's Subsidiary Brain Pools (3)

Each of the three subsidiary brain pools is a pulsing, lavender brain growing in a ceramic bowl 6ft in diameter. Tentacles writhe around the perimeter of the brain, able to reach beyond the edge of the bowl, but not very far. It has deep wrinkles that open and close, extending long tongues or showing an eye glinting from inside the brain.

The subsidiary brain pools have grown over the centuries to resemble the Primordial Brain Pool quite closely, although they are smaller. Like the Primordial Brain Pool, they regenerate 1 hit point per round until killed. They can spit a somewhat weaker acid than the Primordial Brain Pool (range 60ft, roll to hit against all in the 10ft radius around target, 2d6 hit points of damage, no saving throw, 3/day).

The bowl in which the brain pool grows contains a nugget of elder ambergris, the solidified form of Primordial Chaos.

Yiquooloome's Subsidiary Brain Pool: HD 10; **HP** 51; **AC** 0[19]; **Atk** 4 tentacles (1d4); **Move** 0; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special:** create creatures, regenerate 1hp/round, spit acid (3/day, 60ft range, target to hit all in 10ft radius, 2d6 damage, no save), telekinesis, telepathic link to other pools, telepathy.

Yiquooloome's Mobile Brain Pool (1)

This is a bizarre creature rooted in a wide ceramic bowl 5ft in diameter and 4ft deep. Huge, lavender-colored, tentacles writhe and reach as far as 10ft from this bowl, looking disproportionately large compared to the relatively shallow container.

The mobile brain pool is physically, but not mentally, the youngest of Yiquooloome's separate parts. The mobile brain pool is as much a part of the elder being as the rest, and it reacts to any situation with the cunning of a thousand years of experience. It has no mental abilities beyond the ones in common with all the brain pools (the telepathic link, telepathy with others, and telekinesis). However, its tentacles are long and more highly developed than those of the other pools.

If one of the brain pool's tentacles hits an opponent, it begins to squeeze, causing 1d4 points of damage per round. If a second tentacle scores a hit on the same opponent, the tentacles begin tearing the victim apart; both tentacles (and any others hitting the victim thereafter) inflict an automatic 1d4+1 rather than just an automatic 1d4. Tentacles can be chopped away from a victim easily. They are AC 8[11] and have only 4 hit points, but they immediately regenerate for the next round and chopping them away causes no damage to the brain pool itself. The only reason to target the tentacles is to cut them away from a character who is being torn apart.

The mobile brain pool is too young to have the ability to regenerate.

The bowl in which the brain pool grows contains a nugget of elder ambergris, the solidified form of Primordial Chaos.

Yiquooloome's Mobile Brain Pool: HD 10; **HP** 48; **AC** 0[19]; **Atk** 8 tentacles (grab plus 1d4); **Move** 3 (6 with cart); **Save** 5; **AL** C; **CL/XP** 13/2300; **Special:** grab and rend foes (1 tentacle, auto 1d4; 2+ tentacles, auto 1d4+1), telekinesis, telepathic link to other pools, telepathy.

Existing Monsters

Behir

Hit Dice: 12
Armor Class: 4 [15]
Attacks: bite (1d8)
Saving Throw: 3
Special: constrict and claw, lightning breath, swallow whole
Move: 15
Alignment: Chaos
Number Encountered: 1d3 (if 3 are encountered, one is young with 1d6+2 hit dice and half damage on all attacks)
Challenge Level/XP: 13/2300

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40ft long. Most are a deep blue color. Behirs attack by biting, and can swallow prey whole on a natural roll of 20. They also lash their bodies around prey (to hit), and on the first round following this attack they can bring 6 claws into play (6 attacks, 1d6 hit points per attack). Behirs also have a breath weapon — they can spit a bolt of lightning once per 10 rounds, inflicting 24 points of damage (2 per hit die, for smaller or larger behirs). A successful saving throw indicates half damage.

Behir: HD 12; **AC** 4[15]; **Atk** bite (1d8); **Move** 15; **Save** 3; **AL** C; **CL/XP** 13/2300; **Special:** constrict and claw (6 claws, 1d6 per attack), lightning breath (1/turn, 24 damage), swallow whole on natural 20. (***Monstrosities*** 44)

Cave Fisher

Hit Dice: 3
Armor Class: 3 [16]
Attack: filament (see text) and 2 claws (1d6)
Saving Throw: 14
Special: filaments
Move: 6
Alignment: Neutrality
Challenge Level/XP: 4/120

The cave fisher is a 7ft-long insect-like creature with a hard outer shell. It has eight legs, two of which end in serrated pincers. The cave fisher's snout fires a strong, web-like adhesive filament it uses to reel in its prey. The cave fisher lairs on ledges and cliffs underground, where it can quickly strike and reel in its prey. Its lair is always littered with bones and gear from its previous victims. Often, the ground and walls nearby are covered with this filament. The cave fisher's preferred method of attack is to anchor itself to its ledge and string its filament across the ground of its lair. When a living creature touches or passes near the filament (1-in-6 chance of spotting the filament; 2-in-6 for elves), the fisher attempts to trap it and reel it in. If the cave fisher fails this, it can fire its filament at an opponent up to 60ft away. If a cave fisher hits with its filament attack, the filament latches onto the opponent's body. This deals no damage but drags the stuck opponent 10ft closer each subsequent round unless that creature breaks free. An application of liquid with high alcohol content dissolves the adhesive and forces the cave fisher to release its hold. The filament has 10 hit points and is AC 2 [17]. If the filament is severed, it grows back within 1 hour.

Cave Fisher: HD 3; **AC** 3[16]; **Atk** filament and 2 claws (1d6); **Move** 6; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** filament (if struck, sticks and drags prey 10ft/round closer per round, AC 2[17], 10hp). (***The Tome of Horrors Complete*** 87)

Cobra Flower

Hit Dice: 6
Armor Class: 5 [14]
Attack: bite (1d8 plus 1d6 acid) or squeeze
Saving Throw: 11
Special: squeeze
Move: 3
Alignment: Neutrality
Challenge Level/XP: 7/600

Cobra flowers are tall, slender plants with large, flowering bulbs and brownish-green roots. Two large, green leaves flank its flowering top, giving the appearance of a cobra's hood. Its leaves are thin and have transparent blotches on them. Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humans and demi-humans

when available. The creatures can be found nesting in forests and often take up residence near small population areas where they can feed on humanoids who wander into their area. Many a child's or adult's disappearance can be attributed to a cobra flower. When a cobra flower detects a living creature, it remains motionless until its prey is within 5ft. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim. Cobra flowers can also wrap their thick stems around an opponent with a successful attack, holding their prey still, squeezing them for 1d8 points of damage per round and increasing their chance to hit with their bite attack by +2.

Special Notes regarding cobra flowers in the Hidden Realms: Cobra flowers are, unlike most material-plane plants, quite well adapted to life in the tubule system of the Hidden Realms. They spring up near the mist-gates, and can present quite a hazard for those who are trying to get past them and into the gate itself. They are able to retract themselves into the green membrane of the tubules, thus making themselves immune to missile weapons until they emerge again (the dimensional membrane substance absorbs an arrow's momentum almost instantly). They do have to emerge from the membrane-substance to strike at prey. The oculethes are immune to the acid of cobra flowers, and weed them out from the major tubules on a regular basis, hauling them out from the membranes and burning them to death, but they are commonly encountered in the secondary tubules, for they spread like … well, like weeds.

Cobra Flower: **HD** 6; **AC** 5[14]; **Atk** bite (1d8 plus 1d6 acid) or squeeze; **Move** 3; **Save** 11; **AL** N; **CL/XP** 7/600; **Special**: squeeze (hold opponent with successful hit with 1d8 damage per round, +2 bonus to bite). (***The Tome of Horrors Complete*** 103)

Crab, Giant

Hit Dice: 3
Armor Class: 3[16]
Attacks: 2 pincers (1d6+2)
Saving Throw: 14
Special: none
Move: 9
Alignment: Neutrality
Number Encountered: 1d12
Challenge Level/XP: 3/60

Larger specimens of giant crabs might move more slowly — these stats are for a crab about 5ft in diameter.

Crab, Giant: **HD** 3; **AC** 3[16]; **Atk** 2 pincers (1d6+2); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 74)

Crabnipede

Hit Dice: 4
Armor Class: 4[15]
Attacks: 4 claws (1d4), bite (1d6 plus poison)
Saving Throw: 13
Special: paralysis poison (1d6 turns)
Move: 6 (swim 12)
Alignment: Neutrality
Number Encountered: 1
Challenge Level/XP: 5/240

Crabnipedes are horrible sea creatures resembling man-sized centipedes with 4 pincers. They hunt on sea floors and lake bottoms, and can crawl out from the water for hours, if the hunting seems better on land. The crabnipede's bite is mildly poisonous, causing paralysis for 1d6 turns (saving throw applies).

Crabnipede: **HD** 4: **AC** 4[15]; **Atk** 4 claws (1d4), bite (1d6 plus poison); **Move** 6 (swim 12); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** paralysis poison (1d6 turns, save avoids). (***Monstrosities*** 76)

Daemon, Piscodaemon

Hit Dice: 10
Armor Class: –1 [20]
Attack: 2 claws (2d6), mouth tentacles (1d8 plus poison)
Saving Throw: 5
Special: immunity to acid and poison, magical abilities, magic resistance (50%), poison, see invisible, sever limbs, silver or +1 or better weapon to hit, telepathy 100ft
Move: 9 (swim 18)
Alignment: Chaos
Number Encountered: 1, 1d3, or 2d4
Challenge Level/XP: 20/4400

Piscodaemons look like 7ft-tall bipedal lobsters with long, gangly arms ending in powerful pincers. They have a short, fish-like tail and a centipede-like head with several small tentacles beneath the mouth, like a writhing beard. Piscodaemons are found throughout the Lower Planes, bullying and killing weaker creatures. They are often themselves used as cannon fodder or slaves by the more powerful races of the Lower Planes. If a piscodaemon scores a natural 20 on its attack roll with a claw attack and its victim fails a saving throw, it severs one of the opponent's extremities (roll 1d6: 1–3 arm; 4–6 leg; 50% chance of either right or left). If both claws hit, the victim is drawn to the piscodaemon's maw and is subject to its mouth tentacles attack. A piscodaemon's mouth tentacles are poisonous, affecting a victim as though with a *slow* spell for 1 turn, if the victim fails a saving throw. Piscodaemons have the following magical abilities: 1/day—*fear, darkness 15ft radius, protection from good*; 2/day—*mirror image*. The piscodaemon's faceted eyes can see in all directions, making it difficult to surprise; they can also see creatures and objects that are invisible.

Daemon, Piscodaemon: **HD** 10; **AC** –1[20]; **Atk** 2 claws (2d6), mouth tentacles (1d8 plus poison); **Move** 9 (swim 18); **Save** 5; **AL** C; **CL/XP** 20/4400; **Special:** immunity to acid and poison, magical abilities, magic resistance (50%), poison (*slow* for 1 turn, save negates), see invisible, sever limbs, silver or +1 or better weapon to hit, telepathy 100ft. (***The Tome of Horrors Complete*** 122)

Magical Abilities: 1/day—fear, darkness 15ft radius, protection from good; 2/day—mirror image.

Demon-Prince of Mists, Isclaadra

Hit Dice: 22 (110 hit points)
Armor Class: –6[25]
Attacks: 2 claws (2d6) or *staff of mist* (6d6)
Saving Throw: 3
Special: +2 or better weapon to hit, magic resistance (90%), also see below
Move: 12 (fly 12)
Alignment: Chaos
Challenge Level/XP: 30/7400

Isclaadra is a tall, human-like figure with the horns and legs of a goat, and massive bat wings. He is one of the weakest of the demon-princes, and he is uncharacteristically subtle when compared to his peers. He has the spell-casting ability of an 8th level magic-user in addition to the powers described below, and can be hit only by weapons of +2 or greater. At will, Isclaadra can cast *charm monster, clairvoyance, continual darkness, dispel magic, ESP, fear, read languages, read magic, telekinesis* (1000 pounds of weight), and *suggestion*.

Isclaadra's *staff of mist* is a powerful magic artifact, allowing the holder to enter gaseous form at will, and summon forth one of three types of mist (each once per day):

Mist of Magic Absorption: This mist can be streamed forth from the staff up to a distance of 100ft before it expands. Once it blossoms into a cloud, it eats magic in an area 50ft in diameter, temporarily removing all bonuses or other effects from magic items while they are in the mist. The power of the mist does not extend to powerful artifacts, but is enough to suppress magical swords, armor, and miscellaneous items. Spells cannot be cast within the mist, but the effects of a spell that has already been cast (e.g. *invisibility* or *haste*) are unaffected by the mist, and potions also take effect if imbibed in the mist. The holder of the staff can cause the mist to creep in any direction, but it has a move of only 10ft. Its duration is 5d6 turns

Mist of Confusion: The range, size, move, and duration of the Mist of Confusion are all identical to those of the Mist of Magic Absorption. Its effect is that of a *confusion* spell.

Mist of Striking: The Mist of Striking is a thin ribbon of vapor that extends from the staff up to a length of 100ft. It can attack once per round as a 30HD monster, inflicting 2d6 points of damage. Other than by *dispel magic* against a 12th-level caster, the Mist of Striking cannot be killed, although it disappears after 5d6 turns.

The staff can be destroyed only on its home plane of existence by freezing it in magical ice upon ground that has been consecrated for the purpose of destroying the artifact.

Isclaadra's province is mists of all kinds, especially those that creep between the planes, doing his bidding like faithful dogs. Isclaadra rules his realm in the underworld from a vast fortress of shifting material, some places solid, some places ooze, and some places built entirely of mist. The bizarre confluence of different substances changes, so that a vast hall of mist might solidify within a few hours, and then later soften into dripping ooze. Nothing is permanent or predictable within the Palace of Mists.

Isclaadra seldom makes alliances with other demon-princes, preferring to play them off against each other with hints of information, vague promises, and subtle misdirection. He is unusually tolerant of lesser beings, for a demon-prince, knowing that information can come from many sources.

His symbol is a horned demon-face in the middle of a cloud of mist.

—Author: Matt Finch

Demon-Prince Isclaadra: HD 22 (110hp); **AC** –6[25]; **Atk** 2 claws (2d6) or *staff of mist* (6d6); **Move** 12 (fly 12); **Save** 3; **CL/XP** 30/7400; **Special**: +2 or better weapon to hit, magic resistance (90%), spells MU8 (4/3/3/2), magical abilities. (***Monstrosities*** 107)

Magical Abilities: at will— charm monster, clairvoyance, continual darkness, dispel magic, ESP, fear, read languages, read magic, telekinesis (1000 pounds of weight), suggestion.
Spells: 1st—detect magic, magic missile (x2), protection from good; 2nd—invisibility, mirror image, phantasmal force; 3rd—haste, hold person, slow; 4th—dimension door, ice storm.
Equipment: staff of mist (Magic Item Appendix)

Demon-Princess of Dimensions, Teratashia

Hit Dice: 31 (130 hp)
Armor Class: –6 [25] or –8 [27]
Attacks: 4 claws (2d6)
Saving Throw: 3
Special: +2 or better weapon to hit, improved AC (speed) in light, magical abilities, magic resistance (85%), regeneration in darkness
Move: 12 (fly 24)
Alignment: Chaos
Challenge Level/XP: 42/11,000

The Demon-Princess Teratashia's dark palace in the depths of the Abyss is a nexus of countless gaps between dimensions, a warren of tunnels worming their way deep into a multitude of other realities. From the center of this web of connections, Teratashia sends her minions creeping and slithering through the planes of existence to do her bidding. Her darkswimmer demons (q.v.) are but one of the many types of servitors employed by this horrid creature. Teratashia resembles a huge, female-headed cockroach with a feral visage, wearing a necklace of human skulls. This necklace is a powerful artifact (see *"necklace of skulls,"* below). She is often known as the Mistress of Dimensions, and her servants include many demons and other creatures that hunt and hide in the dark non-places between the true planes of existence.

At will, Teratashia can cast *charm monster, clairvoyance, continual darkness, dimension door, dispel magic, ESP, insect swarm* (3/day), *fear, read languages, read magic, telekinesis* (1,000 pounds of weight), *teleport*, *suggestion,* and *wall of stone*. In darkness, she regenerates 2 hit points per round, and in the light she moves with preternatural speed, her armor class improving to –8. Only weapons with an enchantment of +2 or more can damage her.

Teratashia's *necklace of skulls* has 25 charges, and recharges itself within 25 hours (one charge per hour). Each round (until the charges are expended) the necklace can perform one of the following actions in addition to Teratashia's other abilities):

- *Cone of cold* (3 charges)
- *Cure* the wearer of 2d8 hit points of damage (2 charges)
- *Darkness 30ft radius* (1 charge)
- *Death spell* (5 charges)
- *Fireball* (2 charges)
- *Knock* (1 charge)
- *Wizard lock* (1 charge)

Teratashia seldom involves herself in the quarrels of the other great demons, being far more interested in controlling the nooks and crannies between dimensions than with her political status in the Abyss.

Demon-Princess Teratashia: HD 25 (130hp); **AC** –6[25] or –8[27]; **Atk** 4 claws (2d6); **Move** 12 (fly 24); **Save** 3; **AL** C; **CL/XP** 42/11000; **Special**: +2 or better weapon to hit, improved AC (due to speed) in light, magical abilities, magic resistance (85%), regeneration in darkness (2hp/round). (***Monstrosities*** 110)

Magical Abilities: at will—charm monster, clairvoyance, continual darkness, dimension door, dispel magic, ESP, fear, read languages, telekinesis (1000lbs of weight), teleport, suggestion, wall of stone;

3/day—insect swarm.
Equipment: necklace of skulls (25 charges, recharges 25 hours, the following each round—cone of cold (3 charges), cure the wearer of 2d8 damage (2 charges), darkness 30ft radius (1 charge), death spell (5 charges), fireball (2 charges), knock (1 charge), wizard lock (1 charge).

Dark Creeper

Hit Dice: 1+1
Armor Class: 7[12] or 0[19] in darkness
Attacks: dagger (1d4 plus poison)
Saving Throw: 17
Special: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills.
Move: 9
Alignment: Chaos
Number Encountered: 1d100
Challenge Level/XP: 3/60

Dark creepers are humanoids that stand just under 4 feet tall, always swathed in heavy, dark cloaks and wrappings. Their flesh is pale and moist, and their eyes are milky white. Dark creepers exude a foul stench of sweat and spoiled food, owing primarily to the fact that they never take off their clothing — instead piling on new layers when the outermost one grows too ragged. Dark creepers lurk in the black places deep below the surface of the world, venturing forth at night or into neighboring societies when the urge to steal and cause mayhem grows too great to resist. Endless layers of filthy, moldering black cloth shroud these small creatures, leading some to believe that the creature inside is smaller still. Usually encountered in groups, dark creepers flee from bright light, but are quite brave in the dark. For all the mayhem and trouble a pack of dark creepers can cause, this is nothing compared to the dangers a tribe led by the taller, even more sinister dark stalkers represents. Dark creepers treat their tall, lithe masters almost like gods, presenting them with offerings and obeying their every whim. Invariably, several dark stalkers serve as leaders to dark creeper tribes, with all of the tribe's heavy work and labor falling on the diminutive shoulders of the creepers, freeing the dark stalkers for their own decadent pleasures. Yet the dark creepers themselves see no inherent imbalance in this arrangement — to a dark creeper, a life in the servitude of a dark stalker is a life fulfilled. Dark creepers use daggers in combat, coating them with the poison called black smear. Black smear poison (unless a saving throw is made) reduces the victim's strength by 1d2 points per round for 2d6–1 rounds. If the victim's strength is reduced to 0, the victim dies. If the victim survives, the points of strength will return in 1d6 hours. The poison on a blade is used up when the weapon hits. Dark creepers (and dark stalkers) are able to employ magic to create a very deep darkness, much more potent than ordinary darkness/light spells. This deeper darkness has a radius of 50ft, and several effects: (1) all normal light sources in the radius of effect are not only extinguished, but cannot be relit for a period of one hour; (2) all magical light sources must make a saving throw or be extinguished for a period of one hour; (3) darkvision will not penetrate the 50ft radius area around the object upon which the deeper darkness has been cast. Magical light sources that are not extinguished by the spell are able to function within the deeper darkness, but convey a range of vision no greater than 30ft. When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a saving throw or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round.

Dark Creepers: **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special:** backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves tools.

Dark Stalker

Hit Dice: 6+2
Armor Class: 7[12] or 0[19] in darkness
Attacks: short sword (1d6 plus poison)
Saving Throw: 11
Special: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills.
Move: 12
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 8/800

The strange and mysterious dark stalkers are apparently a noble sub-race of the dark creepers. The stalkers dwell in strange villages (some rumors suggest entire cities) built of stone and fungus, in remote underground caverns where they are served and worshiped by their coarser, diminutive kin, the dark creepers. Dark stalkers come to the surface rarely, but when they do it is on a mission, and with a force of creatures such that it never ends well for those they seek to rob or torment. Dark stalkers are tall, frail humanoids with incredibly pale skin. They always wear multiple layers of dark cloth and black leather armor, yet unlike their lesser kin, a dark stalker's garb is always clean and spotless. Each dark stalker carries a pair of short swords — they prefer these weapons to all others, and coat them with the poison called black smear. Black smear poison (unless a saving throw is made) reduces the victim's strength by 1d2 points per round for 2d6–1 rounds. If the victim's strength is reduced to 0, the victim dies. If the victim survives, the points of strength will return in 1d6 hours. The poison on a blade is used up when the weapon hits. Dark stalkers are 6ft tall and weigh 100 pounds. Dark stalkers have the ability to create a very powerful form of *darkness* magic 3 times per day (see dark creeper). All dark stalkers have the abilities of a level 4 thief. When a dark stalker is killed, its body explodes in a flash of illumination that causes 3d6 points of damage to anyone within 40ft (save for half damage). In a fight, dark stalkers are not above sacrificing lesser creatures, including dark creepers, to win the day or cover their retreat if things go poorly. They hate well-lit areas and always prefer to fight under the cover of magical darkness. Dark stalkers rarely fight to the death if it can be avoided, preferring to slip away if things begin to look grim. The origins of the dark stalkers and the dark creepers are shrouded in mystery, made more difficult to decipher by the fact that the dark stalkers do not keep records of their history. Many scholars believe that, just as the drow descended from elves, so too must the dark folk have descended from humanity, their eerie powers and spell-like abilities the result of generation upon generation of devotion to profane and sinister magic.

The dark stalkers of the Cyclopean Deeps, as well as their dark creeper servants, are almost all members of either the Kshamarat Civilization or the Avarthamna Civilization. See Chapter 3 for further details.

Dark Stalkers: **HD** 6+2; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools.

Denizen Of Leng

Hit Dice: 8
Armor Class: 5
Attack: bite (lassitude), 2 claws (1d4+1)
Saving Throw: 8
Special: immune to poison, lassitude, magical abilities, regeneration (5 hp)
Move: 12
Alignment: Chaos
Challenge Level/XP: 13/2300

The eerie denizens of Leng travel the universe from their strange homeland, always disguising themselves as humans in loose-fitting robes, with wrappings about the head and face. They are the same size as humans, but under their disguises they have horned brows, clawed fingers, mouths full of tentacles, and crooked goatish legs with cloven hooves. Many scholars have argued over where the otherworldly realm of Leng lies — some believe it can be found among the Outer Planes, while others are convinced it can be reached only via a dimension of dreams. The denizens of Leng can travel to other planes freely, and often do so in strange, black ships, constantly seeking new breeds of slaves or trading rubies for unusual services or magical treasures. At other times, their visits are much more violent, focusing on abducting victims for use as slaves or worse. On Leng, these denizens have long fought a war against that realm's monstrous spiders, a war that sometimes spills over into other worlds.

A Leng denizen's bite causes lassitude if the victim fails a saving throw (at –2). Any attack rolls, damage rolls, and saving throws are made at –2 thereafter until the victim has slept continuously for 12 hours. If the same victim is bitten (and fails the saving throw) a second time, the victim immediately falls into deep slumber and cannot be awakened for 12 hours. Additionally, a denizen of Leng is constantly able to read the thoughts of nearby creatures (*ESP*) and once per day can cast a *mirror image* of itself.

The denizens of Leng regenerate naturally if they are not on Leng, at a rate of 5hp per round. The process cannot be arrested by fire as it can, for example, with trolls. However, once a denizen reaches 0 hit points, the body dissolves into slime (and re-forms on Leng). On Leng itself, denizens do not regenerate, and die completely. Not having souls, they cannot be raised from the dead.

Denizen of Leng: HD 8; **AC** 5[14]; **Atk** 2 claws (1d4+1), bite (1d3 plus lassitude), **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), regeneration (5hp/round).

Magical Abilities: constant—ESP; 1/day—mirror image.

Duergar

Hit Dice: 1+2
Armor Class: 4[15]
Attacks: warhammer (1d4+1) or light crossbow (1d4+1)
Saving Throw: 17
Special: +4 save vs. magic, immune to illusions, invisibility, enlarge
Move: 9
Alignment: Chaos
Number Encountered: 2d8 or 1d100x2
Challenge Level/XP: 3/60

The duergar, often called the "dark dwarves," are foul-tempered creatures that loathe intruders to their underground realms — but not nearly as much as they do their kinfolk closer to the surface. Duergar dwell in communities deep underground, and appear as darker, more twisted versions of normal dwarves. Their skin is a dull gray, as though rubbed with dust or ash, but this is a natural coloration that better allows them to blend with their underground surroundings. They are a race of slavers, but while non-dwarven prisoners are usually put to backbreaking work, dwarves are generally slain on the spot. Duergar can turn invisible once per day, and can also double their size once per day (this allows the duergar to attack as a 4HD creature, and heals 50% of any damage the duergar had taken before the change). Duergar leaders gain +2 to hit rather than an increase in hit dice.

Duergar: **HD** 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—enlarge (attack as 4HD, 50% heal damage), invisibility.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% of gem (1d4x100gp).

Duergar Sergeant: **HD** 3+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—enlarge (+2 to-hit bonus, 50% heal damage), invisibility.
Equipment: chainmail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 20% of gem (1d6x100gp).

Duergar Squad Leader: **HD** 5+2; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 12; **AL** C: **CL/XP** 7/600; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—enlarge (+2 to-hit bonus, 50% heal damage), invisibility.
Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts, 4d6gp, 1d2 gems (1d6x100gp), 25% of magic armor (01–50%) or weapon (51–00%).

Ectoplasm (Ghost Ooze)

Hit Dice: 7
Armor Class: 9 [10]
Attacks: pseudopod (1d8 plus weakness)
Special: +1 or better weapon required to hit
Move: 0 (fly 6)
Saving Throw: 9
Alignment: Chaos
Challenge Level/XP: 10/1400

This incorporeal ooze resembles a faintly glowing, billowing cloud. Ectoplasms are not undead. An ectoplasm's pseudopod attack imposes a –1 cumulative to-hit penalty to attack and damage with each strike. It does an additional 1 point of damage against undead.

Ectoplasm (Ghost Ooze): **HD** 7; **AC** 9[10]; **Atk**: pseudopod (1d8 plus weakness); **Move** 0 (fly 6); **Save** 9; **AL** C; **CL/X**P 10/1400; **Special**: +1 or better weapon to hit. (***The Tome of Horrors Complete*** 222)

Encephalon Gorger

Hit Dice: 8
Armor Class: 6 [13]
Attacks: 2 claws (1d6+1)
Saving Throw: 8
Special: *haste* (2/day), mindfeed, regenerate 3 hp/round, resist cold

Move: 6
Alignment: Chaos
Challenge Level/XP: 9/1100

An encephalon gorger is a sleek, pale-skinned humanoid standing about 7ft tall, with long, thin arms and legs. Its hands and feet end in four digits, with the two middle digits being slightly longer than the outer two. Its mouth is lined with short, needle-like teeth, with the canines being most pronounced. An encephalon gorger's tongue is sleek and black. An encephalon gorger strikes and tears at its victims with its sharp claws. If it hits with two claws, it grabs the victim and automatic starts to mindfeed in the next round. To mindfeed, the gorger sinks its teeth into the prey's head to drain cerebral fluid (1d6 points of damage per round). Twice per day, a gorger can give itself an adrenal boost of speed (similar to a *haste* spell). An encephalon gorger heals 3 hit points per round; this regeneration ceases, however, when the creature dies.

Encephalon gorgers refer to themselves as "psilians," and they make their homes deep beneath the surface world or hidden far away from prying eyes. Underground lairs are often great domed cities, while those few built on the surface resemble iron fortresses of exquisite craftsmanship.

Each lair, regardless of its location, has dozens of slave pits and breeding pits filled with captives that are managed by specialized groups and guilds of psilians. The brain fluid of intelligent creatures is a traded commodity in the society of the encephalon gorgers, and is used as a power source for their hellish, other-planar machinery.

Encephalon Gorger: HD 8; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** *haste* (2/day), mindfeed (hit with both claws, auto 1d6 damage/round, save negates), regenerate 3 hp/round, resist cold. (***The Tome of Horrors Complete*** 234)

Flumph

Hit Dice: 2
Armor Class: –1 [20]
Attack: nauseating spray (sickened) or spikes (1d6 plus 1d4 acid)
Saving Throw: 16
Special: acid, nauseating spray
Move: 0 (fly 9)
Alignment: Law
Challenge Level/XP: 5/240

This 2ft-diameterstrange creature looks like a saucer-shaped jellyfish with many small spike-like tentacles dangling from its underbelly. Its body is milky-white in color. Two short eyestalks protrude from the top of its body. Its eyestalks are gray, as are its tentacles. Its eyes are jet black. Flumphs are strange beings that spend their days floating along looking for food and water. They are non-offensive and attack only when actively hunting for food. Flumphs prefer the darkness of the underground and are rarely, if ever, encountered aboveground.

A flumph that hits an opponent with its spikes injects acid into the wound, dealing 1d4 points of damage. The acid damage continues for the next 2d4 rounds. Immersion in running water or a *cure light wounds* spell stops the acid damage. A flumph's nauseating spray is a 20ft line that it can fire twice per day. A creature hit by this poison must make a saving throw or be sickened for 5 rounds. The odor from this spray lingers in the area (and on any creature hit) for 1d4 hours and can be detected to a range of 100ft. Creatures that come within 100ft of an affected area or creatures during this time must succeed on a saving throw themselves or become sickened for 5 rounds.

A flumph is helpless if turned over (requires a successful attack roll without the use of a weapon).

Flumph: HD 2; **AC** –1[20]; **Atk** nauseating spray (sickened) or spikes (1d6 plus 1d4 acid); **Move** 0 (fly 9); **Save** 16; **AL** L; **CL/XP** 5/240; **Special:** acid, nauseating spray (save negates). (***The Tome of Horrors Complete*** 250)

Gloom Crawler

Hit Dice: 10
Armor Class: 3 [16]
Attacks: 10 tentacles (1d6 plus constrict), bite (2d8)
Saving Throw: 5
Special: constrict, all-around senses, vulnerable to sunlight
Move: 9
Alignment: Chaos
Challenge Level/XP: 11/1700

Gloom crawlers resemble giant squids with many, 5ft-long tentacles that end in a small, round, lidless eye with a stark blue pupil. These many eyes let it see in all directions at once, and allow it to sense the location of anything within 60ft that is touching the ground. If a gloom crawler hits with a tentacle, it grabs the victim and constricts for automatic damage in the rounds thereafter until the creature is freed. Gloom crawlers take 1d4 points of damage from natural sunlight.

Gloom Crawler: HD 10; **AC** 0[19]; **Atk** 10 tentacles (1d6 plus constrict), bite (2d8); **Move** 9; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** all-around senses, constrict for automatic 1d6 damage, vulnerable to sunlight (1d4 damage/round). (***The Tome of Horrors Complete*** 283)

Gloomwing

Hit Dice: 5
Armor Class: 0 [19]
Attack: 2 claws (1d4), bite (1d8)
Saving Throw: 12
Special: confusion, implant, summon gloomwings, weakness pheromone
Move: 3 (fly 15)
Alignment: Neutrality
Challenge Level/XP: 9/1100

Gloomwings look like giant moths with black wings covered in spiraled patterns of silver. Eight legs run the length of their bodies, each ending in a pearly-white claw. Their mouths have two large pearly-white mandibles. The gloomwing is native to the Plane of Shadow and is summoned to the Material Plane by spellcasters to act as a guardian. On occasion, a gloomwing slips through a tear in the fabric of the planes and enters the Material Plane on its own. The ivory mandibles of a gloomwing can be pried or broken from its carcass and sold for 100gp each. The coloration on the gloomwing's back and wings provide protection against some predators. Any creature viewing the gloomwing from above must succeed on a saving throw or be affected as if by a *confusion* spell for 6 rounds.

After the first round of combat, a gloomwing can emit a scent in a 30ft radius that weakens living creatures in the area. An affected creature can make a saving throw each round it remains in the area to negate the effects. Otherwise, they suffer a –1 penalty on melee attacks and melee damage. The pheromone ceases when the gloomwing dies. Strength damage dealt by a gloomwing's pheromone heals at a rate of 1 point per hour. Each round a gloomwing emits its weakness pheromone, there is a 20% chance that 1d4 additional gloomwings arrive in the area and join the battle.

Female gloomwings lay their eggs in the bodies of slain victims. In 12 days, these eggs hatch, releasing 1d6+3 tenebrous worms. The young emerge about 2 weeks later as tenebrous worms (see that entry), literally devouring the host from the inside. While implanted, a body cannot be brought back to life except by the casting of a *wish*. If *cure disease* is cast on the body, the eggs are destroyed and the body can be raised normally.

Gloomwing: HD 5; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d8); **Move** 3 (fly 15); **Save** 12; **AL** N; **CL/XP** 9/1100; **Special:** *confusion* for 6 rounds, implant, summon 1d4 gloomwings

per hour (20%), weakness pheromone (30ft radius, –1 on melee attacks and damage, save avoids). (***The Tome of Horrors Complete*** 284)

Grick

Hit Dice: 2
Armor Class: 4 [15]
Attacks: 4 tentacles (1d3), beak (1d2)
Saving Throw: 16
Special: immune to blunt weapons
Move: 6
Alignment: Neutrality
Number Encountered: 1d6
Challenge Level/XP: 4/120

Gricks resemble massive, human-sized worms with 4 tentacles surrounding a beaked mouth. They rear up to attack, focusing on one opponent at a time. They do not immediately try to feed on dying prey, but if given the chance they drag unconscious or dead bodies into their lairs to feed. Blunt weapons do not harm them due to their thick hides and resilient flesh.

Grick: HD 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (***Monstrosities*** 230)

Imp

Hit Dice: 2
Armor Class: 2 [17]
Attack: sting (1d4 plus poison)
Special: +1 to better weapon to hit, immune to fire, poison tail, polymorph, regenerate 1hp/round
Move: 6 (fly 16)
Saving Throw: 16
Alignment: Chaos
Number Encountered: 1
Challenge/XP: 6/400

Imps are demonic creatures sent or summoned into the material plane. They are about a foot tall, and have small but functional wings. An imp can polymorph itself into one or two animal forms, with a crow, goat, rat, or dog being common. Imps regenerate 1 hit point per round, and can be hit only by magic weapons (or by animals with 5+ hit dice). In some cases, they may be forced to serve as a familiar to a powerful and evil magic-user.

Imp: **HD** 2; **AC** 2[17]; **Atk** sting (1d4 plus poison); **Move** 6 (fly 16); **Save** 16; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, poison tail, polymorph, regenerate 1hp/round, immune to fire. (***Monstrosities*** 262)

Lizard, Cavern

Hit Dice: 4
Armor Class: 5 [14]
Attacks: bite (2d4)
Saving Throw: 13
Special: bite latches for automatic damage each round
Move: 9 (climb 6)
Alignment: Neutrality
Challenge Level/XP: 4/120

A cavern lizard is an 8ft-long gray lizard with wide feet and sapphire-gold bulging eyes. Their legs are thick and muscled and their large feet have small suction cup-like pads on the bottoms that aid in climbing. Its head is angular and somewhat flat. Its mouth sports a row of long, serrated teeth. These very aggressive hunters latch onto prey with their bite, automatically dealing damage each round thereafter.

Lizard, Cavern: **HD** 4; **AC** 5[14]; **Atk** bite (2d4); **Move** 9 (climb 6); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: bite latches for automatic damage each round. (***The Tome of Horrors Complete*** 363)

Mihstu

Hit Dice: 8
Armor Class: –3 [22]
Attack: 4 tentacles (1d6)
Saving Throw: 8
Special: +1 or better weapon to hit, engulf, immunity to electricity, magic resistance (15%), resistance to missile attacks, susceptible to cold
Move: 9 (fly 9)
Alignment: Chaos
Number Encountered: 1 or 1d4+1
Challenge Level/XP: 13/2300

Mihstus are semi-solid creatures from the Elemental Plane of Air. They are found in cool, damp, dark areas such as ruins, dungeons, and underground caves and caverns. The mihstu can shape its body at will and almost always appears on the Material Plane as a cloud of swirling vapor. It can seep through small cracks and openings. When threatened, a mihstu forms four tentacles from its body. Each tentacle ends in a razor-sharp, barb-like talon. A mihstu can try to wrap a creature in its body as an attack that ignores the victim's armor bonus to Armor Class. Even while engulfing a victim, a mihstu can still use its tentacles to strike at other targets. A mihstu deals 1d2 points of constitution damage to an engulfed opponent each round the hold is maintained.

Ranged attacks (including *magic missile*) used against a mihstu have a 50% miss chance. Cold-based attacks and effects deal no damage to a mihstu, but stun it. If the cold-based effect allows a saving throw and the mihstu succeeds on its save, it ignores the stun effect. If it fails its save, or if the effect doesn't allow a save, the mihstu is stunned for 1d4+2 rounds.

Mihstu: **HD** 8; **AC** –3[22]; **Atk** 4 tentacles (1d6); **Move** 9 (fly 9); **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: +1 or better weapon to hit, engulf (1d2 points of constitution damage/round), immunity to electricity, magic resistance (15%), resistance to missile attacks, susceptible to cold (save or be stunned for 1d4+2 rounds). (***The Tome of Horrors Complete*** 381)

Plantoid

Hit Dice: 5
Armor Class: 5 [14]
Attacks: 4 tendrils (1d4 plus grab)
Saving Throw: 12
Special: control, create servitor, immune to blunt weapons
Move: 0 (fly 18)
Alignment: Neutrality
Number Encountered: 1 or 2d4
Challenge Level/XP: 7/600

Plantoids are floating spheres of moss with several red eyes randomly spaced over their surface, peering out through eyelid-like gaps. Plantoids are creatures from another dimension or plane of existence, occasionally summoned forth into the Material Plane. The eyes are not magical, but the long strands of moss trailing after the plantoid have a very dangerous ability to enslave anyone caught within them. The soft, mossy consistency of plantoids

makes these creatures immune to blunt weapons. The plantoids can snap their mossy beards out like whips, attempting to touch a potential victim.

A plantoid lashes out with several mossy tendrils when it attacks. Those struck must make a saving throw or be grabbed by the monster. The next round, the tendrils of a plantoid inject a mind-controlling substance. Anyone so injected must make another saving throw or be completely dominated by the creature. The victim gets a new saving throw to resist every 4 hours after control is initiated.

Anyone controlled by a plantoid for more than 24 hours becomes a plantoid servitor, all human reason irrevocably lost. A plantoid can control and transform only a single creature or servitor at a time. Servitors fight as zombies with a bite attack that conveys a poison that paralyzes for 1d6 rounds.

Plantoid: **HD** 5; **AC** 5[14]; **Atk** 4 tendrils (1d4 plus grab); **Move** 0 (fly 18); **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: control, create servitor, immune to blunt weapons. (***The Tome of Horrors 4*** 172)

Plantoid King

It is rumored that plantoid "Kings" exist, with 10HD, magic resistance (55%), and can be harmed only by +1 or better weapons.

Plantoid King: **HD** 10; **AC** 2[17]; **Atk** 4 tendrils (1d6 plus grab); **Move** 0 (fly 18); **Save** 5; **AL** N; **CL/XP** 14/2600; **Special**: +1 or better weapons to hit, control, create servitor, immune to blunt weapons, magic resistance (55%). (***The Tome of Horrors 4*** 172)

Plantoids found in the Hidden Worlds are about as intelligent as average humans. Plantoid kings are, at the very least, of genius intelligence.

Plantoid Servitor

Hit Dice: 3
Armor Class: 8 [11]
Attacks: 2 slams (1d4 plus grab), bite (1d4 plus poison)
Saving Throw: 14
Special: poison
Move: 12
Alignment: Neutrality
Number Encountered: 1 or 2d10
Challenge Level/XP: 4/120

These shambling humanoids resemble green-skinned zombies with glowing red eyes, their heads draped with moss. If a planetoid servitor hits a single target with both slams, the victim suffers automatic bite damage. The creature's bite delivers a poison that paralyzes victims for 1d6 rounds (save avoids). In addition, if a victim fails the saving throw, he must make another save 1d4 rounds later or begin to grow moss from his skin. If he fails a third saving throw, he becomes a plantoid servitor under the control of the nearest plantoid. There is a 25% chance that the victim becomes a new plantoid in a hideous transformation that takes 24 hours. A *cure disease* spell cast before the transformation is complete causes the moss to fall away as it heals the victim.

Plantoid Servitor: **HD** 3; **AC** 8[11]; **Atk** 2 slams (1d4 plus grab), bite (1d4 plus poison); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: poison (save or paralyzed for 1d6 rounds or if failed a second save or grow moss or if failed a third save or become servitor). (***The Tome of Horrors 4*** 172)

Rot Grub

Hit Dice: 1 hit point
Armor Class: 9 [10]
Attacks: 1 (burrowing in)
Saving Throw: 18
Special: burrow to heart
Move: 1
Alignment: Neutrality
Number Encountered: 1d10
Challenge Level/XP: 1/15

Rot grubs are sometimes found, as one might expect from the name, anywhere flesh is left to rot. They are horrid things about an inch long, but they are quite dangerous — any flesh touching them is at great risk, for they bite in and burrow deeply (rolling to hit). For a period of 1d3 turns, rot grubs can be killed by burning (1d6 points of damage is inflicted per rot grub). Casting *cure disease* kills all the rot grubs in a person's body. After the 1d3 turns elapse, however, the grub has burrowed too deeply to be affected by spells or fire, and the victim dies within one more turn.

Rot Grub: HD 1hp; **AC** 9[10]; **Atk** burrow; **Move** 1; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** burrows to heart. (***Monstrosities*** 401)

Silverfish, Giant

Hit Dice: 3
Armor Class: 7 [12]
Attack: bite (1d6 plus 1d6 acid)
Saving Throw: 14
Special: acid, immune to mind-affecting spells
Move: 12
Alignment: Neutrality
Number Encountered: 1, 1d4+1 or 1d10+5
Challenge Level/XP: 3/60

Giant silverfish appear as almost flattened insects tapered at one end, giving them a fish-like appearance. Their scales are grayish-silver in color and their tails are composed of equal-length bristles that trail behind them as they move. They use their long antennae to sense their environment. Giant silverfish can grow to lengths of 8ft or so, though most are around 6ft long. These nocturnal hunters consume just about anything they come across, including using their acid to break down bits of paper and small wooden objects to extract what nutrients they can from the material. A giant silverfish's acid does not harm metal or stone.

Silverfish, Giant: HD 3; **AC** 7[12]; **Atk** bite (1d6 plus 1d6 acid); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** acid, immune to mind-affecting spells. (***The Tome of Horrors 4*** 193)

Spider, Phase

Hit Dice: 5
Armor Class: 6 [13]
Attacks: bite (1d6 plus poison)
Saving Throw: 12
Special: phase to avoid attacks (except from ethereal), poison (+1 save or die).
Move: 18
Alignment: Neutrality
Number Encountered: 1d4
Challenge Level/XP: 6/400

Phase spiders can shift out of phase with their surroundings (so they can be attacked only be ethereal creatures), only to come back into phase later for an attack.

Spider, Phase: HD 5; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** phase to avoid attacks (except from ethereal), poison (+1 save or die). (***Monstrosities*** 452)

Syanngg

Hit Dice: 8+20hp
Armor Class: 2[17]
Attacks: up to 6 bites (1d4)
Saving Throw: 7
Special: magic resistance (25%), magical ability from each head.
Move: 6
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 14/2600

The syanngg is a radially symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. By stretching out, they can flatten their bodies almost entirely, with the exception of the 7ft long necks. A syanngg has 6 heads, and can bring 1d4 heads to point toward any given 90-degree quarter around itself. Each head has a different type of magic that can be projected from its eyes, as follows:
1 — *slow* (range 40ft)
2 — *lightning bolt* (5d6 damage, range 60ft)
3 — *dispel magic* (level 12, range 40ft)
4 — *turn to stone* (range 30ft)
5 — *hold monster* (range 30ft, duration 3d6 turns)
6 — *charm monster* (range 20ft)

Syannggs are ferocious creatures dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syanngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syanngg mindset, but they are usually well considered and practical. In particular, syannggs do not hesitate to risk themselves in battle, since they find glory in victorious slaughter just as much as they lust after gold and power.
—Author: Matt Finch

Syanngg: HD 8+20; **AC** 2[17]; **Atk** up to 6 heads (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special:** magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)
Magical Abilities: 1—slow (range 40ft); 2—lightning bolt (5d6, range 60ft); 3—dispel magic (level 12, range 40ft); 4—flesh to stone (range 30ft); 5—hold monster (range 30ft, duration 3d6 turns); 6—charm monster (range 20ft).

Tenebrous Worm

Hit Dice: 10
Armor Class: 1 [18]
Attack: bite (2d6 plus 1d6 acid)
Saving Throw: 5
Special: acid, bristles
Move: 9
Alignment: Neutrality
Challenge Level/XP: 11/1700

A tenebrous worm resembles a 6ft-long, sleek, gray caterpillar. The front half of its body, including its head, is covered in long, dull, black coarse bristles. Two large, multifaceted eyes dot its head and two large, pearl white mandibles flank its mouth.

The tenebrous worm is native to the Plane of Shadow and is rarely encountered elsewhere. On occasion, a tear in the fabric of the planes allows the worm to slip through to other planes of existence. Tenebrous worms enjoy attacking and devouring living creatures, though they do not normally attack anything larger than themselves. Its mandibles can be broken off or pried from a dead tenebrous worm and sold for 1d3x1000gp each. The tenebrous worm is the larvae stage of the gloomwing (see that entry).

A tenebrous worm's head and upper body is covered in many small bristles. When biting, the creature thrashes about striking with them. An opponent hit by a tenebrous worm's bristles must succeed on a saving throw or be paralyzed for 1d4 rounds. When the paralysis wears off, the opponent takes 3d6 points of damage from the poison. A creature attacking a tenebrous worm unarmed or with natural weapons must succeed on a saving throw each time one of their attacks hits or be subjected to the same paralysis and subsequent damage as above.

Tenebrous Worm: HD 10; **AC** 1[18]; **Atk** bite (2d6 plus 1d6 acid plus bristles); **Move** 9; **Save** 11; **AL** N; **CL/XP** 11/1700; **Special:** acid, bristles (paralyzed for 1d4 rounds, 3d6 damage, save avoids). (***The Tome of Horrors Complete*** 546)

Troglodyte

Hit Dice: 2
Armor Class: 4 [15]
Attacks: 2 claws (1d3), bite (1d4+1) or by weapon and shield (1d8)
Saving Throw: 16
Special: chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect)
Move: 12
Alignment: Chaos
Number Encountered: 1d10 or 1d10x10
Challenge Level/XP: 3/60

Troglodytes are subterranean reptile-people. In battle, they emit a horrible smell that weakens most other races. Failing a saving throw against the smell causes the victim to lose 1 point of strength per round for 1d6 rounds, with the loss persisting for another 10 rounds thereafter. Troglodyte skin is slightly chameleon-like, which allows them to mount very effective ambushes. Troglodytes despise the civilized races and seek to annihilate them, but different clans do not ordinarily work well together. Strong specimens often lead troglodyte bands, which can be 3 or 4 hit dice monsters.

Troglodyte: HD 2; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d4+1) or stone-axe (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Appendix II: New Spells

Kwan's Dimensional Rift

Level: Magic-User 6
Range: 60ft
Duration: 1d6+3 rounds

This spell opens a small dimensional rift where the caster points. The rift need not be opened in a solid object; it can be formed in midair if desired. Everyone within 50ft of the rift is sucked into the vortex unless the character makes a successful saving throw. A character must also make a saving throw for items held in hand or lose the item to the void.

Anything or anyone sucked into the void dwindles into the distance at a rate of 20ft per combat round. When the spell's duration expires, the dimensional rift closes. Anyone inside is lost between dimensions, and dies in 1d6+24 hours. Use of a *rope trick* in the dimensional void opens a return passage to the original plane of existence, although not with precision. As a rough estimate, subtract the caster's level from 20 (the variable), and roll 1d3. If the result is 1, the rope trick emerges the variable number of feet from the original point of departure. If the die roll was a 2, the rope trick emerges the variable number times 10ft from the original point of departure. If the die roll is a 3, the rope trick emerges the variable number in miles away from the original point of departure.

For use of a *dimension door* or other dimension-affecting spell, the result is exactly the same as for a *rope trick*. The use of a *gate* spell by someone on the outside can locate people, and the Referee should rule on other methods such as using conjured creatures or divination.

Ropes or tethers are not cut until the dimensional rift actually closes, so it is possible to hold people from being pulled into the vortex and it is possible to pull them back out. However, once the rift closes, if the lost characters do not have magic to aid them, they are very likely to die; this is a powerful and lethal spell.

The Manifold Curse of Jupiter Kwan

Level: Magic-User 8
Range: 20ft
Duration: 1d6 weeks or until *removed*

This spell causes the victim to fold up into a little ball the size of an apple. As the spell takes effect, there is approximately one minute of transition, which is an odd, explosive combination of certain elements of taffy-pulling and complex origami. A successful saving throw allows the victim to avoid the spell's main effect, although some mild nausea is likely in the days following, not serious enough to cause any actual penalties. The victim remains in the ball shape for 1d6 weeks unless the curse is made permanent (an entirely different magical process). If the caster chooses to keep the victim on a shelf, perhaps as a decoration or *objet d'art*, and continue casting the spell every week or so, the victim receives no saving throw if he or she is already in ball form.

The ball can be useful during the 1–6 week duration of the curse, for it has 1d2 internal compartments that can hold 5ft by 5ft by 5ft of volume without increasing the weight of the ball.

The spell can be undone by use of *remove curse*, but the procedure has only a 60% chance of success (the caster's level should also be added to the success percentage).

Appendix III: Magic Items

Book of Korbus

This book is bound in a chessboard pattern, the black being leather from a black dragon hide, and the white from a white dragon. It is held closed by a silver clasp; there is no writing on the cover to indicate the book's title or contents. The silver clasp unleashes a fire trap if it is not in some way dispelled or otherwise magically disarmed. The *Book of Korbus* contains 30 parchment pages detailing a single, very complicated spell.

Spell of All-Summoning

Spell Level: Magic-User, (level varies, see below)
Range: N/A
Duration: 6 rounds (minutes)

This conjuration allows the caster to invoke all memorized *summon monster* spells simultaneously. The *spell of all summoning* does not have a fixed level; instead, it is memorized at the same level as the highest level *monster summoning* spell that it will affect. The spell is unusually difficult to learn, requiring one month of continuous study before making any dice checks that may be required to learn a new spell. Once it is learned, it may be used and memorized normally.

Crocodilian

Crocodilian is a *+2 flail* (two-handed) that inflicts 1d8+3 points of damage. The weapon works just as well underwater as it does in the air, and the flail's wielder can breathe underwater once per day for 1d6+6x10 minutes.

Eye of Zoltar

Zoltar was one of Isclaadra's early disciples, and upon his minion's death the demon-prince chose to eviscerate him and enchant the parts, keeping him alive forever rather than transforming his twisted soul into the essence of a demon. Anyone who places the eye into an empty socket (easy for the Vessals, of course, who have no eyes) gains certain powers.

The first of these powers is horror. The possessor of the eye can cause *fear* as per the spell 3 times per day (saving throw applies to all in the 240ft range, 120ft base cone).

The second power is death. The possessor of the eye can cast a *death spell* from the eye once per day (saving throw applies).

The third power is woe. The possessor of the eye can cause utter, catatonic despondency in a chosen target at a range of 60ft. The effect is

essentially paralysis, and the eye can employ its power of woe 3 times per day (saving throw applies).

The fourth power is destruction. The possessor of the eye can *disintegrate* (as per the spell) once per day.

The fifth power is consumption. The possessor of the eye is immune to 1st-level spells, swallowing them up and healing the possessor by 1 hit point for each such spell (provided that the possessor has lost some hit points to be healed).

Unfortunately, possession of the eye is not without risk. First, it is not easy to remove. Taking the eye from its newly-acquired socket has a 10% chance of killing the owner (no saving throw). This is the reason Samaneethi has not yet placed the eye in her head; it is reserved for emergencies by the demon-prince's express command. There is a second effect of removing the eye, as described below.

The second deadly effect of the eye is distrust. Every time the possessor of the eye uses its power to kill (*death spell*) or destroy (*disintegrate*) there is a cumulative 2% chance that the eye also turns upon the most trusted friend of the possessor and uses the same power upon that person.

The third deadly effect of the eye is disease. The skin of the eye's possessor begins to rot, smelling rather bad and looking corpse-like. This is leprosy, but the eye's power prevents it from taking its full effect. If the eye is ever removed from the possessor's head, the leprosy immediately takes full hold. It is an utterly virulent form of the disease: The victim must make a saving throw each day or lose a randomly determined limb. The disease can be removed only by use of a *wish* spell, although it can be held back each day (no saving throw required) by use of a *remove curse* or *cure disease* spell. The casting of the spell is required each day.

Jupiter Kwan's Admonishing Lanthorn

These rather nasty items are shrunken heads imbued with necromantic powers. The head's eyes project a beam of invisible light, like a lantern, in a cone shape. The light acts as a *detect magic* spell, and also reveals invisible creatures and items. The *lanthorn* works at full capacity for 3 hours, but after this the light dims and no longer shows anything except within an inch of the head's eyes. Even that ability fades within an hour. If the head's eyelids are pushed down over the eyes, and the head is allowed to "sleep" for 6 hours, the eyes once again provide their eerie magical light.

The name of the items is perhaps deceptive, for the magic of the *lanthorn* provides no admonishment when used. It was the *creation* of the lanthorn that provided the admonishment — to the person whose head was used to make it. Jupiter Kwan's rebukes are somewhat infamous.

Lerem

Lerem (the "Leaper") is a *+2 bastard sword* that allows the wielder to leap twice normal distances. The power can be used once per day. Lerem's wielder must yell the sword's name and then make the leap, shrieking as loudly as possible.

Lotus Throne of Kwan the Cruel

Jupiter Kwan's throne is a powerful magical item the archmage created when he first retired to the Hidden Worlds. It looks like a lotus flower with 5ft petals carved from green jade, tipped slightly forward so the person in the throne sits upright. The throne's most powerful ability is to create an invisible magical field around itself, with the features of an *anti-magic shell* and/or a *wall of force*. The person sitting in the throne can order it to produce only one or the other of the two fields, if desired.

The throne is also capable of flight, but it can reach an altitude of only 10ft and a movement rate of 6.

Part of the reason for creating the throne was to deal with the age-old dilemma of the powerful; how to protect themselves from assassins while sleeping. With the proper command word, the throne shifts and alters itself into the shape of a bed, the petals of the flower closing to protect the bed's occupant (with the additional help of the two magical force fields).

Octopus Diadem

The diadem resembles a golden octopus with eyes of sapphire. The octopus body is the size of a small cat, and the sapphires are massive, a profoundly dark blue that somehow seems miles deep. The diadem is a thing of unearthly beauty, clearly intended to be worn as a crown, with the curved tentacles swept gracefully around the wearer's head to hold itself in place.

Before it was claimed by the Demon-Princess Teratashia, the diadem had been lost for eons, fashioned by some unknown and forgotten race of slaves to depict their master, an elder thing whose appearance was far more horrible than the image on the diadem would suggest. The dark paladin known as Priest-Killer discovered it and brought it to his dread mistress, who in turn gifted it to her high priestess among the dark stalkers of the Cyclopean Deeps in the City of Izamne. This high priestess was Rahir Tash (see **Area 35S-9**)

This doomed, decadent creature wore the Octopus Diadem in her hair on the night of the great Annihilation. As the thousands of dark stalkers and creepers of her civilization were slaughtered and the streets of Izamne ran black with blood, the diadem soaked into itself the mystical power of a thousand deaths. The high priestess fled; a beckoning hand, the urgent offer of a hidden door; safety. She was never heard from again.

Aouc Jamac stole the real Octopus Diadem from the high priest of Tsathogga in the City of Izamne (see **Chapter 4**), leaving a false copy (still quite a powerful magic item) behind. The successor high priest has no idea that his diadem, kept in a secret chamber underneath the altar of Tsathogga, is a fake.

The Octopus Diadem has the following powers:

3/day—*finger of death, fly*

1/day—gate, *(un)holy word*

1hp/round—*regenerate*

Only a spellcaster can survive wearing this crown; a non-spellcaster who dons the diadem immediately suffers 1d6 points of damage and must make a saving throw against instant death. The damage and saving throws are repeated each minute until the character dies or removes the crown.

Each time the diadem's owner puts it to use (other than for regeneration or flying), there is a 1% chance that the powerful magic item sucks the user's soul into it, immediately creating a being that is, effectively, a lich.

Owning the diadem is a dangerous proposition, for it is claimed by the Demon-Princess Teratashia and sought by the Vessals of Isclaadra for their own demonic master. Thus far, Aouc Jamac has masked the diadem's presence by keeping it within the aura of a living godling, CHOA-THOOM. If the diadem is taken more than a mile from the Flagon of the Death God, two hostile factions of demons begin assembling to take it. In the meantime, the wizard has been in contact with oracles of Teratashia, sending them messages to discover what sorts of powers the demon-princess might grant if he secretly began to rebuild her power in the Deeps.

Ratchet

Ratchet has a slightly thin blade 4ft long, with a basket hilt. The sword's pommel is a piece of malachite with deep grooves that make it look like set of strangely folded gears. Ratchet is +3 to hit, but inflicts no additional damage with a hit. However, in any single combat (or against a series of opponents in one battle), the sword does not inflict less than the damage it inflicted with a prior hit. Thus, if the sword's first hit inflicted 3 points of damage (including any strength bonuses), and the second hit rolled only a "1," the damage from the second hit would increase to 3 hit points. If the third hit inflicted 4 points, the "ratchet" would advance again, so that a fourth hit would inflict no fewer than 4 hit points. Once a combat ends, the sword makes a series of clicking noises and the "ratchet" resets.

Red Roach Amulet

This magic item is a stylized roach carved from red jade, shot with veins of black. It resembles a common scarab carving, but inspection reveals that the body is longer and that it has other differences in proportion, some of which seem to shift strangely over time. The amulet is set on a non-magical chain fashioned from silver.

The Red Roach Amulet is a unique item created by the demon-princess Teratashia (known as the Queen of Dimensions; see the **Monster Appendix** for further information) as bribery/bait to persuade someone to unlock a huge number of souls from the control of CHOA-THOOM. The souls are effectively "kept" in the Flagon of the Death God, but the proper ritual can break the godling's control long enough to let Teratashia grab and drink the souls, which she considers to be hers.

The Red Roach Amulet gives its owner the following abilities:

*invisibility in shadows and darkness** 3/day

dimension door 2/day

*This ability is identical to normal invisibility, but requires some darkness. The character is visible in daylight or its magical equivalent.

Like most demonic gifts, however, these powers come with a cost. Whoever uses the amulet must make a saving throw with *each use*, or become unwilling to part with it. If the amulet is taken from the character without the use of a *remove curse*, the character suffers effects identical to those of refusing to obey a *geas* spell (50% strength and eventual death). A *remove curse* spell is not automatically effective against magic crafted directly by a demon-princess; each casting has only a 25% chance of success (the attempt can be repeated *ad infinitum*, though, so it eventually succeeds).

Moreover, anyone wearing the Red Roach Amulet can be seen and heard by Teratashia herself. Obviously, she does not by any means monitor the amulet, but if her name is spoken she begins listening, and she takes a peek every once in a while to see if the characters are still working in her best interests. If they are not, she sends a demon (probably a Category V marilith demon) to attempt to persuade the character to serve and possibly even worship Teratashia. If the character refuses, the demon may get violent, but serving the demon princess is obviously the road to eventual ruin.

Rock of Stability

A *rock of stability*, unsurprisingly, appears to be a normal rock. The rock's possessor cannot be affected by turbulence, although a steady force of air or water, such as a gust of wind, still exert one-half of its normal effect in that direction. Take river rapids as an example: The character moves down the river at half the normal speed and with half the normal force that the river's flow exerts. However, the character is not thrown from side to side in the rapids. If the river rapids are moving at a rate of 7mph, the character is forced along at a rate of only 3.5mph, and is thus likely avoid rocks much more easily than a character subjected to the full 7mph force of the river. Only the movement of gases and liquids is affected by the rock; a moving wall of stone or a falling anvil would push or strike the character as per normal. The rock reduces falling damage by one-half, but does not reduce damage from weapons or other sudden impacts.

Robe of Chaotic Armament

This robe appears to be silk with patterns that seem to shift if they as watched long enough. The robes have an Armor Class of 3[16], which can be improved by magic items such as rings or amulets, but not by armor or magical bracers. Only creatures of Chaotic or Neutral alignment can benefit from wearing the robes; for a character of Lawful alignment not only do they convey no protection but they also feel intensely uncomfortable, as if they were alive and squirming against the wearer's skin

Siaphela's Necklace

Siaphela's necklace appears to be a plain silver chain with a red orb as a pendant. The orb, however, is a mnemopod such as those used by the khryll — it is indeed of khryll manufacture, given to the demoness years ago to repay a favor. Anyone touching the orb perceives the memory stored within: a memory that Siaphela keeps in case she ever needs to blackmail Okarm Etekk. The memory clearly shows the king talking to Siaphela, moonstruck by her beauty, and offering her secret rulership of the Graumhalla if only she becomes his consort and his love.

If the characters obtain this necklace by theft or subterfuge, they have gained tremendous leverage over politics in the Graumhalla. With the memory enshrined in the mnemopod they could overthrow the king or blackmail him. Unless Siaphela gave the necklace away, however, she uses all her power to get it back. If she was thrown back into the underworld by being killed on the material plane, there is only a 10% chance that she actually tells her lord, the Demon-Prince Isclaadra, about the failure. Demons seldom admit defeat to their superiors, since the results are usually painful, and Siaphela has no desire to look foolish. If she does report the details of losing the necklace, Isclaadra sends 3 nebunorne demons to get it back, and might possibly retain a vestige of interest in the characters if they also succeed in defeating the nebunornes. Such interest would not be expressed in violence; more likely the demon-prince would even offer assistance at some point ... in exchange for something reasonable, possibly even their souls or a year of service to him, if they faced certain death at the time.

Skinbook of CHOA-THOOM

The Book of CHOA-THOOM is 113 pages of some kind of skin-parchment, bound in thick, strangely textured leather that ripples of its own accord in slow pulses, as if to the rhythm of a distant heartbeat. Upon the front of the book is a spiraling rune that is normally a *symbol of death*. Very few living creatures have ever seen the *skinbook* other than the mad cultists of CHOA-THOOM itself, for the book has been in the continuous possession of its original creator, the high priestess Baha Shah. The few who claim to have knowledge of the book describe the writing as only slightly darker than the pages themselves, but raised into ridges like a scar. It would be possible for a person to read the book in utter darkness, simply by tracing a finger over the writing.

The *skinbook* is an unutterably nasty conjunction of contents and substance. Its leather binding is made from hide stripped away from the living body of CHOA-THOOM, a death-godling residing in the subterranean lake known as the Flagon of the Death God, in that region of the Under Realm known as the Cyclopean Deeps.

The first six pages of the book are dedicated to the proper worship of CHOA-THOOM, essentially an instruction manual for its cultists. These pages describe how to paint patterns onto a human sacrifice, how to speak the godling's name when a sacrifice is ready, and various chants to sing as the sacrifice is drowned, killed, and/or consumed by CHOA-THOOM itself. It is a very unpleasant read.

The second portion of the book is a magic-user's spellbook that contains a number of powerful spells collected over the centuries of Baha Shah's reign as the high priestess of CHOA-THOOM beside the creature's dark lake. The book contains the following spells:

1st—*charm person, detect magic, magic missile, read magic, shield, sleep*; 2nd—*darkness 15ft radius, ESP, invisibility, mirror image*; 3rd—*fly, protection from normal missiles, slow, water breathing*; 4th—*confusion, ice storm, polymorph other, polymorph self*; 5th—*animate dead*, *cloudkill, feeblemind, telekinesis*; 6th—*death spell, geas*

Soulstaff

The Soulstaff was created from the crushed and broken bones of the dark stalker Baha Shah, once high priestess of CHOA-THOOM, the death-

godling that resides in the lake known as the Flagon of the Death God in the Cyclopean Deeps near the great dungeons of Rappan Athuk. This horrible magic item was created when hundreds of souls were freed from the lake by a band of adventurers who sacrificed the high priestess at the behest of the Demon-Princess Teratashia. Teratashia crushed and changed the high priestess's bones into the Soulstaff, imbuing it with some of the immensely powerful magic that was freed at the time, a confluence of a godling's wrath, the waters of the River Styx, the freeing of souls, and the glee of the demon-princess.

The staff has the following powers:

3/day—*invisibility in shadows and darkness**

2/day—*dimension door*

1/day—*rope trick, raise dead* (20%)**

Word of the Soulstaff: either *word of recall* or *(un)holy word****

* This ability is identical to normal *invisibility*, but requires some darkness. The character is visible in daylight or its magical equivalent.

** This use of the staff has a 20% chance to succeed at raising the dead. If it fails, later attempts using the staff also fail, but this does not affect the normal use of a *raise dead* spell or other method of raising the dead.

*** *The Word of the Soulstaff* can be used three times; the third time it is used, the staff shatters and becomes non-magical.

The *soulstaff* is an item of Chaos; anyone who touches it immediately claims it (saving throw allowed), and will not give it up. Owning the staff is conspicuous: All glass objects within 30ft of the staff begin to make a faint, chiming hum (yes, this includes potion bottles) while it is nearby, and animals do not willingly come within 50ft of it (with the exception of insects). The artifact is intelligent and malign, but does not communicate with its owner. It does, however, communicate with the Demon-Princess Teratashia and alerts her of any threat either to itself or to her interests. The *soulstaff* strongly radiates evil and magic. Temples of Law will certainly not allow the staff into their walls, and they are likely to forbid entrance to the companions of anyone who bears it.

Sword of Spiders

Three of these weapons exist, all made by the legendary drow swordsmith Nevereine before her death at the hands of a rival weapons maker. The blades are Thraaz, Bekira, and Hessper; the one found in the Cyclopean Deeps is the blade called Thraaz. Thraaz is inscribed with its name on the blade in the language of the drow; if the sword's wielder speaks the name, the spirit within the sword awakens into consciousness. Thraaz, like the other spider swords, is seen to be a magic weapon with a single glance: The blade always appears to reflect moving spiders running up and down in ceaseless motion, or crawling slowly up the length of the shining steel.

In terms of combat, Thraaz is a *+3 longsword* inhabited by an evil spirit that awakens when it hears its name. When the spirit is awakened (no more than 3 times in a day), the sword's blade leaks venom that paralyzes the victim of a successful hit (a saving throw by the target negates the venom's effects). Once the sword successfully delivers a poisoned strike, the spirit returns to quiescence unless the wielder speaks its name again.

Thresher

Thresher is a hand-and-a-half sword, also called a "bastard" sword. It is made of strange, reddish steel, and the sword's name is inscribed on the blade near the hilt. Thresher is a +1 weapon, but once per day it can be used at +4 for a series of 3 attacks — but the attacks must all be in a single battle and against a single opponent. If more than five or so minutes pass after an attack, the sword reverts to its original +1 state.

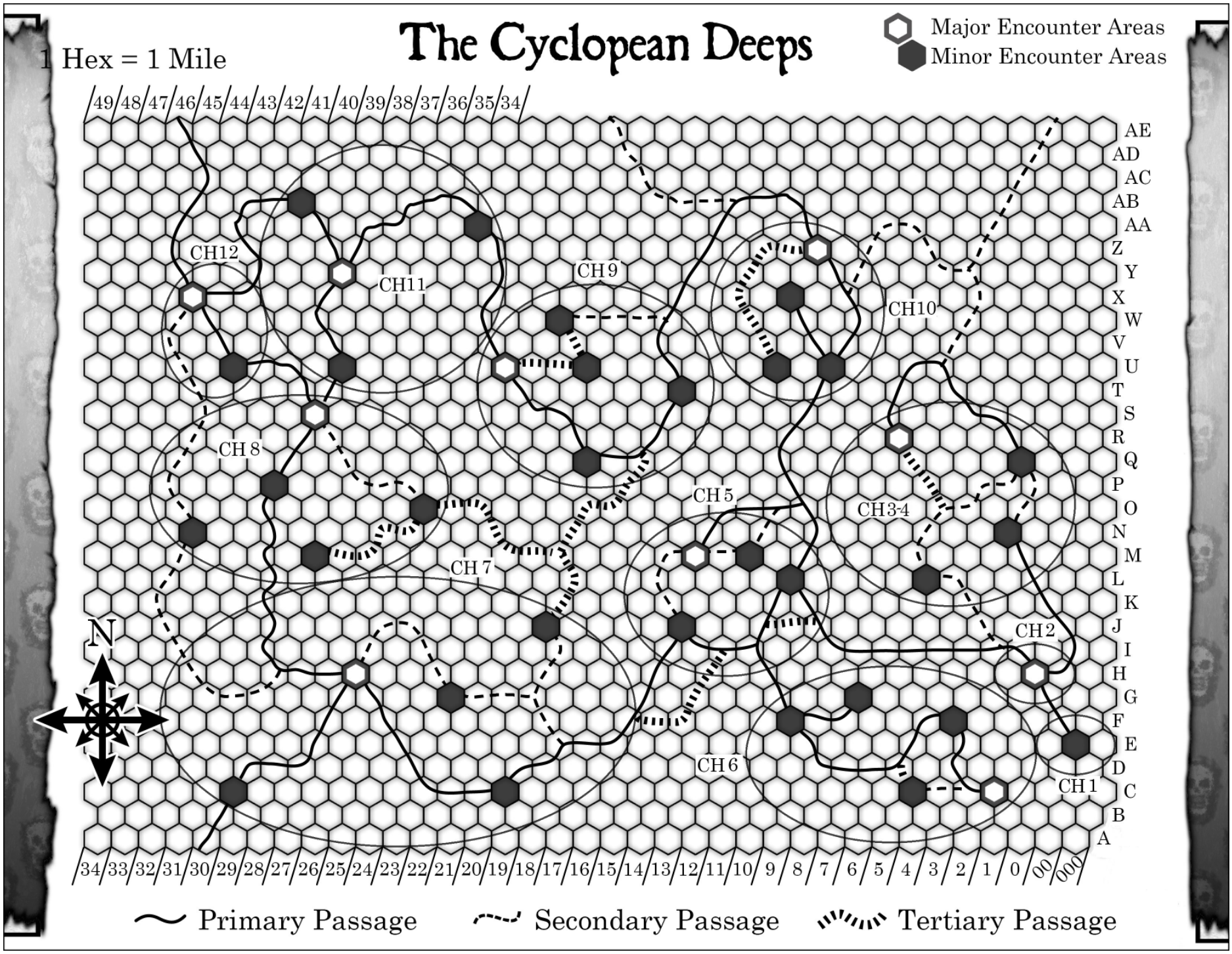
Umpathra Manuscript

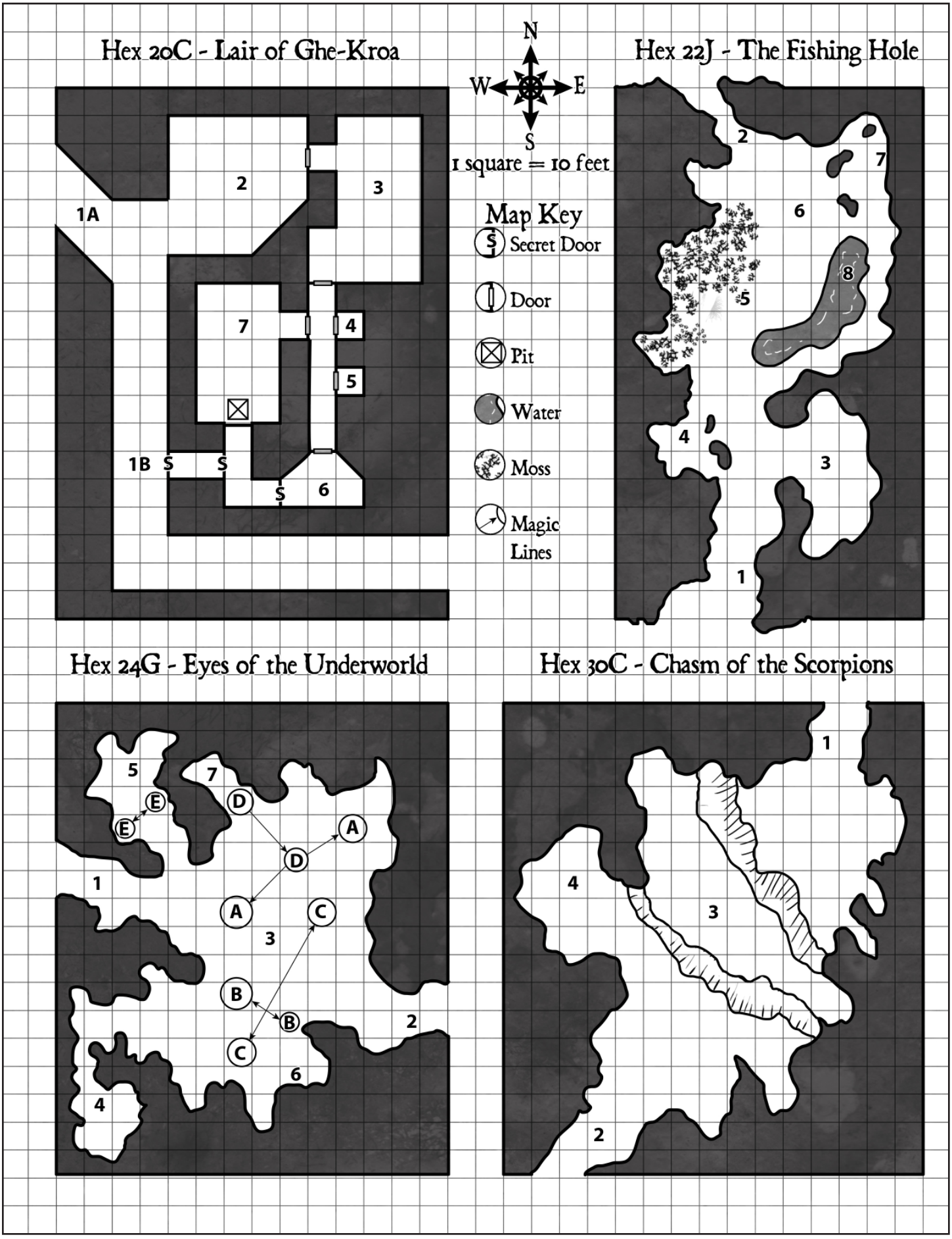
This manuscript is an ancient artifact of old ones that lived before the advent of humanity.

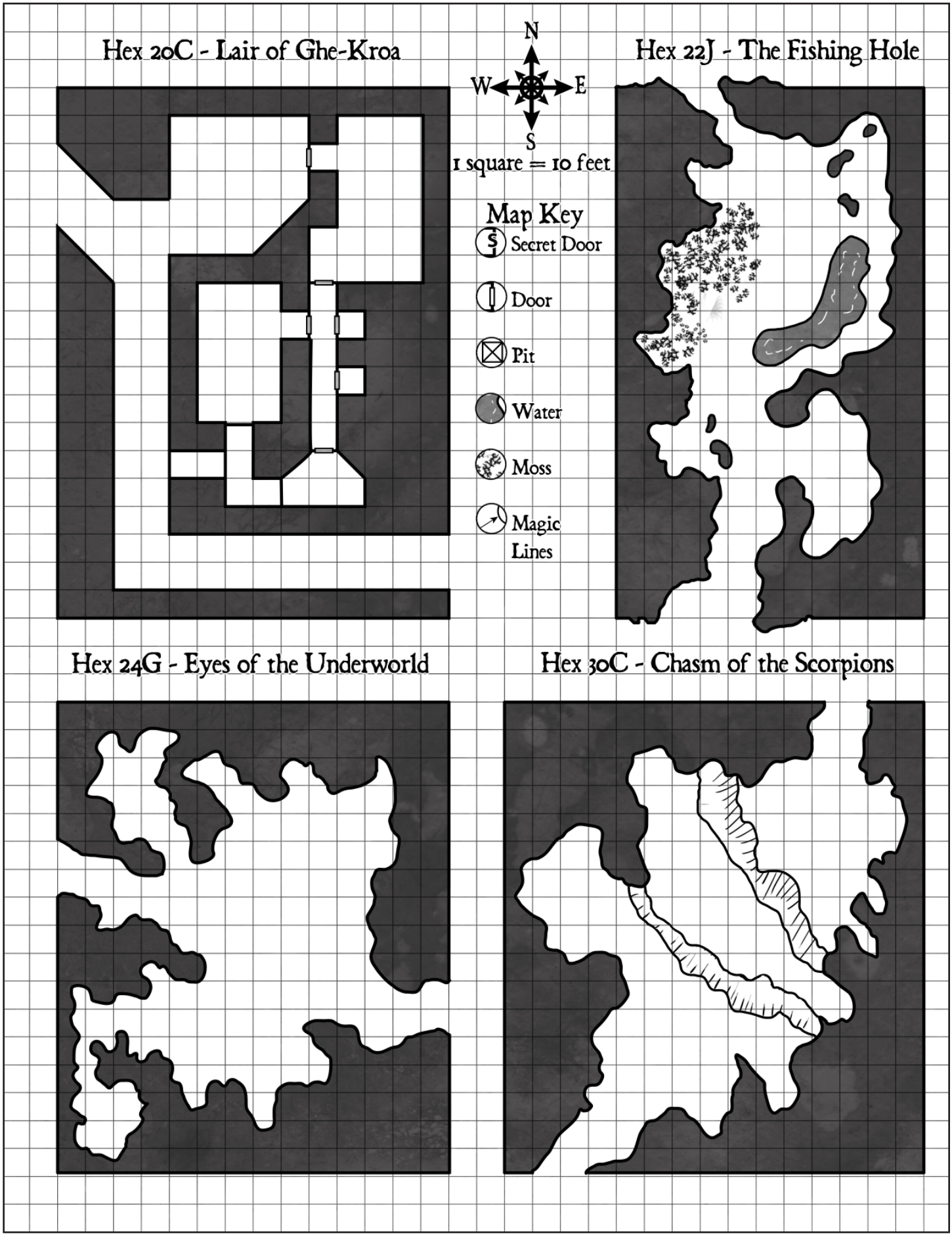
Anyone actually reading page-by-page through the manuscript rather than just "skimming" it must make a series of die rolls. When a roll is "versus" an attribute, this means that the die roll must be less than or equal to the attribute score to succeed. In other words, you're trying to roll under (and/or equal to).

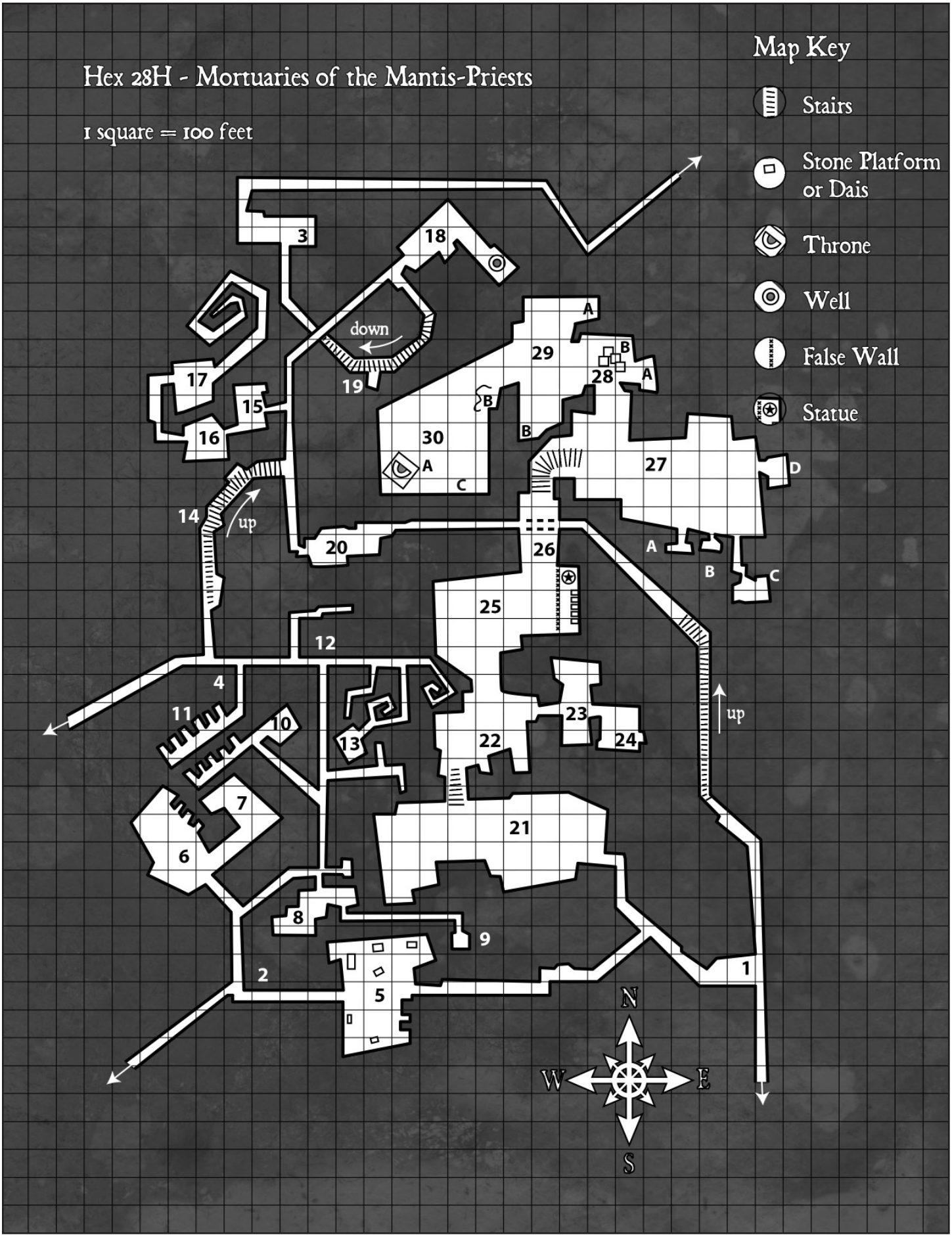
Die Roll	If Succeed	If Fail
5d6 vs. Wisdom	Lose 1d4+1 hit points, but stop rolling.	Lose 1d4+1 hit points and 1 wisdom point, paralyzed. Keep rolling.
4d6 vs. Wisdom	No effect. Stop rolling.	Lose 1d4+1 more hit points and 1 point of wisdom. Keep rolling.
4d6 vs. Wisdom	No effect. Stop rolling.	Lose all sanity and 1 point of wisdom, and become invisible. Keep rolling.
3d6 vs. Wisdom	No effect. Stop rolling.	Lose 1d4+1 hit points, 1 point of wisdom, and become ethereal.
1d6 vs. Wisdom	No effect. Stop rolling.	Die and keep rolling.
1d6 vs. Wisdom	If raised from the dead, gain 1 level of experience.	Cannot be raised from dead.

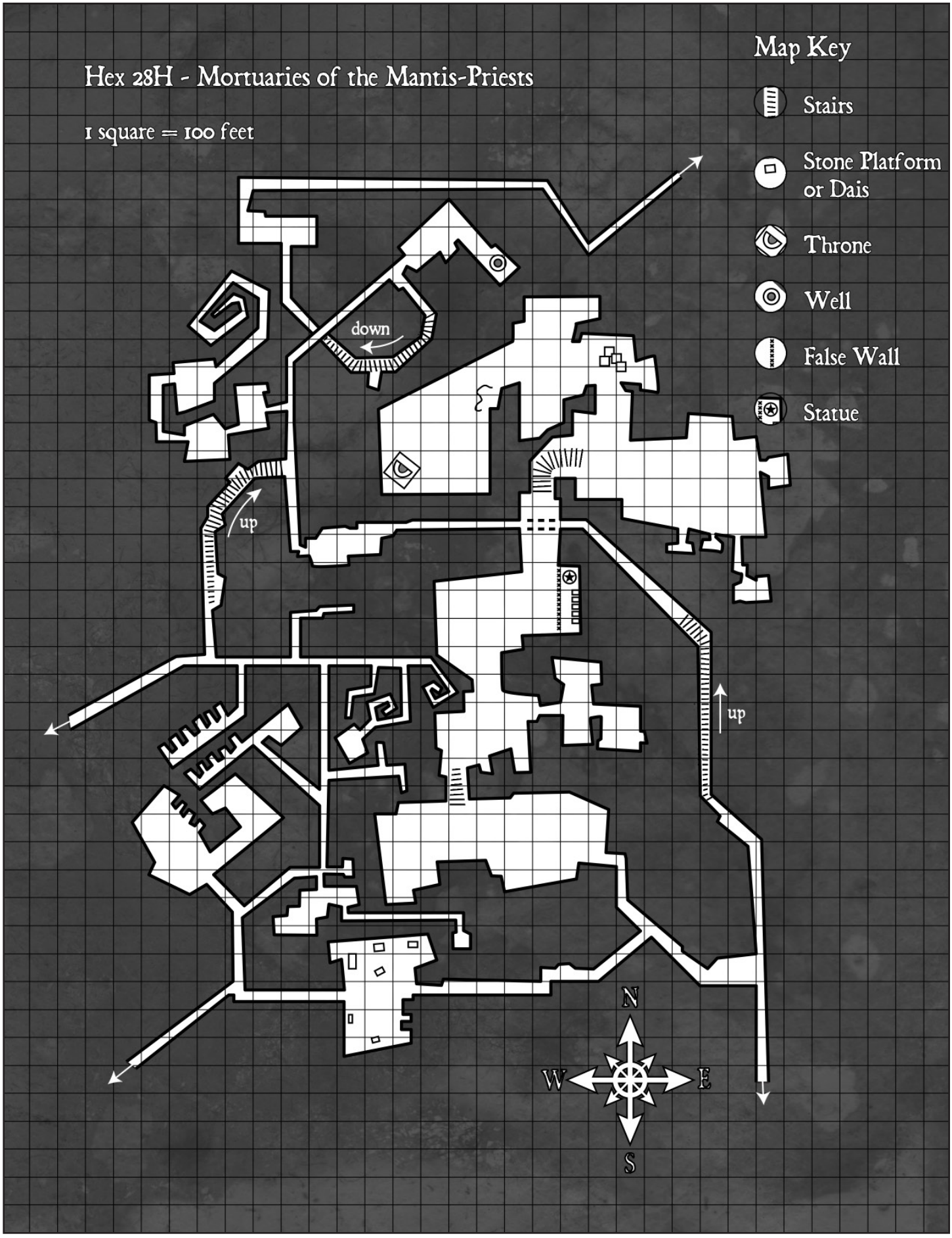
The reader of this seven-page manuscript gains a dangerous but useful understanding of the primordial powers of Chaos and how they continue to interact with material reality and various other dimensions. Such knowledge could be useful for a magic-user willing to take the risks of dabbling in these unthinkable powers. A magic-user may use the manuscript in an attempt to create Primordial-Chaotic magical items, dimensions, and/or creatures. In general, such powers cannot be tapped by humans without the help of a blasphemous tome such as this one, and even with the help of the manuscript the magic-user must contend with forces that threaten sanity and existence itself. The manuscript cannot be copied any further than it already has been. The minor inconsistencies introduced by copying cause anyone using a copy to turn into a Leng-spider (saving throw negates).

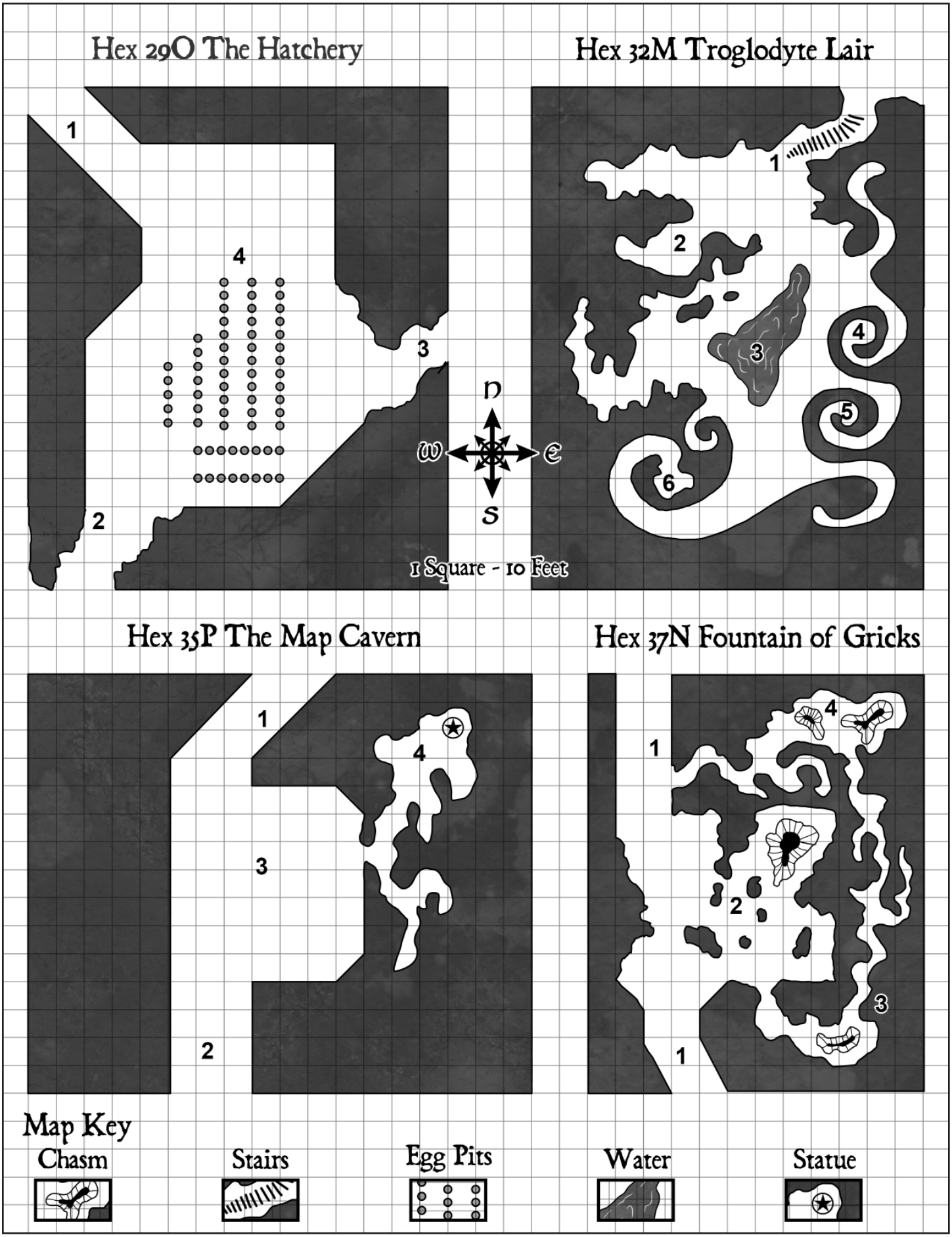

The Cyclopean Deeps
1 Hex = 1 Mile
Major Encounter Areas
Minor Encounter Areas
CH12
CH11
CH9
CH10
CH8
CH5
CH3-4
CH7
CH2
CH6
CH1
N
Primary Passage
Secondary Passage
Tertiary Passage

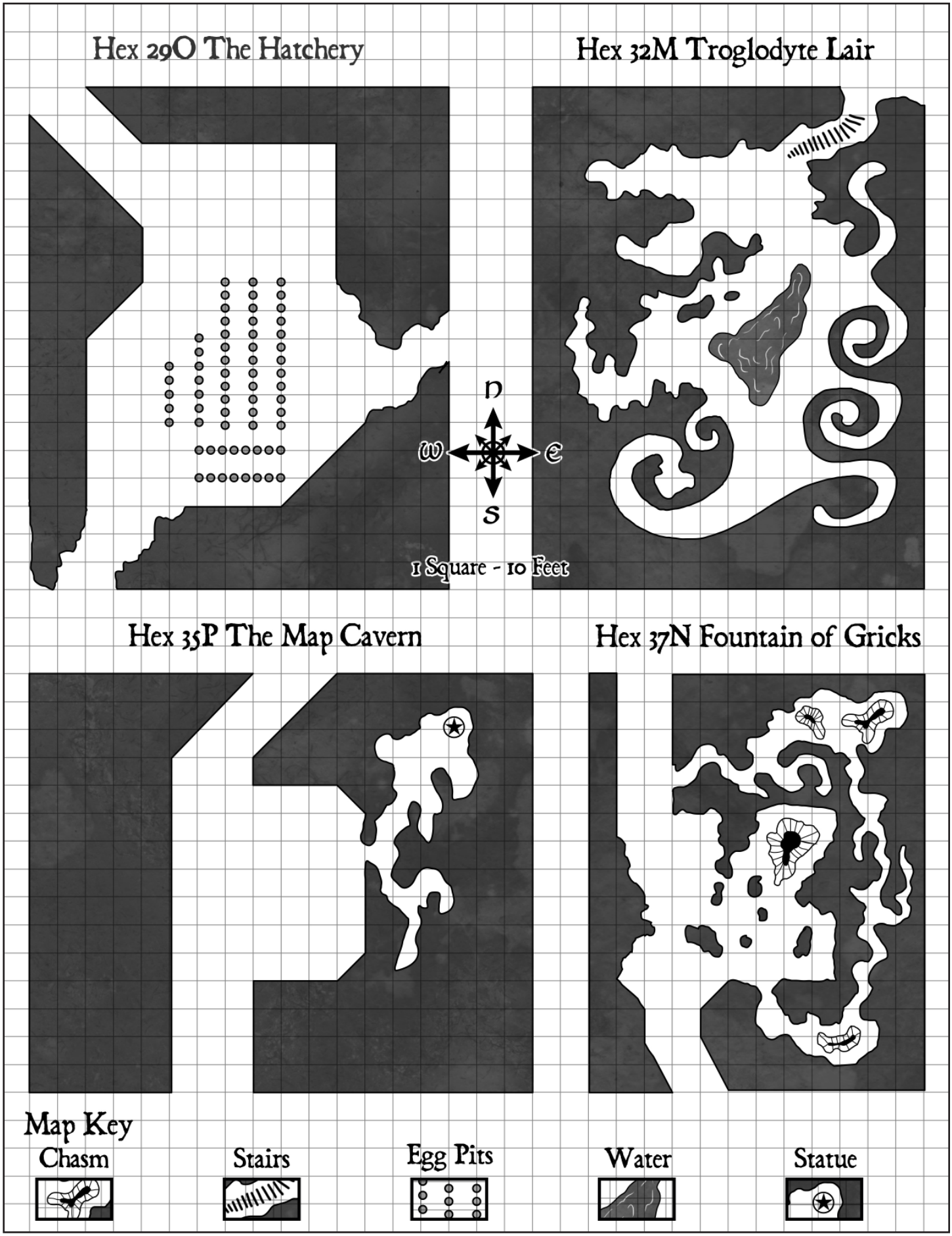

Hex 20C - Lair of Ghe-Kroa
N
W
E
S
1 square = 10 feet
Map Key
Secret Door
Door
Pit
Water
Moss
Magic Lines
1A
1B
2
3
4
5
6
7
Hex 22J - The Fishing Hole
1
2
3
4
5
6
7
8
Hex 24G - Eyes of the Underworld
1
2
3
4
5
6
7
A
B
C
D
E
Hex 30C - Chasm of the Scorpions
1
2
3
4

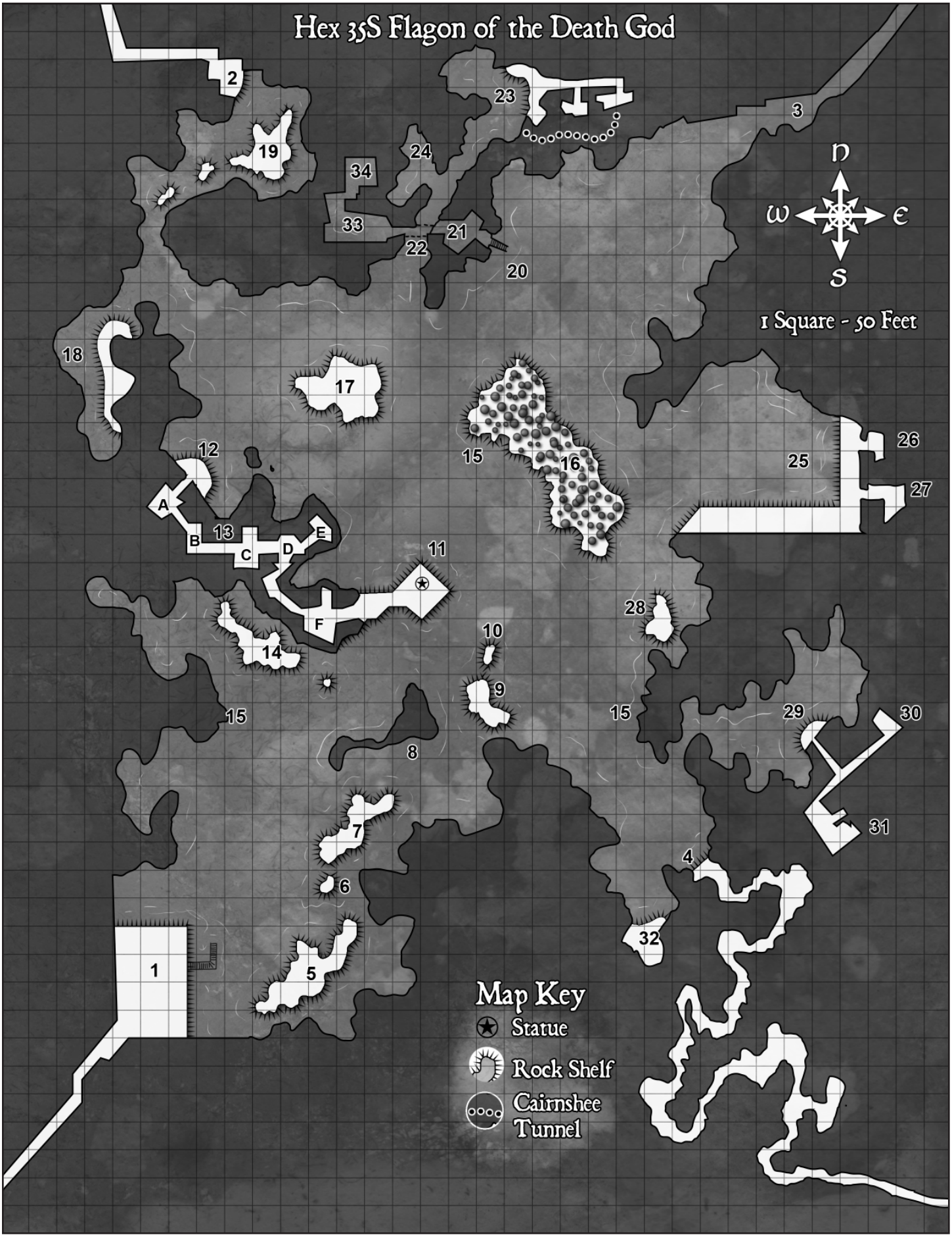

Hex 20C - Lair of Ghe-Kroa
N
W
E
S
1 square = 10 feet
Map Key
Secret Door
Door
Pit
Water
Moss
Magic Lines
Hex 22J - The Fishing Hole
Hex 24G - Eyes of the Underworld
Hex 30C - Chasm of the Scorpions

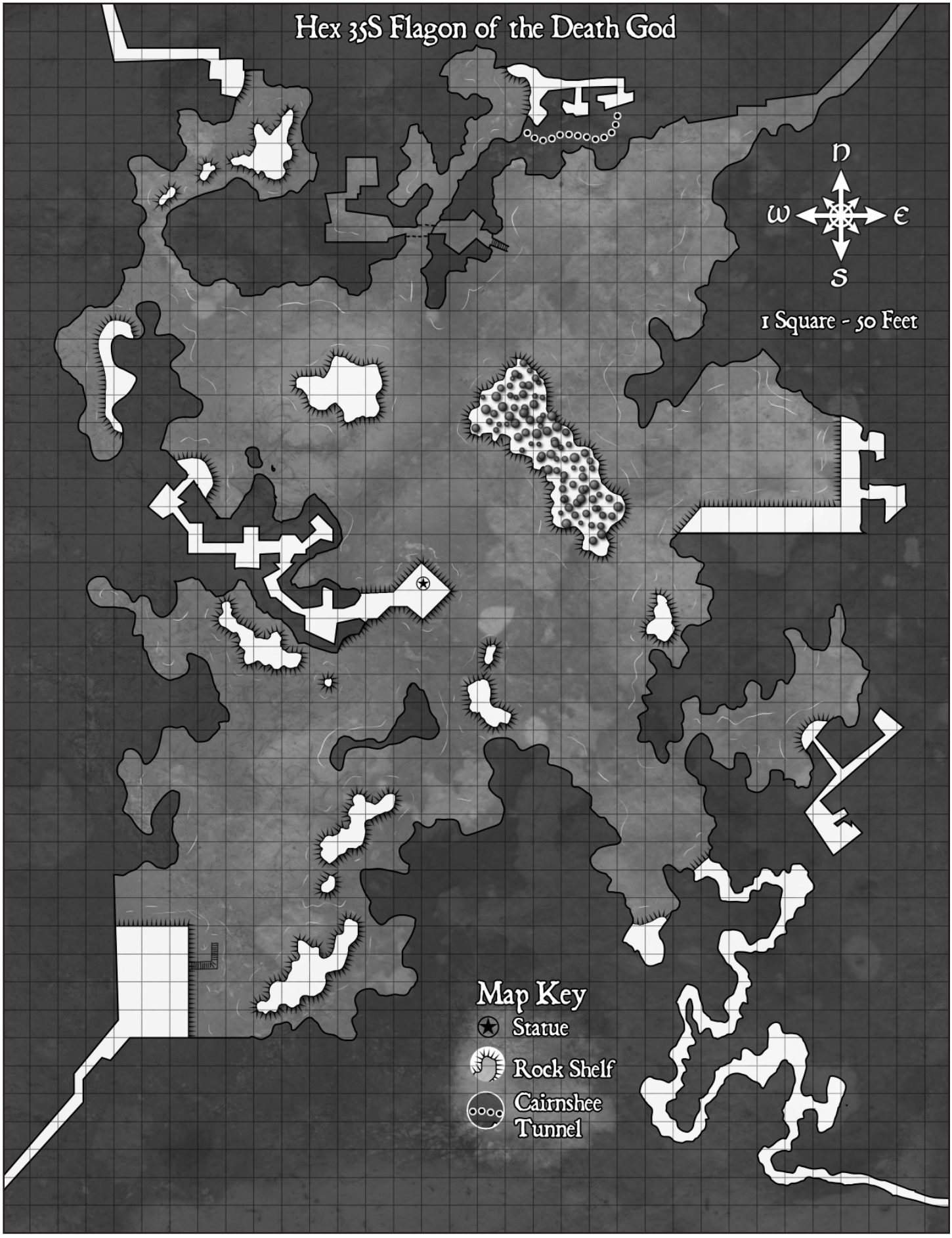

Hex 28H - Mortuaries of the Mantis-Priests
1 square = 100 feet
Map Key
Stairs
Stone Platform or Dais
Throne
Well
False Wall
Statue
down
up
up
N
W
E
S

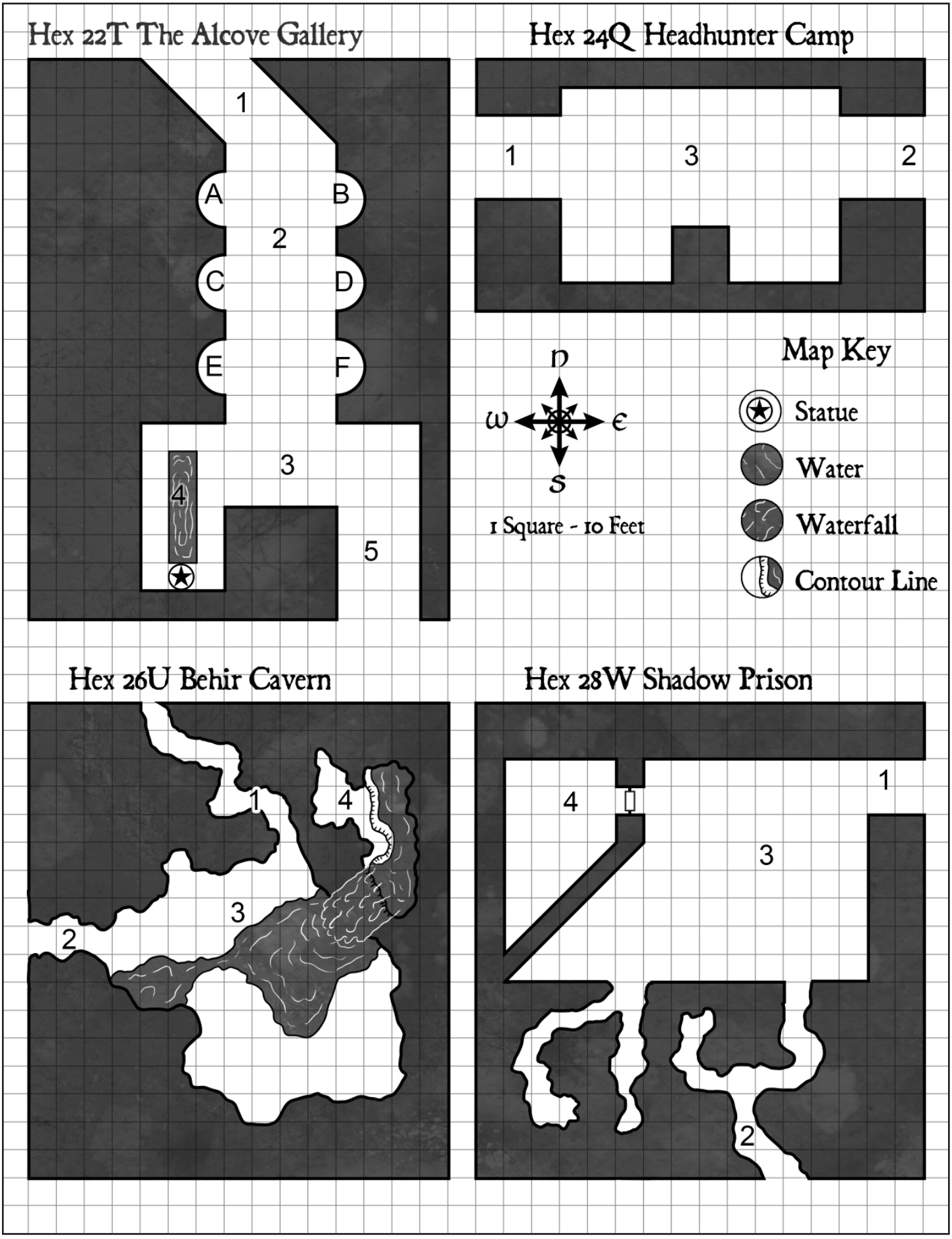

Hex 28H - Mortuaries of the Mantis-Priests
1 square = 100 feet
Map Key
Stairs
Stone Platform or Dais
Throne
Well
False Wall
Statue
down
up
up
N
W
E
S

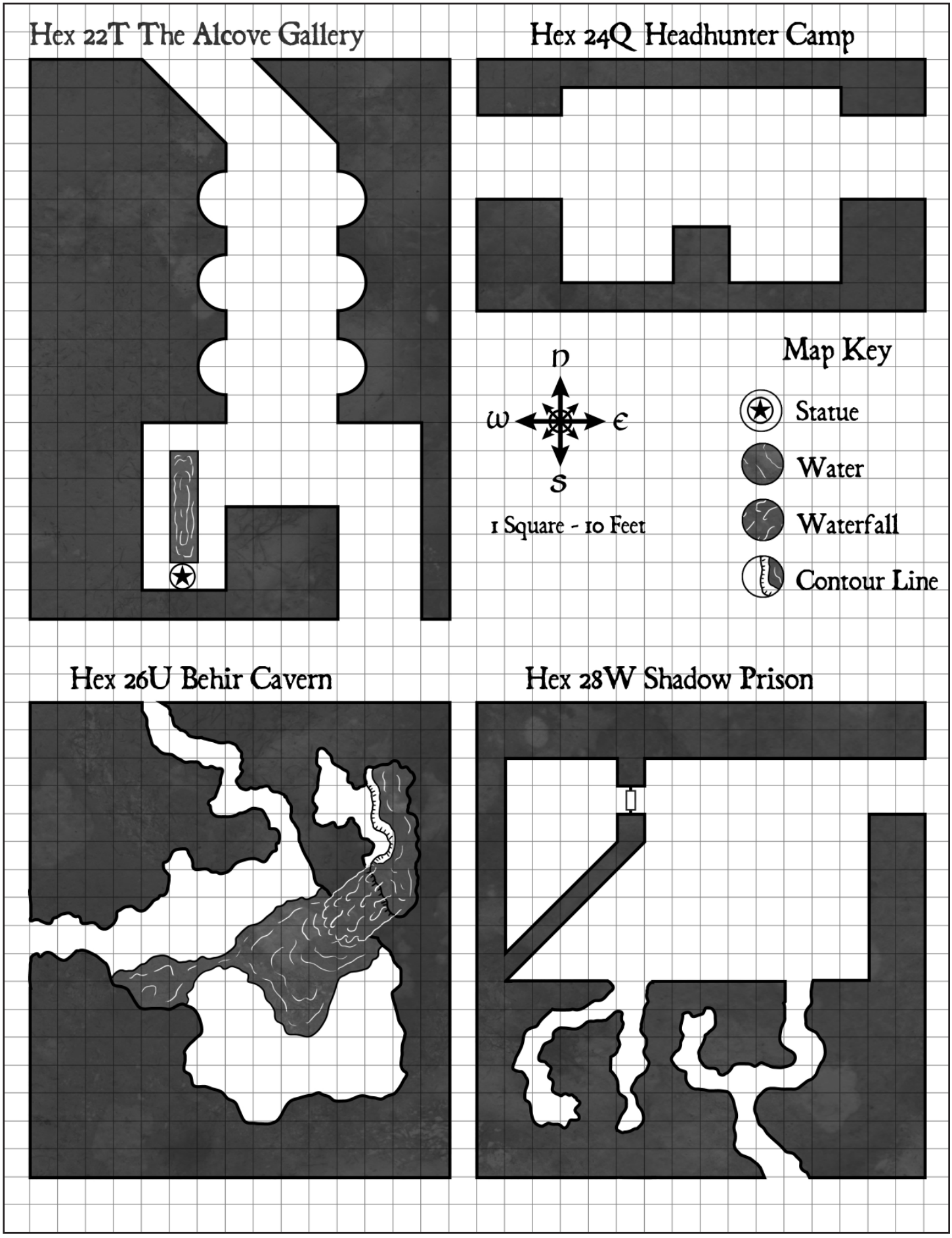

Hex 29O The Hatchery
1
2
3
4
Hex 32M Troglodyte Lair
1
2
3
4
5
6
n
w
e
s
1 Square - 10 Feet
Hex 35P The Map Cavern
1
2
3
4
Hex 37N Fountain of Gricks
1
2
3
4
Map Key
Chasm
Stairs
Egg Pits
Water
Statue


Hex 29O The Hatchery
Hex 32M Troglodyte Lair
n
w
e
s
1 Square - 10 Feet
Hex 35P The Map Cavern
Hex 37N Fountain of Gricks
Map Key
Chasm
Stairs
Egg Pits
Water
Statue


Hex 35S Flagon of the Death God
N
W
E
S
1 Square - 50 Feet
Map Key
Statue
Rock Shelf
Cairnshee Tunnel


Hex 35S Flagon of the Death God
N
W
E
S
1 Square - 50 Feet
Map Key
Statue
Rock Shelf
Cairnshee Tunnel


Hex 22T The Alcove Gallery
1
A
B
2
C
D
E
F
3
4
5
Hex 24Q Headhunter Camp
1
3
2
n
w
e
s
1 Square - 10 Feet
Map Key
Statue
Water
Waterfall
Contour Line
Hex 26U Behir Cavern
1
4
3
2
Hex 28W Shadow Prison
1
4
3
2


Hex 22T The Alcove Gallery
Hex 24Q Headhunter Camp
N
W
E
S
1 Square - 10 Feet
Map Key
Statue
Water
Waterfall
Contour Line
Hex 26U Behir Cavern
Hex 28W Shadow Prison


Hex 29U
The Worlds of Jupiter Kwan
Deep
Strange
Weird
Eccentric
Reality
Great Void (Ginnungagap)
Great Void
Reality
Void of Skelmu
Void of Noom
Void of Mirnie
Void of Avatu
Shiantha
Void of Shiantha
Void of Oorra
Void of Sebeatu
Reality
Avatu
Void of Petra
Void of 17
Reality
Mistgate
1 Hour
Great Void (Ginnungagap)
Reality

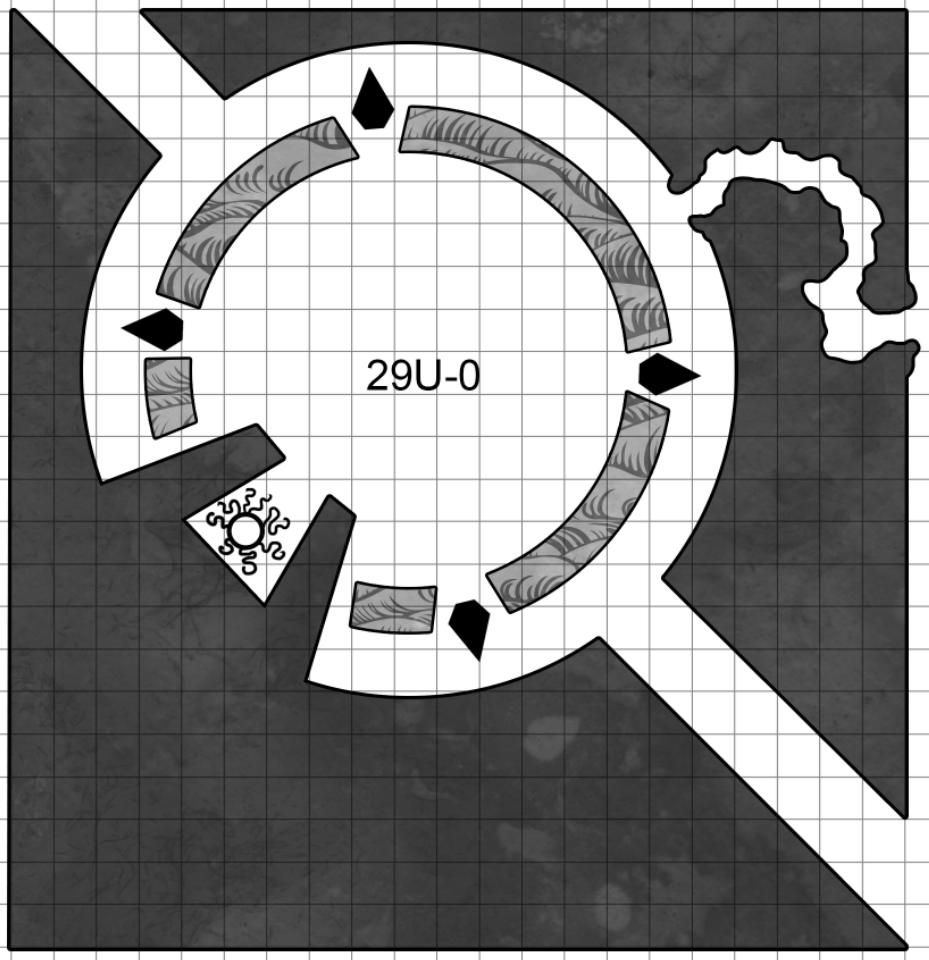

Player Map
Great Void (Ginnungagap)
Reality
1 Hour
Mistgate
Reality
Great Void (Ginnungagap)
Great Void
Void of Skelnu
Void of Noom
Void of Mirile
Shiantha
Void of Shiantha
Void of Oomra
Void of Ethra
Avatu
Reality
Void of Sebedru
Void of Avatu
Reality
Eccentric
Weird
Strange
Deep

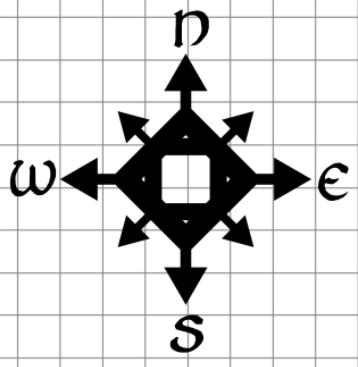

Player Map
Deep
Weird
Eccentric
Strange
Great Void
Reality
Great Void (Ginnungagap)
Void of Nomm
Void of Mirnie
Shiantha
Void of Shiantha
Void of Skelmu
1 Hour
Mistgate

Player Map
1 Hour
Mistgate
Reality
Void of Ooma
Void of Ethra
Void of Sebedru
Reality
Avatu
Reality
Void of Avatu
Great Void (Ginnungagap)
Eccentric
Weird
Strange
Deep

Hex 29U

Gateway to the Hidden Worlds





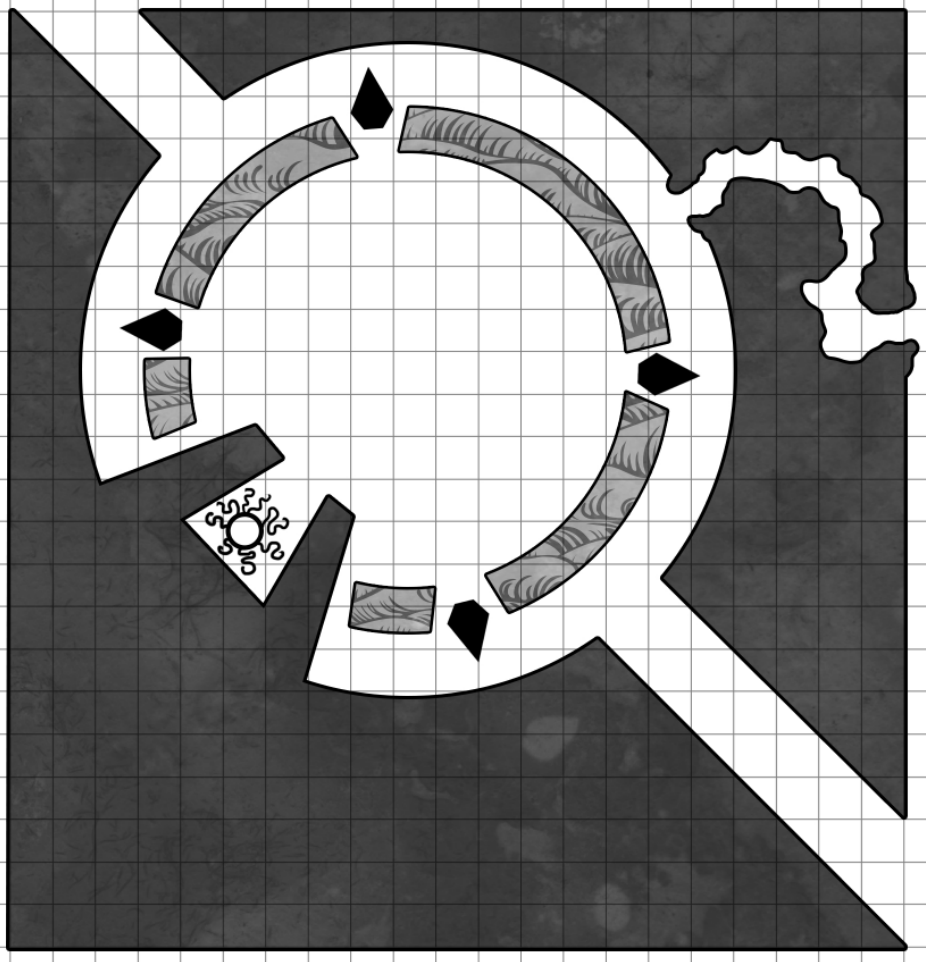
Sphere

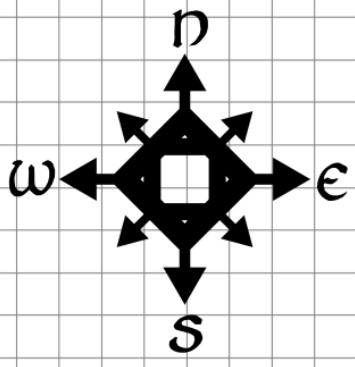
Floor Pattern

1 Square - 10 Feet

Hex 29U

Gateway to the Hidden Worlds

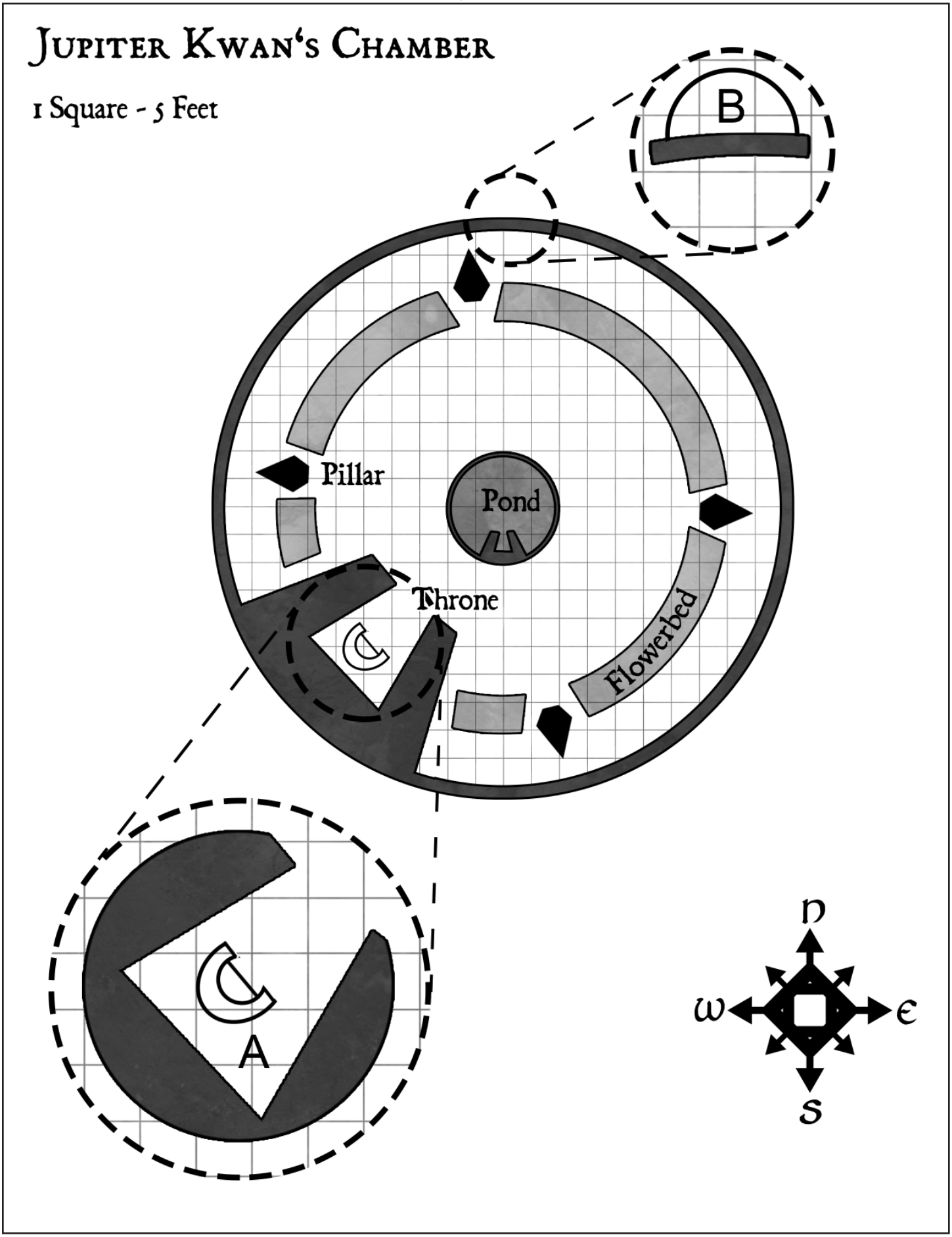




Sphere

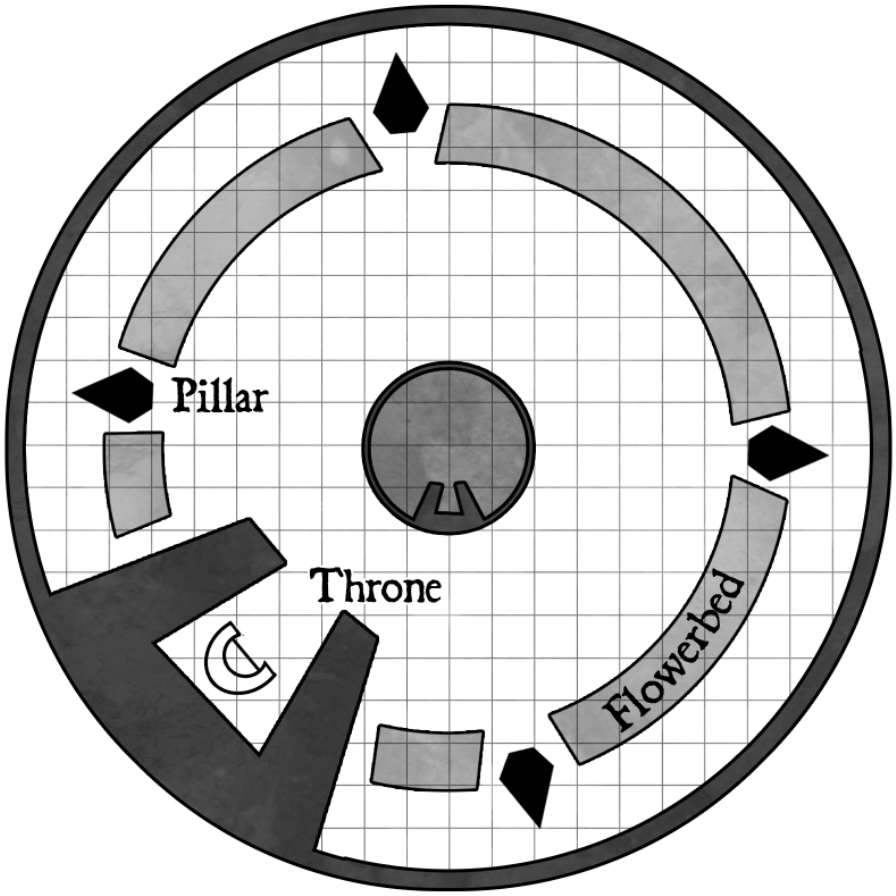
Floor Pattern

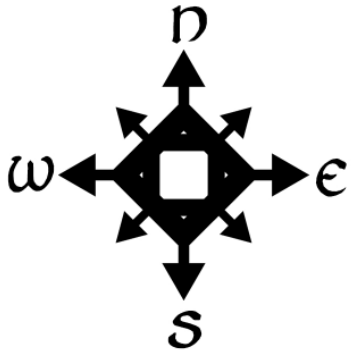
1 Square - 10 Feet

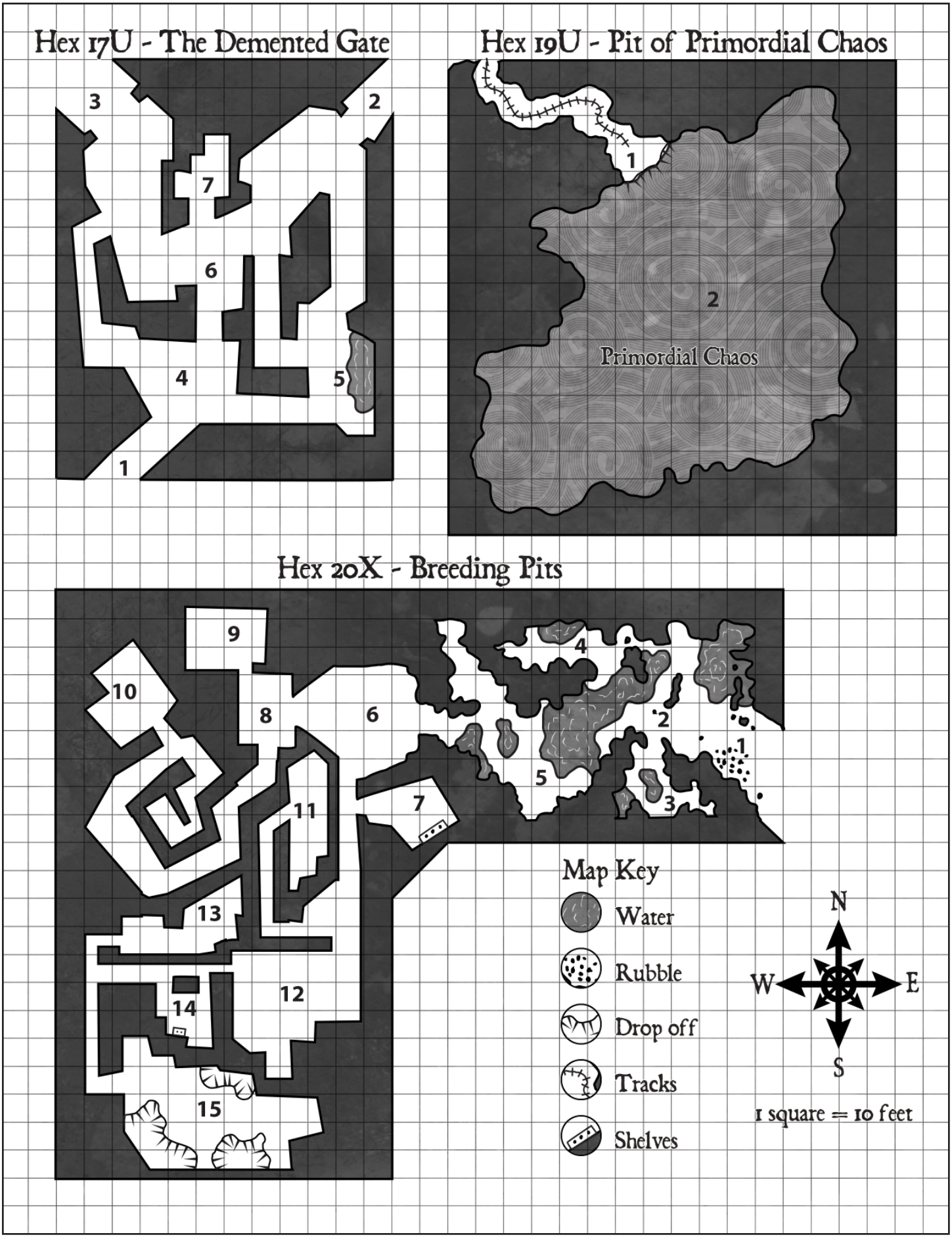

Jupiter Kwan's Chamber
1 Square - 5 Feet
B
Pillar
Pond
Throne
Flowerbed
A
n
w
e
s

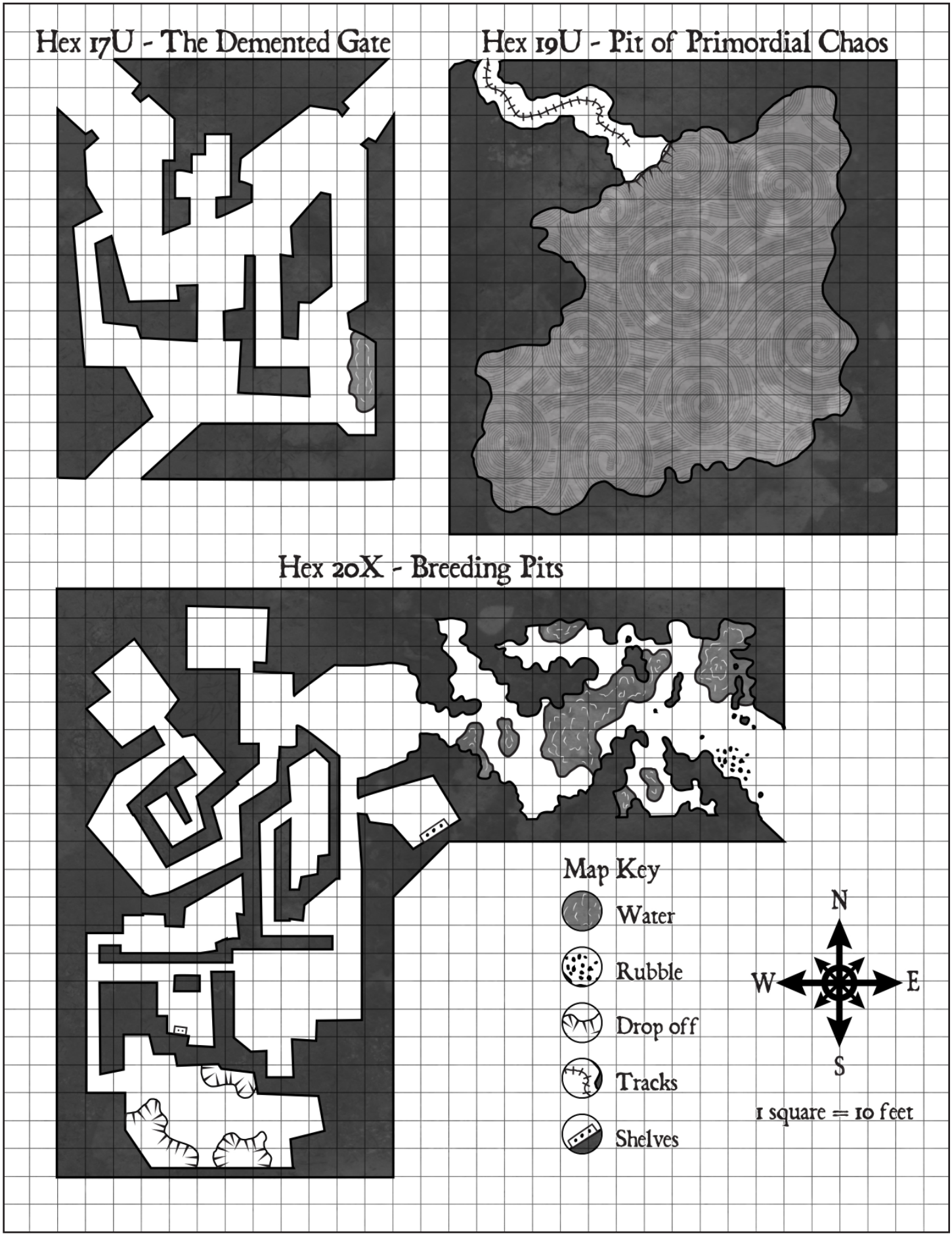
Jupiter Kwan's Chamber

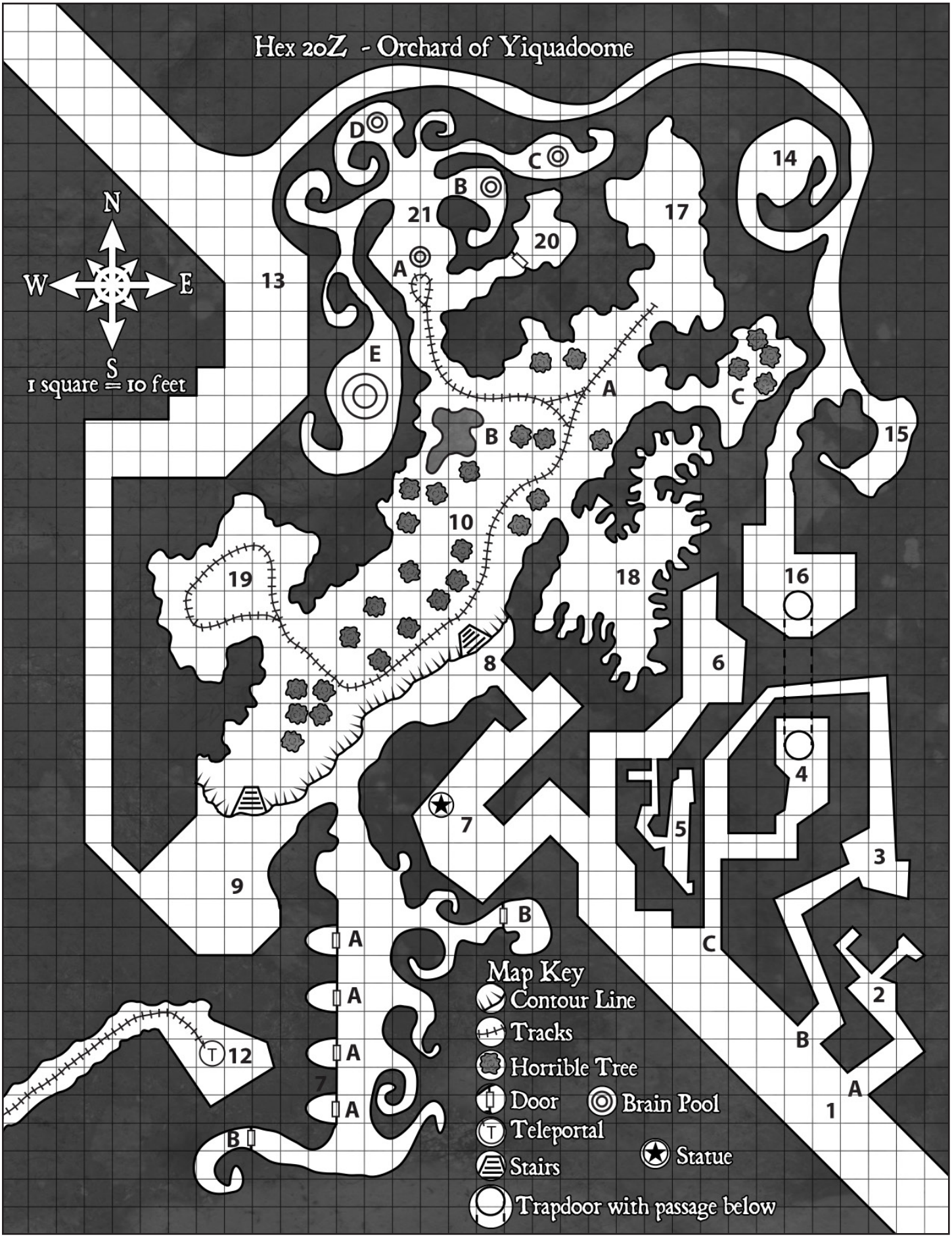
1 Square - 5 Feet

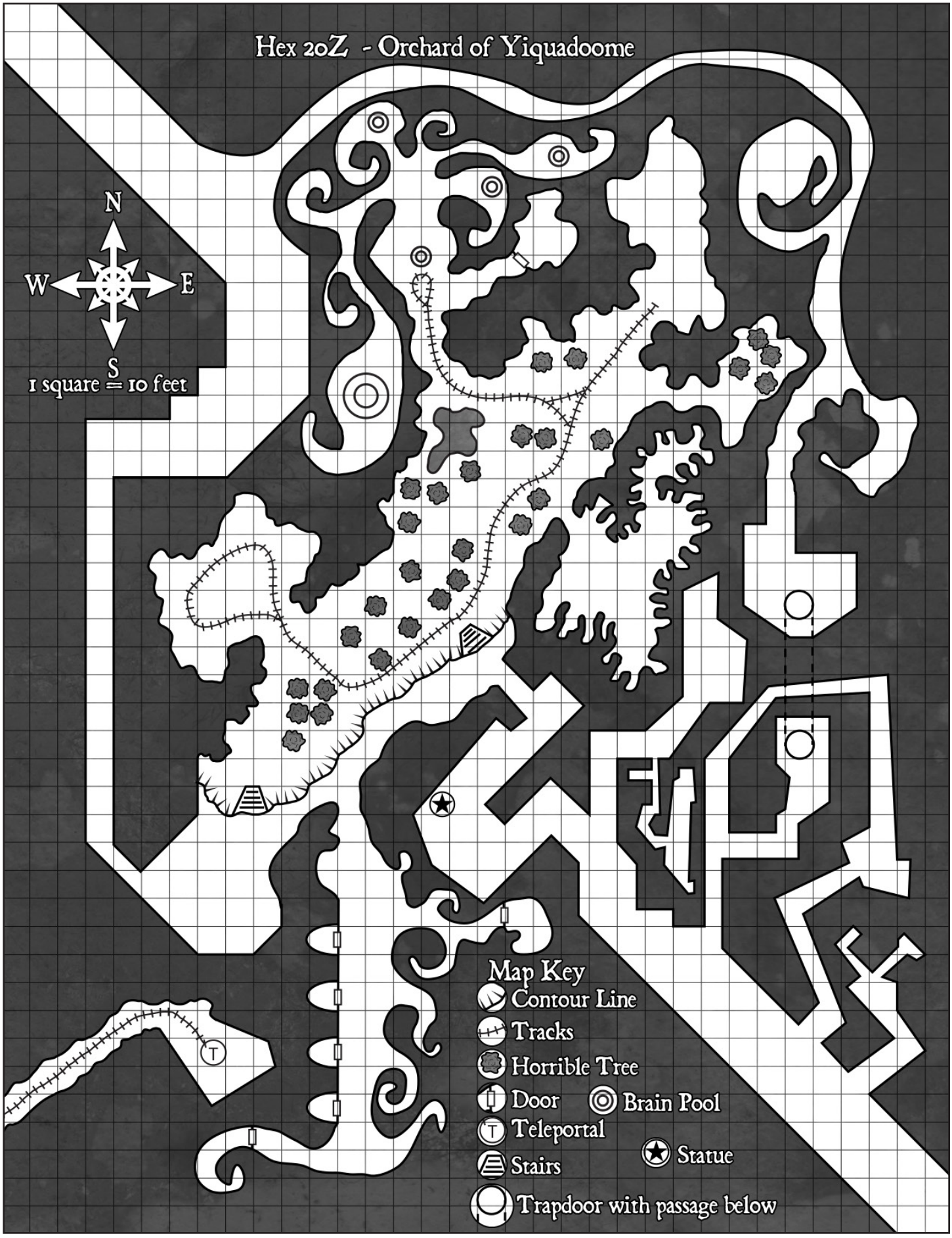


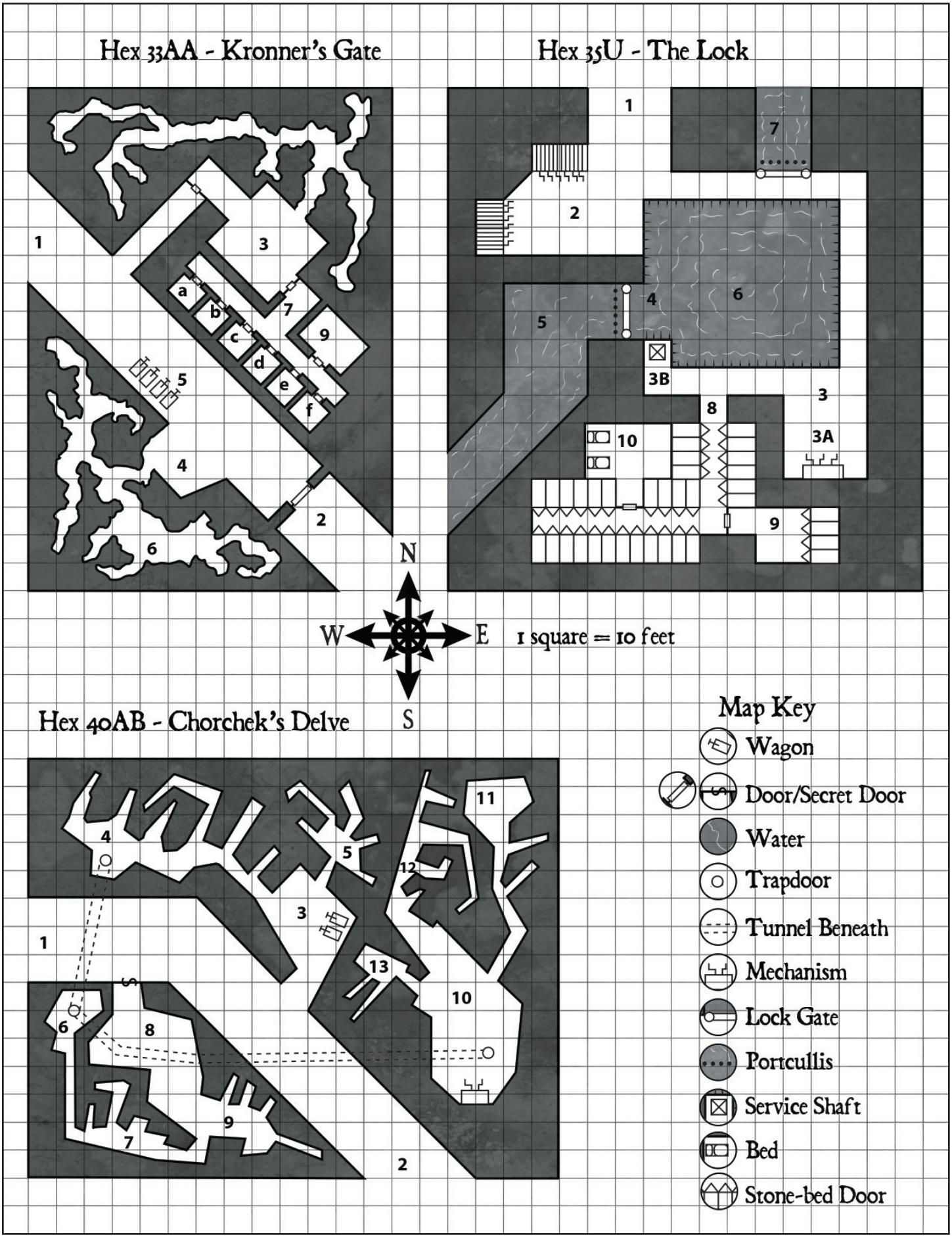


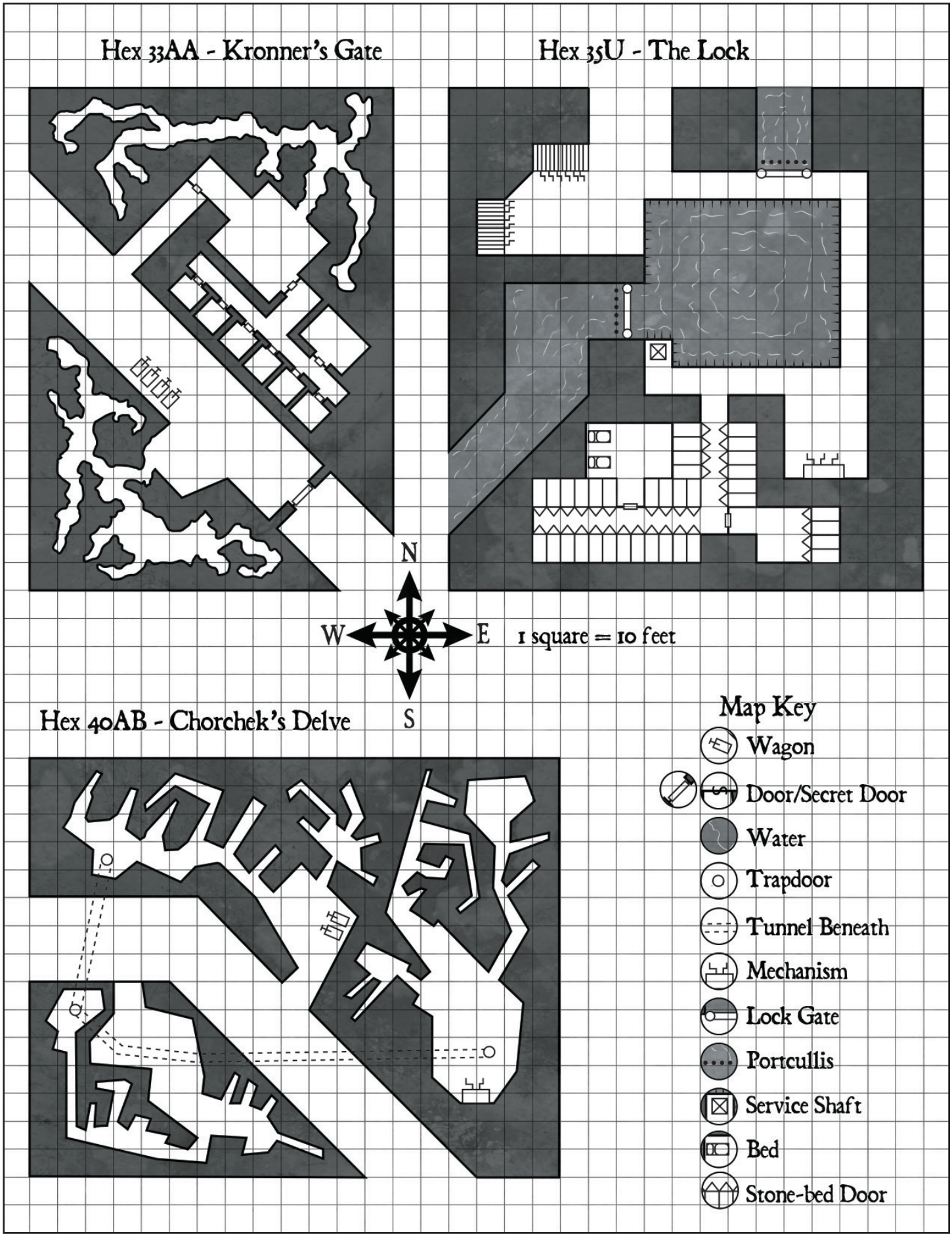

Hex 17U - The Demented Gate
3
2
7
6
4
5
1
Hex 19U - Pit of Primordial Chaos
1
2
Primordial Chaos
Hex 20X - Breeding Pits
9
10
8
6
4
2
1
5
3
11
7
13
12
14
15
Map Key
Water
Rubble
Drop off
Tracks
Shelves
N
W
E
S
1 square = 10 feet


Hex 17U - The Demented Gate
Hex 19U - Pit of Primordial Chaos
Hex 20X - Breeding Pits
Map Key
Water
Rubble
Drop off
Tracks
Shelves
N
W
E
S
1 square = 10 feet

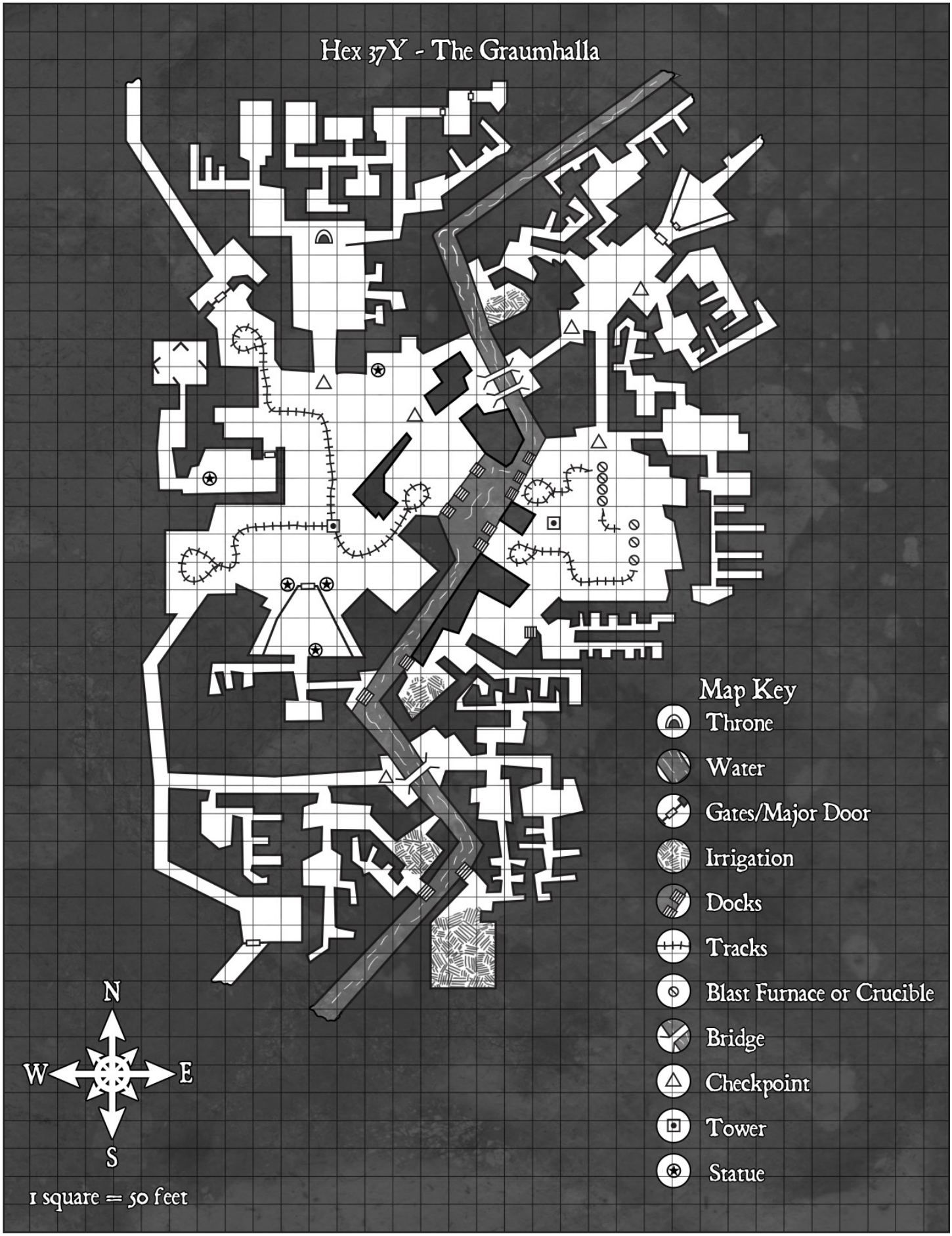

Hex 20Z - Orchard of Yiquadoome
N
W
E
S
1 square = 10 feet
Map Key
Contour Line
Tracks
Horrible Tree
Door
Brain Pool
Teleportal
Stairs
Statue
Trapdoor with passage below


Hex 20Z - Orchard of Yiquadoome
N
W
E
S
1 square = 10 feet
Map Key
Contour Line
Tracks
Horrible Tree
Door
Brain Pool
Teleportal
Stairs
Statue
Trapdoor with passage below

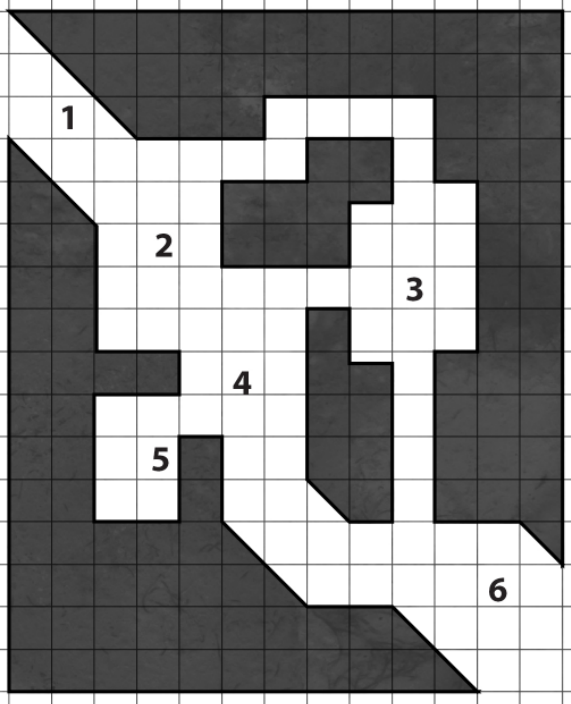

Hex 33AA - Kronner's Gate
1
2
3
4
5
6
7
9
a
b
c
d
e
f
Hex 35U - The Lock
1
2
3
3A
3B
4
5
6
7
8
9
10
N
W
E
S
1 square = 10 feet
Hex 40AB - Chorchek's Delve
1
2
3
4
5
6
7
8
9
10
11
12
13
Map Key
Wagon
Door/Secret Door
Water
Trapdoor
Tunnel Beneath
Mechanism
Lock Gate
Portcullis
Service Shaft
Bed
Stone-bed Door

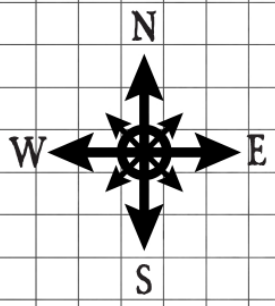

Hex 33AA - Kronner's Gate
Hex 35U - The Lock
N
W
E
S
1 square = 10 feet
Hex 40AB - Chorchek's Delve
Map Key
Wagon
Door/Secret Door
Water
Trapdoor
Tunnel Beneath
Mechanism
Lock Gate
Portcullis
Service Shaft
Bed
Stone-bed Door


Hex 37Y - The Graumhalla
Map Key
Throne
Water
Gates/Major Door
Irrigation
Docks
Tracks
Blast Furnace or Crucible
Bridge
Checkpoint
Tower
Statue
N
W
E
S
1 square = 50 feet


Hex 37Y - The Graumhalla
Map Key
Throne
Water
Gates/Major Door
Irrigation
Docks
Tracks
Blast Furnace or Crucible
Bridge
Checkpoint
Tower
Statue
N
W
E
S
1 square = 50 feet

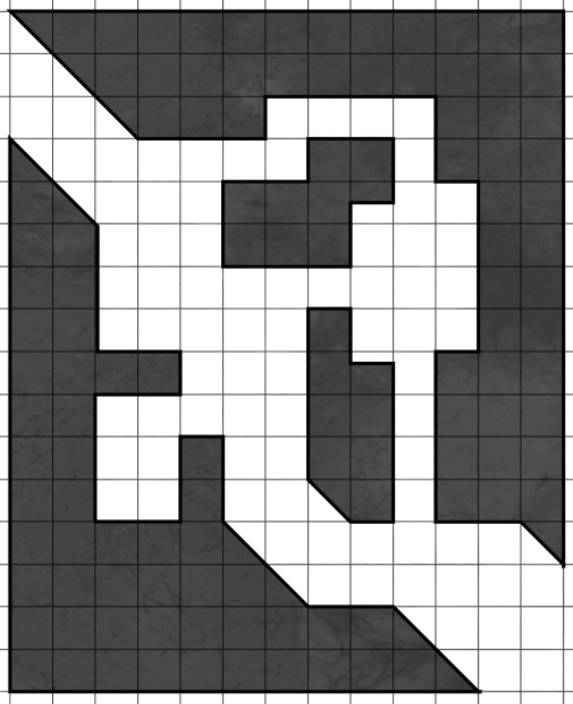
Hex 39U - Sluggish Progress

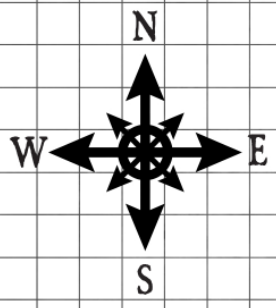




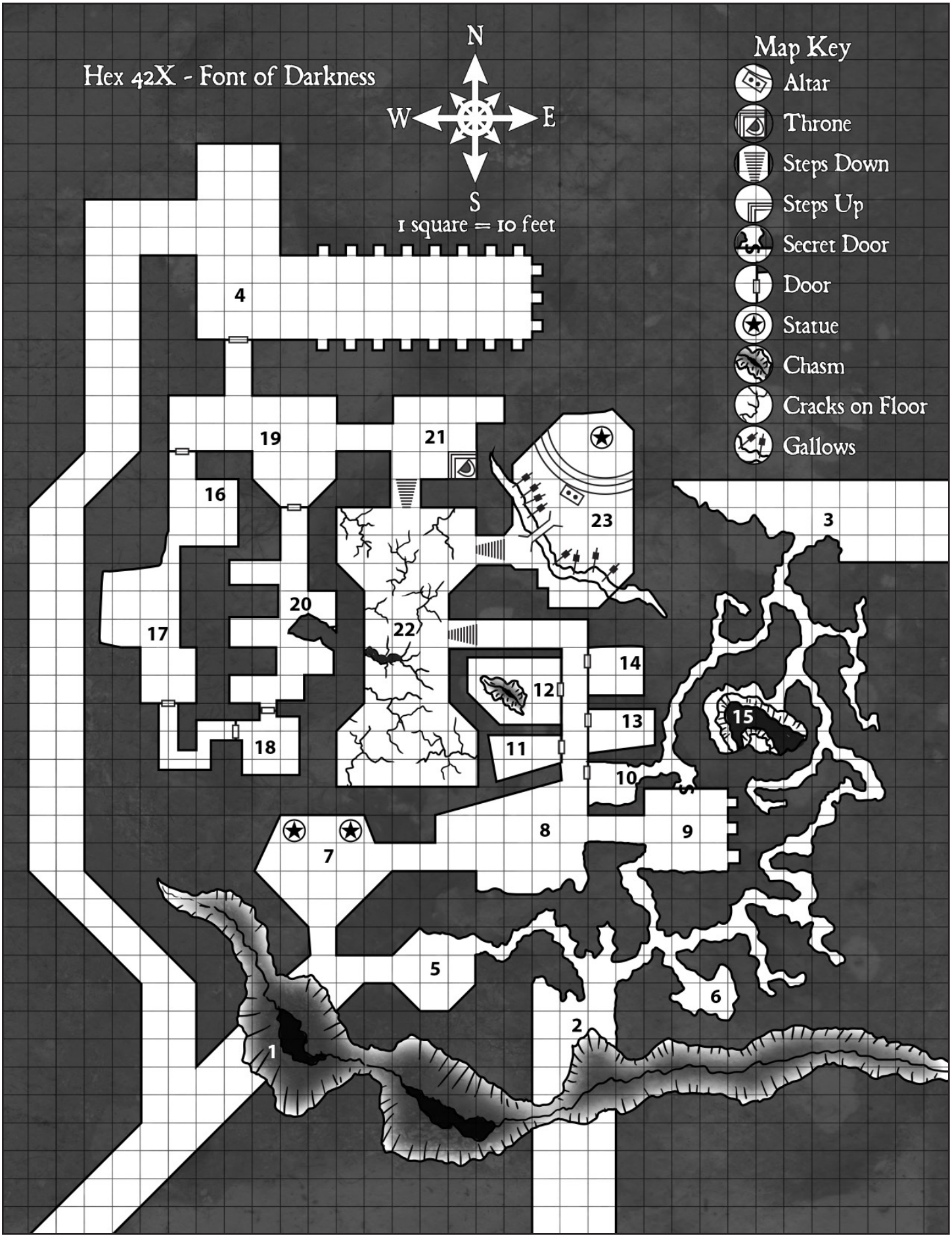
1 square = 10 feet

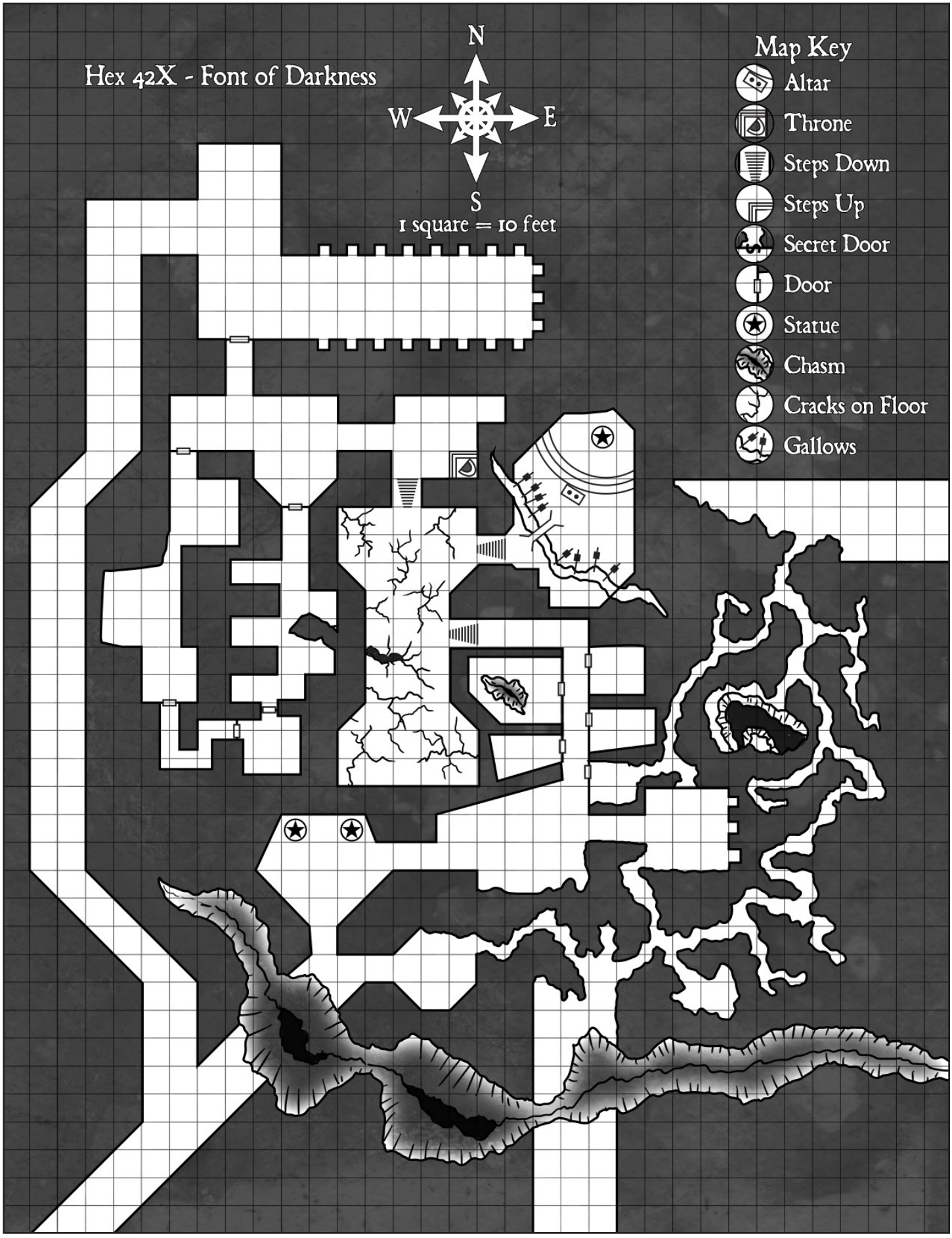
Hex 39U - Sluggish Progress

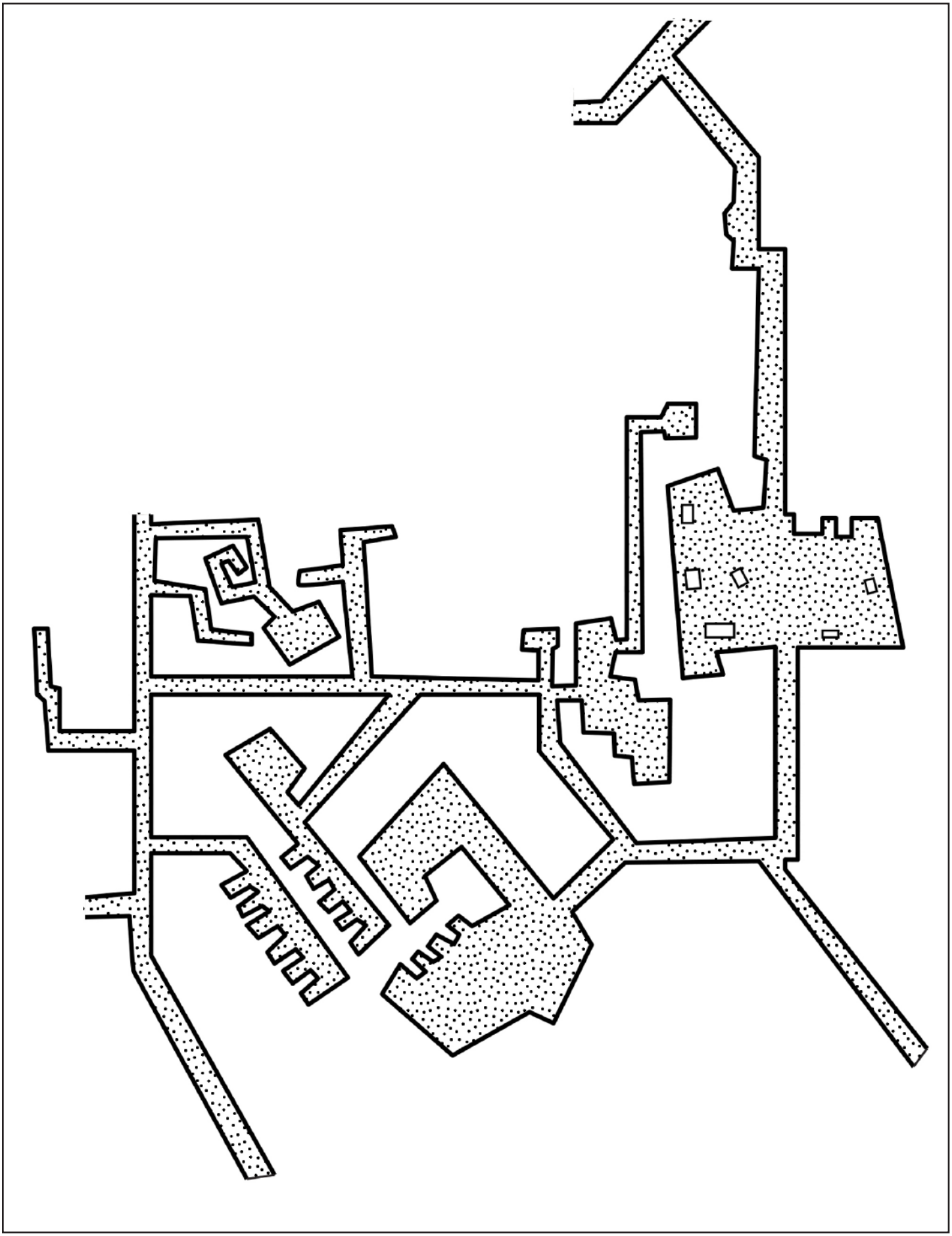




1 square = 10 feet


Hex 42X - Font of Darkness
N
W
E
S
1 square = 10 feet
Map Key
Altar
Throne
Steps Down
Steps Up
Secret Door
Door
Statue
Chasm
Cracks on Floor
Gallows
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23


Hex 42X - Font of Darkness
N
W
E
S
1 square = 10 feet
Map Key
Altar
Throne
Steps Down
Steps Up
Secret Door
Door
Statue
Chasm
Cracks on Floor
Gallows



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