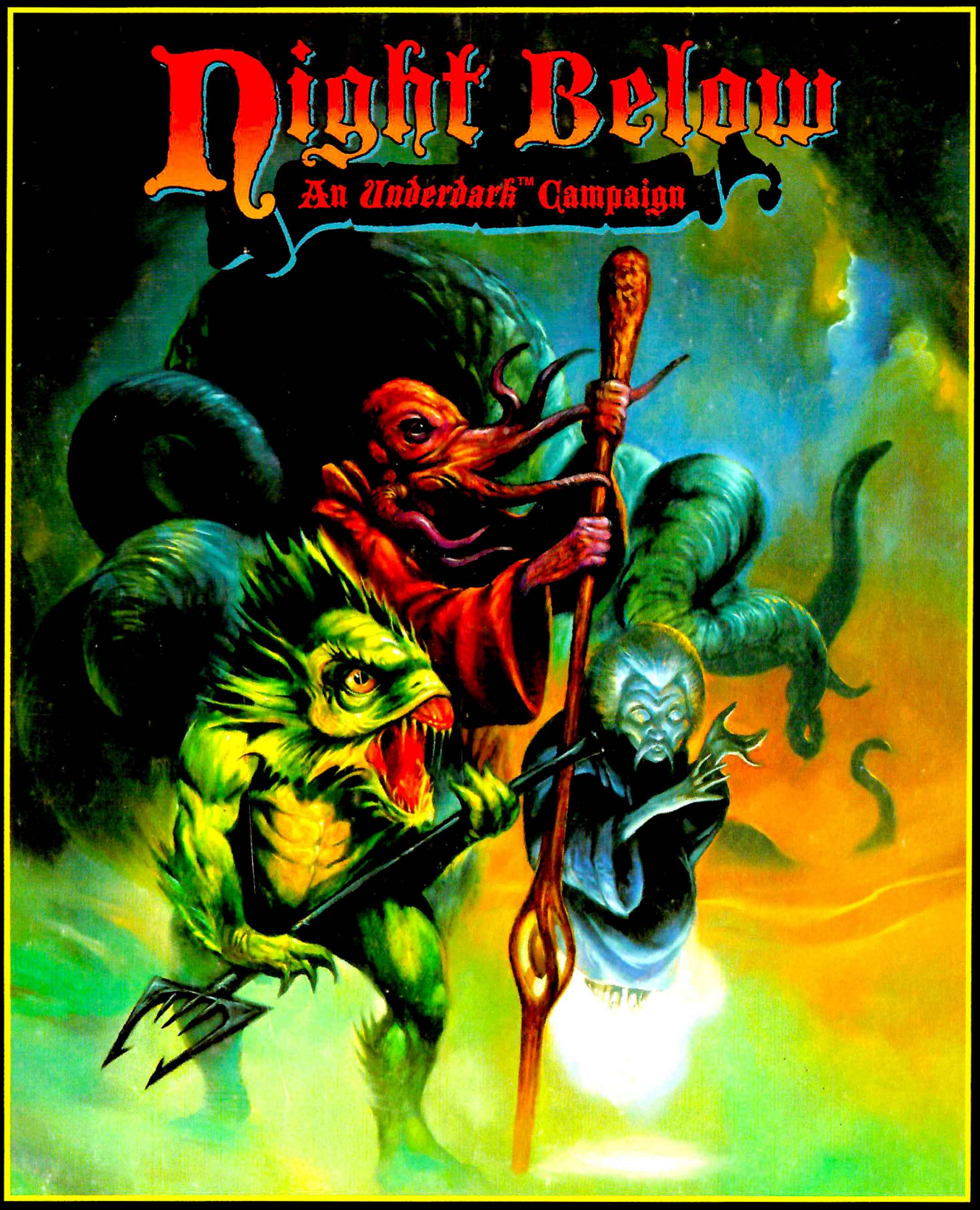
Advanced Dungeons & Dragons®

The Ultimate Dungeon Adventure

Night Below

An Underdark™ Campaign



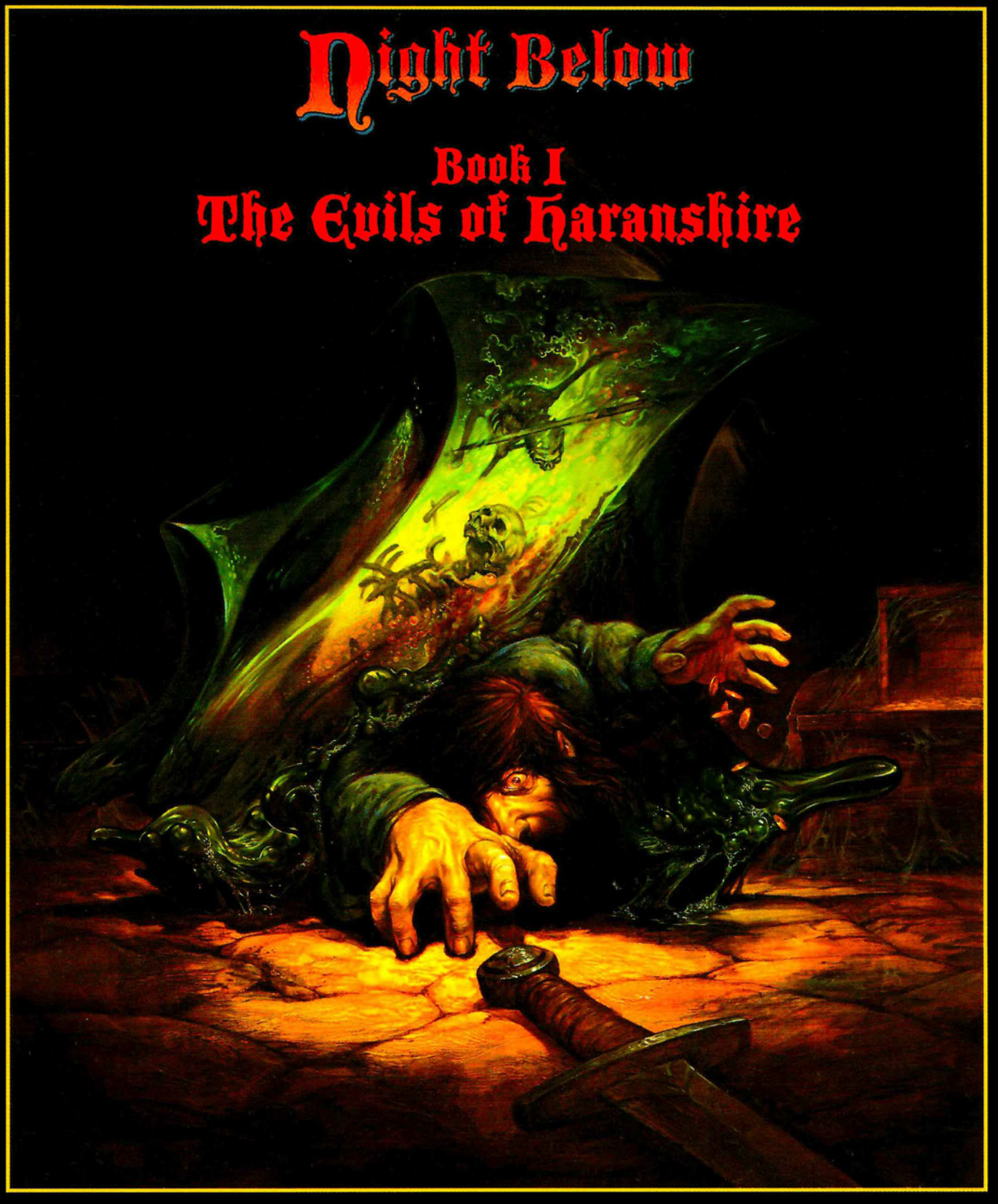


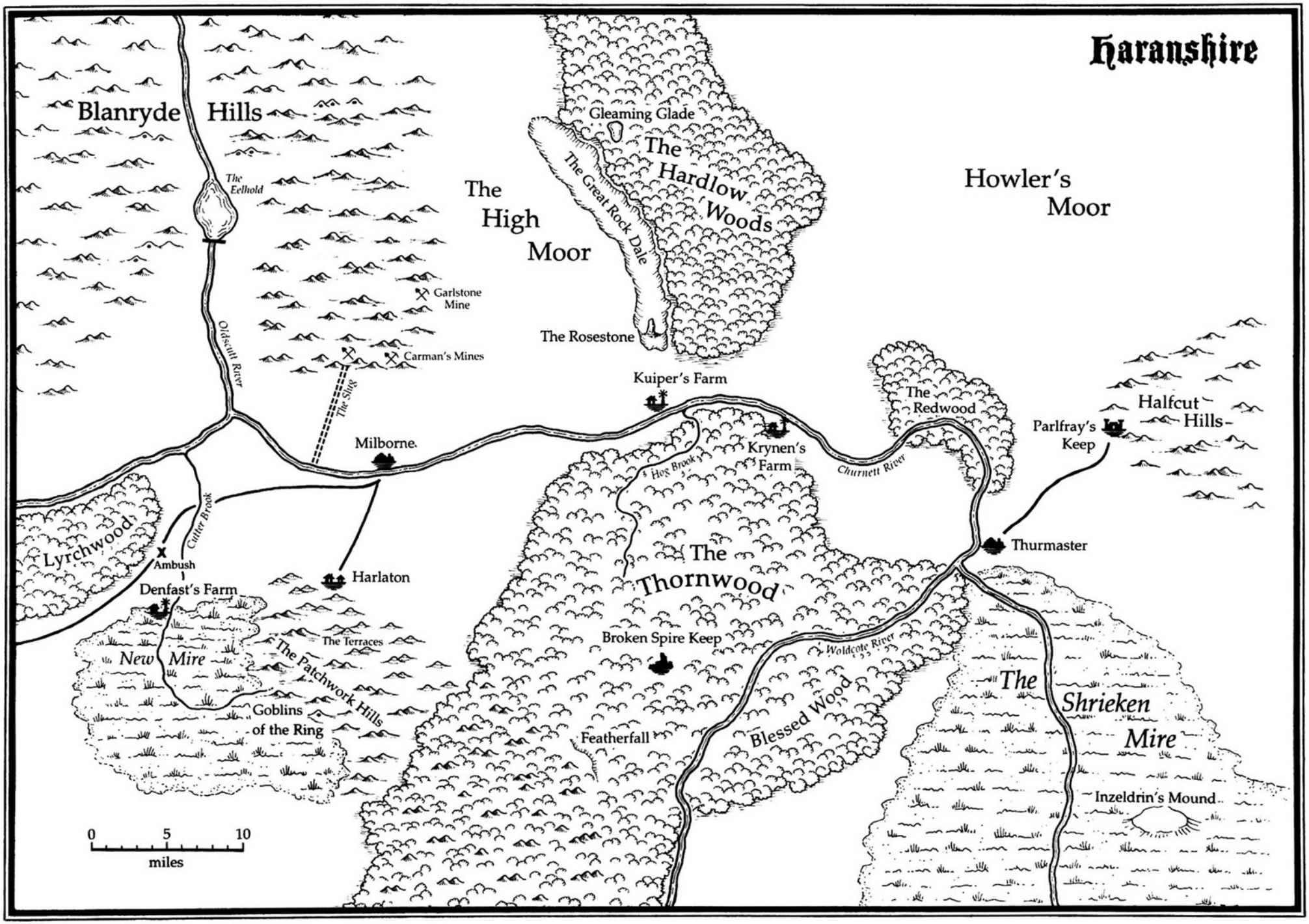
Advanced Dungeons & Dragons®

Official Game Adventure

Night Below

Book I
The Evils of Haranshire




Haranshire
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The Eelhold
The High Moor
Gleaming Glade
The Hardlow Woods
The Great Rock Dale
Howler's Moor
Garlstone Mine
Carman's Mines
The Rosestone
Oldscutt River
The Slug
Kuiper's Farm
The Redwood
Halfcut Hills
Parlfray's Keep
Milborne
Krynen's Farm
Hog Brook
Churnett River
Lyrchwood
Cutter Brook
Ambush
Denfast's Farm
Harlaton
The Thornwood
Thurmaster
The Terraces
New Mire
The Patchwork Hills
Broken Spire Keep
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Goblins of the Ring
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Advanced Dungeons & Dragons®

Night Below

Book I
The Evils of Haranshire

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Welcome to the Grand Dungeon

Night Below is an epic dungeon-based campaign, designed to take player characters from 1st level to 10th level and beyond. The adventure begins in Haranshire: a detailed, but not over-large, above-ground milieu of villages, hills, forests, and other sites. *Night Below* has been expressly written so that a DM can integrate it into any ongoing AD&D® campaign, whether Toril (home of the FORGOTTEN REALMS® campaign), Oerth (the setting for the GREYHAWK® campaign), the MYSTARA® campaign setting, or one of the DM's own creation. What begins as an investigation of disappearances that seems only to involve the PCs apprehending bandits, thieves, and kidnappers turns into something infinitely more sinister, leading the PCs into the deepest depths of the underdark, far from the relatively well-mapped territory of the Drow. The adventure climaxes in a great battle against formidable and implacable foes: the aboleth, and their many slaves, servitors, and allies. *Night Below* will provide hundreds of hours of game play for the DM and players!

The books in this box are for the DM's eyes only. The box contains the following components:

- Three 64-page books. The first of these (you are holding it now), *The Evils of Haranshire*, gives a synopsis of the whole campaign and a DM briefing on running it. It describes the lands of rural Haranshire, including villages, danger spots, the lairs of bandits and kidnappers, and the upper dungeon levels which lead downwards to the underdark. Also detailed here are personalities who may ally with and assist the PCs in their explorations. Adventures here are for characters of 1st to 5th level.

  The second book, *Perils of the Underdark*, details the catacomb and cavern complexes of the underdark. These present the PCs with all manner of dangers and hazards, as well as many encounters with underground races (Derro, Svirfneblin, illithids, and a new race of elves, among others) which offer many opportunities for role-playing, intrigue, and diplomacy. Powerful monsters also lurk here, eager to attack and devour intruders, and many potent magical items await the lucky victor. Exploring this level is not a mere hack-and-slash exercise: forming alliances with subterranean races, and knowing when and how to make partnerships, are crucial to ultimate success. This stage of the campaign climaxes in a confrontation with the kuo-toa and their allies in the City of the Glass Pool. Adventures in this book are for characters of 5th through 10th level.

  The third and final book, *The Sunless Sea*, describes Great Shaboath, city of the aboleth, fomenters of the evil schemes the PCs must oppose. Hit-and-run tactics are essential here, even for PCs of 10th level and up (as they must be here to succeed—or indeed survive). A full frontal assault on the powerful aboleth is doomed to fail. Success calls for guile, cunning, and intelligence, presenting players with a great challenge to their skills.

- Six large poster maps. Three of these mapsheets provide a number of smaller maps detailing various encounter sites. The other three mapsheets feature large-scale tactical maps designed for use with miniatures.
  (i) The surface lands of Haranshire with associated dungens and Ranchefus's lair in Broken Spire Keep.
  (ii) The Garlstone Mine (both levels) and the haunts of Bloodskull Orcs.
  (iii) The caverns of the underdark and the city of the kuo-toa.
  (iv) The throne room of the kuo-toan king in the City of the Glass Pool.
  (v) The Sunless Sea and the city of Great Shaboath, citadel of the aboleth.
  (vi) Details of various sites in Shaboath, including the dread Towers of Domination.

- An eight-page booklet of MONSTROUS COMPENDIUM® sheets, with new and variant creatures encountered during the campaign.

- Eight reference cards for the DM. These include maps of the villages of Milborne and Thurmaster, a handy listing of underdark terrain hazards, monster rosters for the City of the Glass Pool and Great Saboath, descriptions of the chief aboleth and ixitxachitl deities, and cutouts of monsters for the final encounter.

- Sixteen sheets containing 26 player handouts, for the DM to give players at suitable times in the campaign. They include journal entries, sketch maps, runes and symbols, clues, and the like.

What Else Do I Need?

This campaign has been written on the assumption that the DM has the *DUNGEON MASTER® Guide* (hereafter *DMG*), the *Player's Handbook*, and the *MONSTROUS MANUAL™* accessory. No other rulebooks are needed to run this campaign. DMGR4, *Monster Mythology* is helpful, but not essential, for details of Powers and priests of nonhuman races, and the *PLANESCAPE™ MONSTROUS COMPENDIUM Appendix* provides useful details for the tanar'ri and baatezu in Book III. Rarely, an NPC's recommended spell list may include a spell from the *Tome of Magic*; such spells are always marked with an asterix (*) for easy reference, and a DM without the *Tome of Magic* should simply substitute a comparable spell of his or her choosing.

Synopsis

The grand design for subduing all of the above-ground lands—the central evil scheme of *Night Below*—originates with the most powerful denizens of the Sunless Sea, the Aboleth Savants. These creatures hunger after power and dominion; to that end, they are constructing a great magical artifact, the Tower of Domination. This massive artifact will permit the aboleth to extend their innate power of *domination* for hundreds of miles, allowing them to subdue all surface creatures without any need for battle, risk, or traveling to the surface (a prospect they abhor). To create this artifact, they must sacrifice many magic-using creatures of the kinds they intend to dominate. Thus, their surface servants kidnap mages and priests in particular, bringing them to the far depths of the aboleth city to meet their wretched fate. The aboleth are intelligent enough not to have their servants kidnap only mages and priests, for that might give the game away, but for the most part only spellcasters make the long journey to Great Shaboath (though some captives with underground or construction skills accompany them for use as slave labor). All others are disposed of as their surface servants see fit. Many of these surface servants—bandits, thieves, a cell of evil priests, and orcs among others—are themselves controlled through *potions of domination* which the aboleth have crafted.

This enterprise is not without complications, however. Other underdark races have parts to play in this developing picture. A tactical resume of their roles is followed by a brief synopsis of how the campaign will probably develop.

The Derro

The savant aboleth are working with Darlakanand, a renegade Derro of exceptional genius and rare magical skills. Darlakanand is himself driven by the Derro demipower Diinkarazan, the mad Power (see *Monster Mythology*), and is unpredictable and capricious. This singular Derro hates his own people for what he perceives as their rejection of his genius, and he works to subjugate them to the domination of the aboleth (and himself). Some Derro clans are aware of this, and for this reason they wage a guerrilla war with the aboleth. The PCs might be able to ally with these Derro. Other Derro clans are not aware of Darlakanand's history and ulterior purpose, and they have allied with the aboleth because they, too, hate surface races. These Derro act as messengers and guards, and they are obstacles to the PCs reaching the Sunless Sea. Last but not least, a third set of Derro were driven insane from the results of early enchanting efforts by Darlakanand, which resulted in a rare appearance by the stalking avatar of Diinkarazan. These Derro represent a wild card for the DM to use as he or she wishes. The PCs cannot ally with them, but by playing on their paranoia they just might be able to turn them into a thorn in the side of the aboleth.

The Illithids

The illithids of the underdark are well aware of what the aboleth are doing. They, too, are divided in their attitudes. The largest faction are all in favor of what the aboleth are planning. They hate the surface races, and they see themselves as the ones who will be able to control the subdued surface races directly, for they venture close to the surface world when the aboleth do not. This means lots of good food! These illithids make the arrogant mistake of believing that their magic resistance will protect them against the aboleth device. They act in concert with the aboleth. There are many of them in the settlements of the Sunless Sea, and they operate as messengers between the aboleth and the kuo-toa in particular. They will be implacably hostile to the PCs.

The minority view is that the aboleth are very dangerous and may end up dominating the illithids along with everyone else. There are groups of illithids who have already made contingency plans for destroying the Tower when it is close to completion. This group has given its major effort over to obtaining every scrap of information on the aboleth city of the Sunless Sea, Great Shaboath. PCs could ally with these illithids and gain help from them, especially with maps, logistics, and tactical support. These illithids can be trusted, up to a point. They are lawful, and they will be delighted to find that they don't have to take all the risks themselves, that a bunch of

easily-manipulated patsies—er, "allies"—from the surface world can be persuaded to do some of the dirty work. This is not to say that the small print of any agreement with these genius-level creatures should not be studied carefully, of course.

The Svirfneblin
The Svirfneblin know that some force in the underdark is up to something very, very bad, but they do not know exactly what. They know of an illithid/kuo-toan alliance, they know that magical research is involved, they know that as a rule only magic-using humans and demihumans are taken "Below," and they have maps of much of the underdark. Most importantly, these little folk can provide the PCs with a safe base to work from. However, to earn the Svirfneblin's help, the PCs must earn their respect and trust.

The deep gnomes have learned that far too many dungeon-delvers have depressingly short life spans. They want to know that anyone they take into their trust deserves it. Thus, they may give PCs partial or even slightly misleading information which may expose the PCs to what the Svirfneblin consider fair risks, to see if the PCs are good enough to cut the mustard in the dangerous depths.

To complicate matters further, these Svirfneblin hate Derro with a deep passion. They have a variant set of mythological beliefs in which the Derro are their arch-enemies. If the PCs negotiate with Derro (and there comes a time when this would be very wise), the Svirfneblin will abandon them if they find out about it. There are also magical treasures that would greatly aid the PCs hidden beyond catacombs which the Svirfneblin regard as a sacred site; violating that taboo will alienate the Svirfneblin, while failure to do so deprives the PCs of badly needed magic. The PCs will have to try to find ways to negotiate with the deep gnomes to avoid offending their sensibilities. While the deep gnomes are good, trustworthy, and helpful people, the PCs must constantly work hard and use their wits to maintain a cordial alliance with them.

The Kuo-Toa
Here, at least, life is more simple. The kuo-toa are firmly allied with the aboleth, and their fortress, the City of the Glass Pool, protects the entrance to the great cavern of the Sunless Sea. These are sword fodder, and extremely nasty sword fodder at that. They are also allied with the dominant Derro and illithid factions and with the Ixzan. The kuo-toa attack anyone else on sight. Negotiation and diplomacy will not avail to win over these enemies.

The Ixzan (Ixitxachitl)
The Ixzan are an underdark freshwater version of the ixitxachitl. Like the kuo-toa, they are faithful allies of the aboleth. The Ixzan are vicious and dangerous opponents, with many vampires and spell-users among their ranks, adding their magical skills to the physical prowess of the kuo-toa.

The Rockseers
The most enigmatic of the underdark races are the Rockseer elves. Tall and very slender, the Rockseers are a splinter clan of elves which believes itself to have fled from the surface world in fear when Corellon defeated Lolth in the great battle of elven legend. They are extremely seclusive, knowing nothing of other elves save for the Drow. The Rockseers are a unique resource, for they know of secret ways and magical flux points which no other race has discovered. If they can somehow gain help from the Rockseers, the PCs can bypass certain obstacles and learn secrets which will enable themselves to retreat and effectively vanish when they are engaged in hit-and-run strikes on Shaboath. The Rockseers have elements of tragedy and nobility in their history and make-up, and the PCs can (and should) help them as much as they in turn can help the PCs. More is revealed about the Rockseers in Book II and in the MONSTROUS COMPENDIUM entry included in this box.

The Tanar'ri and the Baatezu
As they near the end of the adventure, the PCs may encounter a small group of tanar'ri and another of baatezu. The tanar'ri are few in number but dedicated to an attack on Shaboath; they seek to ally with the PCs. The baatezu are a pit fiend with his entourage, sent as an emissary to the aboleth; they are neutral toward the PCs and attempt to manipulate the chaos caused by the PCs' incursions to their own advantage.

The Campaign Unfolds

Player characters should begin this campaign at 1st or possibly 2nd level. An ideal group would have four to eight characters; the higher number is better. If there are fewer than six PCs, they should have henchmen with them who are capable of advancement to high levels themselves or else make permanent alliances with NPCs able to accompany them. It is easiest for DM and players alike if it is the PCs who have spellcasting and rogue abilities and the henchmen or NPC allies who provide the hired muscle. Demihuman PCs with underground skills (dwarves,

gnomes, and halflings) will be helpful. Given the amount of combat involved, the party must include at least one priest with major access to the Healing sphere of spells or two with minor access (a human or dwarven priest and an elven or half-elven split-class priest is a good mix). At least one mage with serious firepower potential will be a major advantage. The party should include at least one elf, if possible, and a warrior of NG alignment will find something he or she will treasure forever!

It is expected that this campaign will occupy years in game time. This is, in part, for reasons of common sense: player characters cannot plausibly advance from 1st to 10th or higher level in a few weeks of their time. The DM will be given help with this aspect of the campaign shortly. First, however, a brief outline.

The PCs first become acquainted with the kidnappings when they are themselves the targets of a failed kidnapping attempt. Asked to help find an apprentice wizard who has disappeared, the PCs ultimately track down and overcome the kidnapper gangs. Though the kidnappings look like the work of an evil death cult, there are clues that something else lurks behind the kidnappers. Investigating further leads the PCs to the uppermost guardians of the way down to the underdark, the Bloodskull orcs. The PCs must overcome these orcs to progress further. Conquering the orcs brings the PCs into contact with the Svirfneblin and concludes the initial phase of the campaign (end of Book I). The PCs should be 4th to 6th level at this time.

The PCs then descend into the underdark and, after many adventures along the way, ultimately reach the City of the Glass Pool, the kuo-toan stronghold. In the vast sprawl of the underdark the PCs find clues left by a previous group of adventurers (now defunct), as well as encountering illithids and Ixzan, Derro and Rockseers, and a host of monsters. The climax of this phase of the campaign is the decimation of the kuo-toan city; Book II concludes with the discovery of the secret ways down to the Sunless Sea. The PCs should be 9th to 11th level at this time.

The final stage of the campaign is the discovery of Shaboath, followed by a series of strategic strikes against the city culminating in the destruction of the infernal Tower of Domination. However, Shaboath also contains human or demihuman slaves in dire need of rescue, precious magic the PCs can use, valuable treasures the PCs may barter for badly-needed supplies and help in the surface world, and so on; thus, the PCs cannot just blindly destroy everything they come across. Many difficult strategic and tactical decisions will be called for here. Destruction of the Tower concludes the campaign.

This outline is the barest of bare bones. The following notes are provided for the DM to help him or her think about the strategic time scale of this campaign.

Adventures in Haranshire

The fourth chapter of this book contain a gazetteer of Haranshire. Many location descriptions include a brief adventure synopsis, suggesting the theme for a mini-adventure (an evening's play or so) the DM can set there. Many of these mini-adventures are unrelated to the central mystery of the kidnappings. The idea behind this is threefold.

First, it is not plausible that nothing happens in Haranshire except for people getting kidnapped. Use of these side-plots allows the DM to develop the "local color" as well as adding a sense of variety to the proceedings, allowing players the freedom to escape from a linear plot-line.

Second, these mini-adventures can flesh out campaign time, allowing a realistic time scale to evolve. Some of them require offstage action (for example, having a strange magical item identified). Others may require diplomacy and negotiation (getting a small tribe of goblins to move to a new home) or are time-consuming in and of themselves (protecting a sacred stone while it is excavated and moved). Many present the PCs with problems which only intelligent interactions with other characters and creatures—such as the green dragon, Inzeldrin—can solve. These allow the PCs to get used to dealing with problems through negotiation and role-playing, rather than relying on force alone. This is a strategy they'll need down in the underdark.

Third, these side-adventures allow the DM to make sure that PC level advancement keeps pace with what is required for campaign balance. The PCs should be 5th level on the average, or higher, before venturing into the underdark.

The Underdark Sprawl

The scale of this place is enormous, and only a small (but still vast) portion of it plays a direct part in the aboleth's schemes. While the PCs search for the City of the Glass Pool, they will explore many side-alleys leading to monsters (and experience!), to much-needed magical treasures, and to special resources (such as the Rockseers). The PCs need to explore widely throughout this great sprawl; the Svirfneblin in particular encourage them to do so. These little people are the key plot device for the DM here. They frequently suggest that the PCs are truly not strong enough to face the ultimate hazard, the kuo-toan city, and should tackle these side-adventures first. In addition, there are other clues, tantalizing hints, and lures scattered

around the underdark for the player characters to find.

Once more, these side-adventures help the DM maintain a sensible campaign time scale and give the PCs the experience levels they need for campaign balance. Just as above, common sense dictates that there's got to be a lot more down here than just the kuo-toan city, after all. The DM needs to think this balancing act through carefully. While the central campaign plotline is in many ways linear, the "side issues" are anything but, and he or she should encourage the PCs to follow their instincts and poke around a bit. Eventually the PCs should meet the Derro and the Rockseers, and at some stage they should encounter the illithids. Sure, they can just go right down to the kuo-toan city, ignoring anything to either side of their chosen goal. They'll probably be annihilated if they do, and even if they somehow succeed they'll certainly perish in Shaboath. *Night Below* may have a central plotline but it is not a "lead them by the nose" campaign. The PCs will do best if they eschew a frenetic, up-and-at-'em approach and instead cultivate a more discursive, exploratory, all-embracing curiosity.

Unfortunately, many players are used to "lead them by the nose" linear adventures and may be very eager to get to grips with what they see as the central menace, ignoring everything else. If so, let them: the chief goal of the game, after all, is to have fun. A certain number of entanglements are unavoidable, and a tactful DM can always manage to complicate the PCs' lives in interesting ways.

Calling Out The Cavalry?

Once they've realized the scope of the plot they've stumbled upon, the PCs may, at some stage, decide that they need help. They may even want to hand over the problem to offstage NPCs. However, Haranshire is a small rural community. It's a backwater, the land owned by minor nobles of no importance. There are no major cities and only a few villages. There are few NPCs of any real standing here, and none of real power. Thus, the PCs must go farther afield to find NPCs capable of dealing with a threat of this proportion.

Raising the alarm is a thoroughly reasonable response on the part of the PCs; indeed, lawful characters belonging to large organizations—say a PC priest or paladin—should be praised for wanting to keep their superiors well informed of developments (a 100 XP story bonus award would be appropriate here). However, it's not fun for the players or DM if the adventure abruptly ends because megalevel NPCs simply walk in and zap the bad guys. The key is to strike the right balance.

Major high-level NPCs shouldn't give the PCs the brush-off, but they shouldn't take over the campaign either. Remember that figures like Khelben Blackstaff, Mordenkainen, and Stefan Karameikos are difficult to reach; a PC cannot simply walk into Elminster's tower or Étienne d'Ambreville's study and demand an interview. Once they've made contact, the PCs must convince their listener of the gravity of the situation (an excellent opportunity to role-play). At the DM's option, this can be made more difficult by having the illithids and aboleth get wind of how things stand and arrange for all the evidence to quietly disappear, leaving the characters looking like paranoid alarmists.

Assuming that the PCs succeed, the NPCs' response can vary depending on the exigencies of the campaign. Since most high-level characters tend to have their hands full with their own affairs, they may simply ask to be kept informed of developments, possibly assigning an assistant to accompany the PCs (this assistant should be of compatible level with the PCs and should belong to whichever character class the party is weakest in at the moment). Alternatively, the NPC may investigate and learn that the evil plot is even more wide-ranging than the PCs suspected; he or she will then work personally to stem some *other* incursion of the same menace, leaving the PCs to carry on with their good work at their end. Particularly pesky PCs might receive a response along the lines of "Sure I'll help you with the underdark, but I want you to come and help me first. Just a little adventure in Baator, only a few thousand fiends of various kinds. That okay by you?"

This is not to say, of course, that the PCs are entirely on their own. Especially at low level, they must have access to trainers and tutors, and they also need to be able to draw on such resources as priests (for *cure disease*, *remove curse*, and other required healing), diviners and sages (for help identifying singular and rare items), and so on. Their need for such help will grow less as they gain levels, but they will be sore put to it without such support early on. The traveling priest Lafayer (see the Gazetteer), the rangers Garyld, Kuiper, and Shiraz, the wizard Tauster, and Oleanne the feral druid are all important resources the PCs should cultivate.

Magical Trade and Barter

PCs should never be allowed to buy magical items (who's going to sell them? You think that wizard spent months enchanting a *wand of frost* just so he could *sell* it?). There are times, however, when a little trading between PCs and NPCs may be appropriate. If a PC has

discovered an item that he or she cannot use, the character may want to pass it along to an NPC who would cherish the item (thus winning that NPC's goodwill). Trading is another matter: the DM must suit the terms of any trade according to the norm for his or her own campaign, always bearing in mind that NPCs will never give up prized possessions and certainly won't trade permanent magical items (swords, armor, or charged items such as wands) for one-shot stuff (potions, scrolls, etc.), though they'd happily do the converse should a PC be gullible enough to agree to such a deal. More common will be deals whereby PCs give an NPC a surplus magical item in exchange for some benefit—for example, gaining a priest's promise to heal party members at a reduced rate or even *gratis*, depending on the potency of the item. PCs who survive all the encounters this campaign has to throw at them could end up with a veritable hoard of magical treasure; players who find creative ways to distribute these to their advantage should reap the full benefits of their role-playing ingenuity. The rule of thumb should be to always remember that NPCs treasure magical items just as highly as the PCs and are no more likely to lightly part with them.

Final Notes

Training and Level Advancement
Interaction with others is a key theme in this adventure, and that includes NPCs of the PC's own character class. For this reason, the DM is strongly encouraged to enforce the optional training rules for level advancement described in both the *Player's Handbook* and the *Dungeon Master Guide*. That is, PCs must find a character of their own class who can provide the training necessary for them to gain experience levels. A mage simply has to find a source of new spells; even if the character has acquired many scrolls, it's almost certain that he or she will want new spells to add to his or her spellbook which are not among those the PC has found in magical treasures. Young priests, especially of lawful faiths, really must go to temples and offer prayers, thanks, rituals, and so on. Thieves need to find "friends" who can hone their skills and help out with the more arcane skills such as reading languages. In addition to forging strong bonds between individual PCs and others in their chosen professions, this has the added benefit of helping to establish a credible campaign timeline. Eventually, of course, the time will come when the pupils begin to surpass their teachers and the PCs can advance by self-tutoring. This reduces their need to keep returning to the surface world, which is helpful; otherwise, their foes can replace losses and repair damage by the time PCs return for another strike against them.

Creating Magical Items
Once the PCs have gotten used to the idea that Shaboath won't be conquered in a day, they may decide to manufacture some minor magical items (potions and scrolls) to help them in the final stages of the campaign. The *DMG* gives basic rules for this, and the *Book of Artifacts* expands upon these. The DM should certainly permit a priest to brew a few *potions of healing* or a mage to inscribe a couple of *magic missile* or *lightning bolt* spells for a rainy day, provided the character in question has reached a sufficient level of experience. More potent items require the use of spells such as *wish* and *permanency* and thus will be far beyond their talents at this stage. Rare and exotic ingredients may require side adventures to obtain, but do not allow the main campaign to retreat too far into the background; keeping up the pressure should help create a needed sense of urgency.

Psionics
In the interests of simplicity, this campaign does not take into account the optional psionics rules. DMs who enjoy incorporating psionics into their campaign should use the information on the psionic abilities of illithids and aboleth in PHBR5, *The Complete Psionics Handbook* (also included in the *Monstrous Manual* entries on these creatures), remembering that these are the usual abilities of the race and that individuals may differ slightly. To maintain campaign balance, psionic abilities should be as common among NPCs (including the Svirfneblin, Derro, tanar'ri, and baatezu) as among the player characters.

Note that in a non-psionic campaign the *domination* ability of aboleth should be treated as an innate magical talent; in psionic campaigns, substitute the psionic talent of *mass domination*.

Proficiencies and Ability Checks
Occasionally, the text will suggest appropriate places for characters using the optional Nonweapon Proficiency rules to bring these abilities into play; campaigns which make heavy use of proficiencies will, of course, find many other occasions to use these skills. At other times, a simple ability check may be called for to discover some information or avoid some disaster. When a group ability check is called for, do not roll separately for each PC but only once for the whole party.

Hovering on Death's Door
This optional rule states that death occurs at –10 hp, not at 0 hp. A character reduced to zero hit points is not immediately killed but falls unconscious, losing 1 hp per round until his or her wounds are bound. Given the number of tough challenges the PCs face at all stages of this adventure, use of the "death's door" rule is strongly encouraged; time and again it may make the difference between survival (albeit in bad need of healing) and death. Remember that the same rule applies to NPCs and monsters, making it easier for the PCs to take prisoners and question them afterwards.

Earned XP
This campaign assumes that characters gain XP for monetary treasure, at the rate of 1 XP for each gp value of the treasure. DMs not wishing to employ this optional rule should increase story XP awards to compensate, ensuring that the PCs advance at a sufficient rate to meet the challenges of the adventure. Playtesting shows that to maintain campaign balance PCs should earn some 60% of XP from sources other than slaying monsters.

XP values are provided for NPCs and variant monsters. The XP value of NPCs has been adjusted to take into account their special skills and talents, and also magical items in their possession that make them more dangerous than would otherwise be the case. Story goal XP are noted in appropriate chapters.

AC, THAC0, and Ability Scores
All AC and THAC0 values are given first at the base value, followed parenthetically by the adjusted score—thus, in the case of THAC0, the parenthetical value takes into account bonuses or penalties for Strength, Dexterity, specialization, or magical weapons. Major NPCs are fully described with all their ability scores; minor cast members have only exceptional ability scores listed (those for which penalties or bonuses apply).

Final Words
Night Below is a monster of a campaign. It makes a lot of demands on players and DM alike, but we hope it's worth it. What differentiates this campaign from previous well-loved epics such as GDQ1-7, *Queen of the Spiders* is not lack of hack and slash. Any dungeon worth the time of day has plenty of opportunities for mayhem, and *Night Below* provides it in spades. Unlike *Ruins of Undermountain*, this campaign does not emphasize puzzles, tricks, and traps—the logic of the campaign setting does not provide intelligent rationales for such gizmos. Rather, what is unusual here is the importance of negotiation and diplomacy. PCs with an instinct for exploiting dissensions among their foes and an eye to opportune alliances, and players who can role-play intelligently and think fast under pressure when the fur (fins, tentacles, slime) flies, will succeed where others fail. Players whose characters end this campaign at high experience levels (probably 14th and up) will have truly earned such achievements, and there's no better satisfaction to be had from AD&D gaming.

Book Contents

The remainder of this book comprises the following sections:

- "Capture Them Alive!" introduces the PCs to the campaign by making them the targets of an attempted kidnapping.
- "Milborne and Beyond" gives details of the town of Milborne and the village of Thurmaster, along with descriptions of two important NPCs: the ranger Garyld and the wizard Tauster. This section also first sets the PCs on the trail of the missing apprentice Jelenneth, the kidnappers' latest victim.
- "Lured Into Darkness" introduces the PCs to the ranger Kuiper and Oleanne the feral druid, both important NPC allies. While seeking for clues to the fate of the missing apprentice, the PCs are drawn into a werebear hunt and invited to investigate the mystery of the New Mire.
- The "Gazetteer of Haranshire" describes encounter locations for the whole shire. The adventure hooks given here are designed to allow the DM maximum flexibility in adapting this setting to his or her own campaign. This section is centrally located for easy reference.
- "Ruins in the Thornwood" details Broken Spire Keep and the group of bandits therein.
- "Evil Below the Mines" gives the layout of the old Garlstone Mine and details the bandit group laired there.
- "The Orcs Below The World" describes the caves of the Bloodskull orcs and leads the PCs to the threshold of the underdark with conclusive proof that the kidnappings are directed from somewhere below.

Capture Them Alive!



Beginning the Campaign

The PCs are approached, wherever the campaign begins, by a middle-aged, dark-haired, slightly portly wizard who introduces himself as Gordrenn. "Purveyor of magical paraphernalia, material necessities, and related items to many wizards of note," he says rather pompously. Gordrenn has a problem. He has to deliver a chest of material components to the wizard Tauster, who lives in the village of Thurmaster in Haranshire. His usual couriers have just left his service for better pay elsewhere, and Gordrenn is desperate to have the goods delivered. He's desperate enough to employ a bunch of mere 1st-level characters to do the job. "Nothing terribly expensive or important, but Tauster gets very huffy if I'm even a day late," Gordrenn admits.

He offers the PCs 150 gp (as a group, not apiece) to take the chest (which is 12" x 18" x 18" and weighs some 20 lbs., including contents). If the PCs want to haggle, a successful Charisma check bargains Gordrenn up to 180 gp plus 5 gp per PC for expenses along the way. "And don't even *think* about stealing it," Gordrenn warns them. "It's got a *wizard's mark* inside it, and I'll know wherever it is. Steal it and I'll send all kinds of bad things after you." Gordrenn will want a formal contract drawn up that lays out the terms, with all the PCs' signatures on it, witnessed at the nearest temple of a suitable lawful neutral deity. Once the PCs have set their marks to this, he hands a letter of credit to whichever of them has impressed him as the most responsible; this will only become negotiable when countersigned by Tauster in Thurmaster.

The chest has a *wizard lock* cast at 3rd level, so the PCs should not be able to open it. If they do, they will probably regret it, as the inside lid has *explosive runes* inscribed upon it which inflict 6d4+6 points of damage to any reader. The chest itself contains 1,000 gp worth of odds and ends—a tiny bell and a spool of silver wire, a cone of horn, an engraved golden tube, several amber rods, sealed vials filled with mercury, bat guano, powdered iron, saltpetre, phosphorus, and a quantity of sulfur, bits of rock crystal, and similar items. A successful Spellcraft proficiency check enables a PC to tell that these are material components for evocation spells of 1st through 4th level.

The PCs should approach Haranshire from the west, following the road which skirts the Lyrchwood, so that the route to Thurmaster passes through Milborne. They should travel on foot—they should not be able to afford horses at 1st level, and the river boats and barges heading upstream along the Churnett River should demand a passenger fee beyond their present means. The trip should last for several (mostly uneventful) days. If the DM wishes to have a random encounter or two along the way, he or she can draw one from the tables on the inside back cover of this booklet.

When the PCs are some hours away from Milborne, where the road runs close to the Lyrchwood, they have an encounter. The PCs see some farm laborers on the road ahead, heading toward them at a steady, weary pace. As they draw closer and seem ready to pass with a wary nod, two arrows, followed quickly by another two, fly out from the woods and fall among the PCs (DM's note: these are aimed at player-character warriors and thieves). The "farmers" brandish clubs and staves, point to the woods, and yell "Bandits!" They hurry forward as if to close ranks with the PCs for their mutual defense. However, as soon as they are within melee range, they attack the PCs. Two other warriors come rushing from the woods armed with swords, having shouldered their longbows. The heftiest of the "farmers," the fighter Carlanis, points at the PC who most looks like a spellcaster and yells to his men to "get that one!"

Archers (2), 1st-level Fighters: AC 7 (padded leather); MV 12; hp 7 each; THAC0 20 (19 with Strength bonus); #AT 1 (long sword) or 2 (long bow); Dmg 1d8+1 (long sword, Strength bonus) or 1d6+1 (arrow, Strength bonus); SZ M; ML elite (14); AL NE; XP 35 each. Str 17 each.

"Farmers" (3), 1st-level Fighters: AC 7 (padded leather); MV 12; hp 9, 8, 5; THAC0 20; #AT 1; Dmg 1d6 (heavy club, stave, pitchfork); SZ M; ML elite (13); AL NE; XP 15 each.

Carlanis, 2nd-level Fighter: AC 5 (padded leather, Dexterity bonus); MV 12; hp 12; THAC0 19 (18 with Strength bonus); #AT 1; Dmg 1d6+1 (heavy club, Strength bonus); SZ M (6'2"); ML elite (14); AL LE; XP 65. Str 17, Dex 17.

Capture Them Alive!



The sword-wielders will not attack priests or wizards unless matters get desperate. These bandits are vicious and need make no morale check unless half of them have been killed or overcome (by a *sleep* spell, etc.). If they pass one morale check, they fight to the death. Each attacker has 1d4 gp and 2d6 sp on his person.

If the PCs manage to capture a prisoner here, they learn little of value unless they have Carlanis himself. The other men were hired by Carlanis to ambush a group of people that he said were bringing dangerous, necromantic magic into Haranshire (they put this more simply, of course, in terms of "bad magic" and "dead stuff"). As they see it, they were just defending the neighborhood against evil foreigners. Carlanis, however, has been paid by the priest Ranchefus (this villain appears in both "Lured into Darkness" and "Evil in the Thornwood") to ambush the PCs and capture any priest or wizard among their number. He does not reveal this information, however, even under magical coercion, but claims that he was after the contents of the chest they carry.

This can be a tough encounter for a small party composed entirely of 1st-level characters. If the PCs fare extremely badly due to poor dice rolls, the adventure could end abruptly and prematurely right here. To avoid this disaster, allow the PCs to be battered into unconsciousness (should the dice fall that way). They awaken a day later, lying among the trees a short distance from the road. Their wounds have been treated with herbs and spiderweb and bound with leaves and vines; the worst of the injuries appear to have been magically healed. Their gear lies not far off, along with the mangled bodies of several of their would-be kidnappers. The first PC to awaken may (Intelligence check) catch a glimpse of a wolf or a woman (equal chance of either) slinking away through the trees. Although they may not guess it for some time, this is Oleanne the druid, who rescued the party but prefers not to make her presence known.

After this first skirmish, the PCs should make their way peacefully to Milborne.

Milborne and Beyond



This chapter details Milborne and Thurmaster, including resident NPCs of note. Fully-keyed maps for these locations are on **DM Reference Card 2**, while player's versions of these maps are provided as **Player Handouts 1 & 2**; give these to the players as soon as their characters spend a few minutes wandering around the town to get their bearings. **Map 1**, an area map of Haranshire, appears on **Mapsheet 1**; fold the mapsheet and show this map to the players at an early stage of the campaign. **Player Handout 3** is a collection of information about the area in general, which players should get after their PCs have spent some days in the area and picked up general gossip and local history from inhabitants (make them pay a few gold in ale prices for this). This handout also contains some information the DM may find useful as general color; some DMs may even prefer to keep it and feed PCs little snippets during role-played interactions with the locals.

When the PCs arrive here, they may be interested in reports of bandits in the area, given their own experience. They will also want to head on to Thurmaster to find Tauster the wizard, deliver their cargo, and collect their pay. They may even have a prisoner with them, if they were lucky enough to capture one of their attackers. Since it is some 40 miles on to Thurmaster, they will need to stay in Milborne overnight in any event. Events of their initial stay in this town are dealt with after the location key.

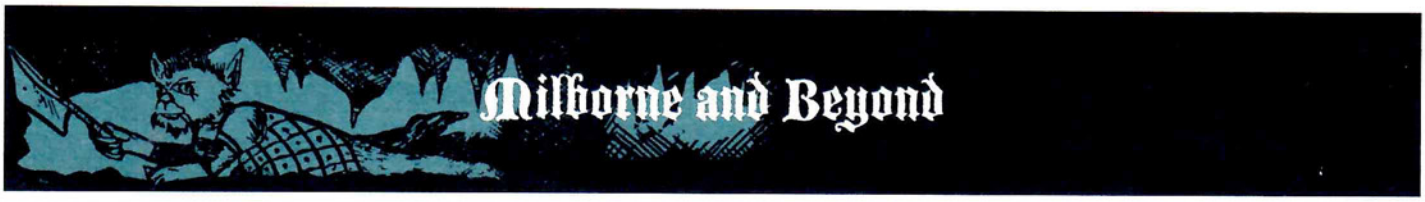
Milborne

This is a town of some 160 people, most of whom live in the farmsteads that surround the town on both sides of the river. Buildings are almost all of wood; only the Old Granary, the Mill House, and the Mansion House are of limestone (from the Blanryde Hills). Virtually everyone here earns a living either from farming or from mining in the southern Blanrydes for lead and copper. Near the town itself, most work is agrarian; the miners live in work camps just outside the mines, though they bring their ores into town to sell at the Exchange. Trade is fairly circumscribed. A handful of outside merchants visit periodically to negotiate prices for the ores, but the Carman family handles almost all ore sales, and newcomers to the trading business are given short shrift. Trading has been conducted between the same leading families for generations, and old habits die hard. Wood from the area's woodlands is good enough for local use but not worth the expense of conveying any distance to sell. There is some seasonal trade in fruit, especially from the Redwood, and in good years a little surplus produce or wool from local farming and herding.

Milborne is unlikely to grow any larger, simply because there is not much in the way of decent farmland which isn't already being used (the moorlands have poor soil, suitable only for grazing). Prices for goods are normal (as per the *Player's Handbook*). Uncommon or rare goods won't be found here, unless encountered at Rastifer's shop. Standard AD&D coinages are used here.

The people of Milborne are fairly friendly but insular, quite happy that their town is a backwater. They hear tales of monsters and adventures and heroics from travelers now and again, and they think that kind of thing is all very well for people with more enthusiasm than sense. They are mostly decent, honest people, getting by day to day without much in the way of undue disturbance. When the PCs begin to have some exploits in the area, they'll rapidly become celebrities in the town, with children pointing at them in the streets, a sudden hush falling in the taverns as they enter, etc. Milborners are mostly of good alignments; very few evil folk live here.

The lands in Haranshire are owned by two families of note. The Carman family owns the mines north of Milborne and most of the farmsteads around Milborne, together with some properties in the town itself. They are charged, among other things, with maintaining a town militia for defense of Milborne. The Parlfray family owns many of the farmsteads around Thurmaster and property within the village and also has an ancestral keep in the easternmost hills. They have a responsibility, likewise, for the defense of Thurmaster. Both families set taxes and tithes to maintain defenses, and for other expenses—both predictable (enriching themselves) and less obvious (the Carman family spends money to maintain the dam at the Eelhold, for example). Neither family is particularly unpopular among those who have to pay taxes to them, since their levies are not excessive. No standing militias are kept in either Milborne or Thurmaster. These are peaceable communities, and militias are raised as and when necessary.



Milborne Location Key

1. The Ford
The river Churnett is fairly shallow here, though broad, and can be forded easily except during floods. This is the best place for many miles to take horses, cattle, or wagons across the river.

2. The Mill House
This partially thatched stone building with its impressively large water wheel is owned by Haldelar the miller and his wife Parella. Both are middle-aged: Haldelar is a strong fellow, ruddy-cheeked and barrel-chested, with floury side-whiskers showing the same gray that flecks his thinning hair, while Parella is dark-haired, slender, and still quite attractive. The Mill is used by almost all the farmers around Milborne for grinding grain, while Parella as the town baker supplies much of the bread used to feed the miners (and also travellers by road or by barge). The stone ovens here are something of a rarity, as most local cooking is done by boiling or broiling on a spit. She also turns out pies and other treats for the local inn. Milborne has no elected mayor, but Haldelar acts as town elder and de facto mayor, serving as spokesman for the ordinary villagers when the need arises (for example, if some plea must be put to the Carman family). Haldelar has an Intelligence of 16 and Parella has a Wisdom of 16; both are lawful good. Their daughter, Jelenneth, is Tauster's apprentice and a promising young wizard; they are deeply proud of her.

3. Warehouses
These ramshackle buildings are communal property. Any villager can store goods here, since a small tithe is collected for upkeep and guarding of the place. The watchman, Rendennis, lives close by; he and his son Dagmire patrol at most hours with two of Nafton's best guard dogs (see location 13). Both men are 1st-level fighters with padded leather armor and shield; they carry heavy clubs and short swords. Dagmire has a Strength score of 18/62, and while he is clumsy (Dexterity of 7) as well as dim-witted (Intelligence of 6), his 6′ 6″ frame is an effective deterrent to petty theft. There is little of any value here at most times, except around harvest month and when ores are stored awaiting collection by river barges.

4. The Folly
Half a bridge has stood here for some 50 years. It is made of superb hardwood, and everyone still talks about the idiot who paid for it to be built and only realized half-way through that it was totally unnecessary, given the shallowness of the river. The merchant responsible has long left Milborne and few remember his name, but the half-bridge still stands as a monument to his short-sightedness. This is a popular local fishing spot.

5. The Boathouse
Wooden wharves flank the large boathouse where river barges come to be tethered. The keeper of this place, Capella, dabbles in several crafts. She is a moderately able carpenter and a good repairer of leaking boats (she always smells faintly of tar and pitch), and she knows the value of most goods which come into the town. A woman in her mid-thirties, Capella is an eccentric, extremely self-reliant and tough. She is a 2nd-level, neutrally aligned fighter whose Strength and Constitution are both 17. She normally wears a stout leather jerkin (leather armor) but has a suit of *chain mail +1* stashed away in her work studio. The studio is also littered with leftover bits of wood, miles of rope, and vats of tar and pitch. Capella also acts at need as the local executioner. She is friendly with Garyld the ranger (location 10), and tongues wag about the two of them from time to time.

6. The Exchange
To the west of this fine building lies an open-air market, used by ore buyers, livestock traders, and farmers at harvest-time. The building itself has several functions. It serves as a town hall if there is a need for any public meeting that can't be accommodated in the small temple of Milborne (location 11), and it has a small and quiet hostelry which is for the exclusive use of members of the Exchange (wealthy and well-to-do people; membership is limited and jealously prized). It is also a meeting-place and gossip emporium for the same kinds of people. No riff-raff (like PCs, until they have performed some local heroics) get into here.

7. The Baron of Mutton
This tavern is the one frequented by most town people, and it has accommodation for up to 30 guests at any one time. Guests here have a choice of living well or roughing it. Roughing it means sleeping in a 12-bed common room, possibly shared with the barge workers who come with their merchant masters to Milborne and are not averse to the odd spot of pilfering or to a knuckle-fight after far too many pints of ale. The beds are hard bunks covered only with an old blanket. For those wishing to wash, there's the

horse trough outside the tavern. A bunk costs 3 sp per night, a sum that includes a skimpy breakfast of day-old bread and small beer. This is strictly for skinflints. Staying in one of the five two-person rooms costs 5 sp per person per night: a guest gets a slightly better breakfast and a more comfortable bed with actual sheets. All in all, it's best to cough up 9 sp per night to have one's own room, given that the bedding is clean, the windows and door locks are secure, and the breakfast repast of sweet cured bacon in one of Parella's fresh small loaves is an excellent start to any adventurer's day. For a little extra (1–2 sp, depending on how politely they ask) characters can even get a decent bathful of hot water.

The tavern is owned by Dirkaster, a venerable legend in his own time. Half-blind and almost completely deaf, Dirkaster celebrates his ninetieth birthday in the current year. This is an age almost unheard of in the area, and the crotchety old man plays on this for all it's worth. He can still engulf a truly terrifying amount of food and ale at lunchtimes, retiring to his bed to sleep off the effects during the afternoon, only to rise in the early evening with a fresh appetite for the fray. His wife is long dead, likewise his only son, but his twin grandsons Andren and Barthelew run the place well under the old man's tyrannical gaze. Andren and Jelenneth (Haldelar and Parella's daughter) are courting, and when she disappears he will be utterly distraught. He tries to organize a search party himself, and once the PCs arrive he approaches them to appeal for their help.

The Baron of Mutton will probably become the PCs' home during their exploration of Haranshire. In addition, it is the major location for learning gossip and rumor in Milborne. Old Grizzler, an excellent source of information on the area, drops by for a drink on occasion (see locations 14 & 16). PCs can also buy food, waterskins, and similar items here.

8. Carman's Smithy

This large smithy, owned by the Carman family, is used to smelt the ores taken from the mines prior to their despatch downriver. Some ore is sold raw, but most gets purified, so the bellows and furnaces of the smithy are on the go most of the time, sometimes even at night. A heady smell of burning wood, lead-tinged steam vapor, and sweat hangs like a miasma around the place. The two skilled smiths here are Walright, Parella's cousin, and Semeren. Semeren is an orphan raised by Haldelar and Parella, who think of him as a son; there's a standard joke that this huge man has ogre blood in his veins (this is not a joke made in his range of hearing). Semeren has incredible Strength (a score of 18/96), and his vast chest is covered in singed black hair, giving him quite an intimidating appearance. Semeren is often the butt of the local children's jokes; they call him "Goblin-strangler." This refers to an incident a few months ago when Semeren came upon a furtive goblin on the road to Harlaton and, lacking a weapon, killed it by the simple expedient of wringing its neck. Semeren is a gentle bear of a man, except when provoked, and much more intelligent than he looks. He usually works off his frustration by punching a hole through the wall of the smithy.

An armory of sorts is kept under lock and key here. PCs can purchase normal metal weapons (swords, daggers, etc.) from Walright at normal prices, once it is known to Milborners that they are trustworthy.

9. The Old Granary

This stone roundhouse, another Carman property, is used for long-term grain storage during the winter. Hay and other animal feed may be stored here as well if Old Grizzler says there's going to be a hard winter ahead. The building has extensive cellars with sunken stone pits for cold storage, where perishable foods such as cheeses are kept. The building is always kept locked (Haldelar carries the keys). The door is very solid and durable, the lock likewise one of the finest (–10% to Pick Locks chances). Any villager can store food here, since upkeep cost is part of their taxes.

10. Garyld the Carpenter

Most of this building is a large work studio, not unlike Capella's (location 5). The carpenter here is a jack-of-all-trades. An adequate bowyer and fletcher (PCs can buy arrows, long bows, and short bows here, but not crossbows, which he disdains), he also makes furniture (providing one doesn't want anything fancy) and does the odd spot of house renovation and repair from time to time.

Garyld, 4th-level Ranger: AC 5 (*leather armor +2*, shield); MV 6 (lame); hp 30; THAC0 19 (18 with Strength bonus); #AT 1 or 2; Dmg 1d8+1 (*long sword +1* or *long bow +1* and sheaf arrows); SA attack with two weapons without penalty; SD ranger skills (see below); AL LG. Str 14, Dex 14, Con 16, Int 14, Wis 15, Cha 15. Ranger abilities: Tracking (16), Hide in Shadows (25%), Move Silently (33%)*

*Because of his lameness, Garyld only has this ability in circumstances where his bad leg does not hinder his movement—for example, when paddling a boat.

Garyld no longer adventures, since he is badly lame and in damp weather suffers from arthritis in the joints of his legs and hands. At 51, he is hardly in the first flush of youth. He is still handsome, though, with a mop of thick black hair and lean 6' frame. He has two huge retriever-like hunting hounds (treat as war dogs with 16 hp each) who accompany him most places. Garyld is well-liked. As town Constable, he has the power to recruit a posse or call up the militia at need and serves as the tactical organizer in times of crisis.

Garyld is an important contact for PCs. He can give them details of the lands generally; see both **Player Handout 3** and the central "Gazetteer of Haranshire" section. He knows everything on the player's handout, and the DM can determine what additional information from the Gazetteer he or she wishes to have Garyld feed to PCs. Garyld is in close touch with the two other rangers in Haranshire, Kuiper and Shiraz, and keeps both of them well-informed of any news he hears that might affect their charges. Garyld is a kind man, and he will be delighted to take any young ranger PC under his wing as a protege. If convinced that some real danger to Milborne has been identified, he may be prepared to accompany the PCs for specific missions—while lame, he is still an accomplished boatman and can quickly travel up or down the river at need.

11. Temple
The young priest Semheis has his home here. The old priest of the town died some months ago, and Semheis's placement here by the senior priests of his faith wasn't a shrewd move. Idealistic, zealous, and a born adventurer, Semheis is too pushy to suit the conservative folk of Milborne. He is something of a proselytizer as well, which does not go down well with the locals. For this reason, his church is none too well attended. However, the beautiful gardens around the small temple are a popular meeting spot for Milborners who just want to pass the time of day. On spring evenings, it is the traditional trysting place for young lovers; no one minds that it abuts on to the town cemetery. In Toril, Semheis should be a priest of Torm or Tyr; on Oerth, of St Cuthbert; on Mystara, of Halav or Vanya.

Semheis may not be overly delighted to see the PCs, feeling threatened by the presence of a "rival" cleric. While not an important NPC in himself, being a mere 1st-level priest, his abduction later in the adventure (see "Evil Below The Mines") is an important campaign event. The temple has no relic for making holy water, so Semheis will not be able to sell any to the PCs.

The itinerant priest Lafayer visits Semheis from time to time to see how the young man is doing. This NPC is dealt with in the Gazetteer; as a mid-level NPC, he may be a valuable contact for the PCs as the early stages of the campaign unfold.

12. Rastifer's Store
This is a treasure-trove of curios, though also well stocked with basic equipment such as waterskins, packs, rope, lanterns, oil, basic clothing (belts, boots, cloaks, etc.), and the like. The store is protected by sturdy walls, barred windows, and a pair of fine heavy locks (–5% to Pick Locks chances) on both the front and back doors. A pair of guard hounds (Nafton's finest; see location 13) generally lurk around the store, and at night they roam freely in the area around the store and Rastifer's own small, decrepit house. Locals know well enough not to approach them too closely; their bark is bad, but their bite isn't feeble either. Rastifer himself is in his mid-50's, a scarecrow-like figure with a wild mane of gray hair and slightly protuberant eyes. He is non-judgmental and friendly toward all potential customers, but due to his complete lack of dental hygiene his breath smells as if a small rodent crawled into his mouth while he was snoring one night and died there, so despite his good will negotiating with him is not entirely a pleasant experience.

Rastifer does not sell weapons, but he sells everything needed for river travel and mining, and the DM should allow a reasonable chance of almost anything nonmagical being in the store with some slight twist. "Dry rations, sir? Certainly! We have sealed packets of dried goose eggs and tubes of pickled eels—most nutritious!" Be inventive. Prices should approximate *Player's Handbook* values—sometimes a little more, sometimes a little less. The store is also a bizarre place to step into. Hanging from the ceiling one might find clusters of partridge tail feathers, smoked eels, a bagful of the local green-streaked herb cheese, a sinister-looking collection of heavy meathooks, lengths of leather strapping designed for no obvious purpose, and a heavy wooden sled hanging precariously over the PCs' heads. From time to time, a wagon will bring more oddities to Rastifer, allowing the DM to vary the offerings here.

13. Nafton's Stables & Kennel
There are few horses in Milborne, since their usefulness as mounts is limited in hilly and wooded terrain; most travel here is done by boat and barge rather than on horseback. However, Nafton usually has a handful of average quality light horses for sale (some



of the local farmers own plowhorses, but these are not for sale). More noteworthy are the man's fine guard hounds, hammerheaded mastiffs which Nafton is an expert in training and breeding. Treat these animals as war dogs with a minimum of 8 hp each. Many townsfolk have one as a protection for property, just in case, and not a farm in the area is without one. Nafton is 37 years old, an aloof man who prefers the company of his beloved dogs to that of humans. There are usually a dozen or so dogs and pups around the place at any one time. Nafton supplies normal equipment for horses (reins, saddles, nosebags, horseblankets, and the like, but not barding). If PCs acquire horses during the campaign, they can stable them here for 5 sp per day.

14. The Silver Crown
This tavern is the closest thing Milborne has to a hangout for riff-raff. Prices for accommodation are 80% of those in the Baron of Mutton (round fractions down). This is a spit-and-sawdust tavern, mostly frequented by miners having a break from their work in the northern mines and intending to spend their free time drinking themselves senseless. Fist fights break out regularly, continuing until stopped by the burly landlord Thimpsen and his son Gergel. If the DM wishes to add shifty NPCs to the roster for Milborne (such as a retired thief), this is the place to have the PCs encounter them. Old Grizzler (see location 16) is usually to be found here, holding forth about all and sundry.

15. The Carman Mansion
Known by all locals simply as the "Mansion House," this stone building surrounded by a high wooden wall is home to Darius Carman and his family (his second wife and four children: two girls by his first marriage, two boys by his second). Four townsfolk are employed as servants (two maids, a cook, and a general handyman). Darius is a stern, unforgiving man utterly absorbed in looking after his properties and mines. His young children and wife are mostly neglected and unhappy. He is aloof, and kidnappings won't concern him at all if they don't affect his family or property. He is dogged and stubborn, and hard to negotiate with. The PCs can get into his good books by dealing with the problem of the Badlands (see "Lured Into Darkness").

16. Old Grizzler's House
This small and ramshackle house—more a hut, really—nestles beside the Churnett river, where its occupant can be found fishing when he isn't in the Silver Crown. Universally known as Old Grizzler, to the point where he never uses his own name at all (and often speaks about himself in the third person), the white-haired dwarf is of uncertain age. He's obviously old, and walks with a gnarled stick, but he can still walk home after downing an awful lot of ale. A couple of village children who got too inquisitive about the inside of his abode were despatched home with a good thrashing.

Old Grizzler is no fool, and he doesn't tolerate fools gladly. He doesn't tolerate them at all, in fact. He has strong opinions on everything, which generally come down to a belief that the world is getting worse by the day, a suspicion that young people don't have the respect for the old that they should have, and an unshakable conviction that wrong-doing should be heavily punished. "String 'em up" is his favorite expression. Despite this crustiness, the old dwarf has a soft spot for young dwarves and after a few ales begins to mellow a little. He is adept at getting others to pay for his ale, and there are the usual rumors of hoarded wealth below his floorboards ("O' *course* he's got a pile o' gold stashed away somewhere—he's a *dwarf*, ain't he?").

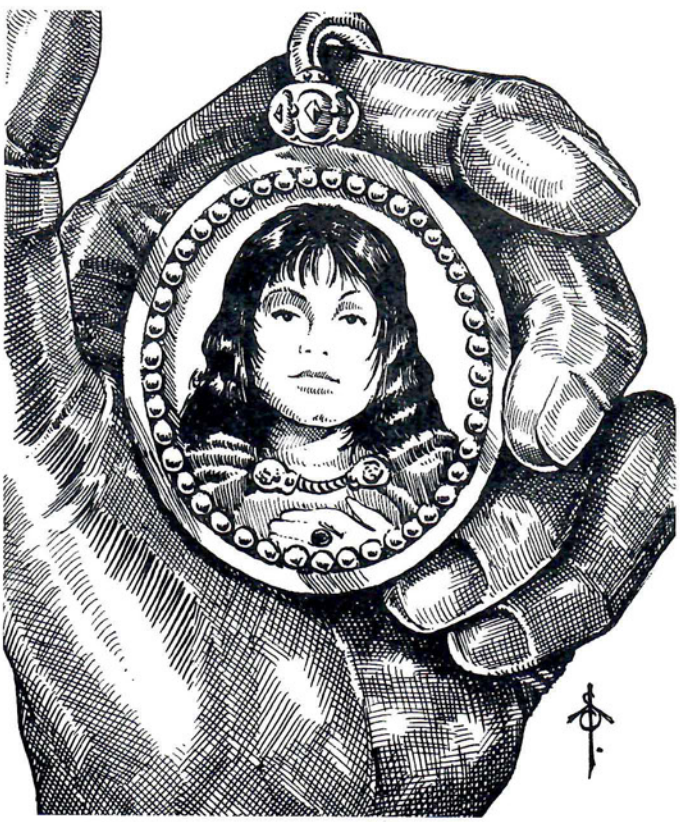
Apart from adding some color to the scene, Old Grizzler is an important NPC because he knows the area's mines very well. In particular, he worked in the abandoned Garlstone Mine for many years and can sell PCs a map of the mines (**Player Handout 4**) that may be very useful to them when the time comes. This transaction is detailed in the chapter "Evil Below the Mines."

Arrival in Milborne

When the PCs first get here, they may have a prisoner. If they do, and if they ask a local where to take lawbreakers, they are directed to Garyld, the constable. The ranger takes charge of the prisoner and asks the PCs for an account of what happened before handing the man over to Darius Carman, who acts as local magistrate. Carman sentences the man to several years of penal servitude in the mines, unless a PC was killed in the ambush (in which case the prisoner is sentenced to be hanged the next day). Garyld identifies the captive as a local vagrant, except in the case of Carlanis, who is unknown to the locals (and won't give any details about himself).

Now that they've arrived, the PCs will certainly want somewhere to stay before proceeding to Thurmaster; Garyld (or any bypasser, if they arrive without a captive) recommends the Baron of Mutton. When they get there, they find the place in disarray.

The cause, they soon learn from the apologetic Barthelew, is that a guest is missing. Jelenneth retired to her room early the previous night and hasn't been seen since. Her father, Haldelar, has been summoned and is trying to calm down an excited Andren. Haldelar thinks she may have been summoned by Tauster and had to leave in a hurry. Andren, however, points out that it is most unlike Jelenneth to have left without telling him goodbye or even leaving a note or message. There is no apparent sign of struggle in her room (DM's note: her abductors used a *hold person* spell), but the door was left unlocked, and Andren found her bag of spell components pushed under the bed. After Haldelar departs, Andren, still unconvinced, asks the PCs if they can help search for her. If they tell him that they have to deliver something to Tauster, he tells them that Jelenneth is Tauster's apprentice and urges them to make all haste to the wizard, asking anyone they might see along the way if they've seen her. He shows them a miniature portrait she gave him which reveals an attractive young woman with long black hair and green eyes. He adds that she is 20 years old, 5' 4", and of slim build. She usually wears a distinctive rich blue cloak with silver clasps at the neck (currently missing). She also wears a small silver signet ring that he gave her; it has a "J" engraved on the inside



of the band (DM's note: these items may be found by the PCs later on in the campaign).

If the PCs do mount a local search, nothing will come of this; there is no sign of her. Tracking of any kind isn't possible; there are hundreds of footprints all around the tavern. It is, after all, a place with many comings and goings every day. At this stage, the most likely thing for them to do is to continue on their way to Thurmaster and deliver their cargo to the wizard.

Thurmaster

The PCs should not have any random hostile encounters during their trip to Thurmaster. If they ask local farmers and journeymen along the way if they have seen Jelenneth, no one admits to even a glimpse of her. The PCs should reach the village of Thurmaster without anything eventful happening.

A map of the village of Thurmaster appears on the back of **DM Reference Card 2**. This is a significantly smaller place than Milborne and is given in less detail; only significant locations are described below in the Location Key. The DM should feel free to add sites and individualize additional NPCs here as he or she sees fit.

Thurmaster is a walled village of some 100 people. Approaching PCs will see a great many abandoned houses, now falling into ruin, lying outside the rickety wooden walls surrounding the village. These walls were built some 40 years past as a defense against the then-marauding lizard men of the Shrieken Mire. Led by a ferocious lizard king, the creatures killed scores of villagers and farmers—fully half the town's population—until Count Parlfray hired a band of powerful fighters to track down and kill their leader. Since this time, the lizard men have become much more reclusive and tend to flight if they see any humans or demi-humans; they clearly have memories of the battle when the fighters wiped out nearly a hundred of their number. Fishing, agriculture, harvesting of marsh reeds and hay, and light forestry on the margins of the Blessed Wood are the main sources of income here. Alignments tend toward neutrality among the villagers, who also have something of a reputation (in Milborne) for being none too bright.

Thurmaster Location Key

1. Village Gates
Two bored militiamen guard the village gates by day, but they let virtually anyone through who isn't obviously looking for trouble. By night, they are replaced

by two lamplighters who hang large lanterns on the gate-posts and then retire to sleep in their small guard hut just inside the walls. The walls can actually be climbed very easily (no Climb Walls roll is needed).

2. The Hound and Tails
Like much of the village, this tavern has seen better days. The "Tails" of the name are those of foxes, as the battered painted inn sign shows. Run by the unmarried and surly landlord Weismar, only shared rooms (5 sp per person per night) are available here if the PCs need somewhere to stay. Getting to sleep in the inn's decrepit beds is difficult, as the rather distressingly stained sheets are home to many inquisitive and hungry bugs (fleas, lice, etc.). Breakfast is a fairly hideous affair of cold fatty mutton pies and ale swillings served by a yawning waitress. The ale here is weak, and the food should definitely be avoided. Ingesting one of Weismar's mutton pies gives a flat 5% chance of coming down with food poisoning (–2 to Strength, Dexterity, and Constitution for 48 hours); in warm weather this chance goes up to 10%. Woodsmen and rivermen (bargemen and fishermen) who stay here frequent the gloomy bar, attracted more by the saucy help (three waitress/barmaids named Anth, Cynders, and Gloris) than the inn's other offerings.

3. Squire Marlen's House
"Squire" Marlen is the local representative of Count Parlfray in the village. He is an old, rake-thin man with a beak of a nose, beady eyes, and a whiningly ingratiating manner which he thinks conceals his extreme nosiness. Marlen is greatly disliked by all the villagers, and children often imitate his palsied hands, high-pitched voice, and long-legged, uneven gait to make fun of him. However, most people give the man a wide berth for several good reasons. First, he is responsible for collecting taxes and tithes. Second, his household includes four of Count Parlfray's guards (two fighters of 1st level and two of 2nd level) who are responsible for general law enforcement. Most importantly, Marlen has the authority to act as magistrate when dealing with misdemeanors of all kinds, and his penchant for inflicting spot fines is well-known. Since most of the village's funds are in his keeping, he acts as Thurmaster's unofficial banker.

4. Barranas' Store
This is the all-purpose general store of the village; much trade here is done for barter rather than cash payment. Only basic equipment and supplies can be purchased here; this isn't anything like Rastifer's emporium in Milborne. Prices are 10% higher than standard *Player's Handbook* rates (round up). Barranas, the store owner, is a middle-aged man with unusual intelligence for these parts (Intelligence 17), and he usually tries to con unwary outsiders somewhere along the line.

5. Tauster's Home
A small two-story stone tower nestles next to a plain wooden house; this is Tauster's residence, and everyone in the village knows where it is. The tower is kept locked at all times (–15% to Pick Locks chances; the door is *wizard locked* as well, as are the doors to the house), and Tauster hardly uses it. It's filled with lumber and junk. He maintains it simply because wizards are supposed to have towers and he vaguely thinks he should look the part.

> **Tauster, 7th-level Mage:** AC 7 (*ring of protection +3*); MV 9 (due to age); hp 18; THAC0 18 (Strength penalty and *dagger* bonus cancel each other out); #AT 1; Dmg 1d4+1 (*dagger* +2, Strength penalty); SA spells; SD spells; SW paranoia; AL CG. Str 5, Dex 9, Con 9, Int 17, Wis 15, Cha 13. Spells: *charm person, comprehend languages, read magic, sleep; ESP, invisibility, web; dispel magic, fireball; detect scrying.*

Tauster is 74 years old. He is 5' 3" and very conscious of his lack of height. He is thin, but paunchy, and has little of his sandy-colored hair left. His light blue eyes are rather watery. He is sociable with people he trusts but distinctly suspicious of anyone he doesn't, and he is never entirely comfortable with intelligent company. Some years ago, Tauster got into the very blazes of an argument with his Guildmaster. The upshot was that Tauster was told in no uncertain terms to leave for somewhere very, very far away and never come back. The Guildmaster brandished a slug at him, telling him that this was the polymorphed form of another mage who hadn't run away quickly enough when the Guildmaster told him to. "I put just a little salt on him every day," the Guildmaster snarled. Tauster took this to heart and regards himself as retired. He wants a life of reading books and tomes, pottering about in his herb garden, and generally being inconspicuous. The spells given above are those he usually memorizes. However, he does hanker to let lose a few invocation/evocation spells every now and then just to let off steam. On these occasions, he hauls out his old spellbooks and indulges himself. Tauster's *flaming spheres* (he knows an interesting variant many-

colored variety), whistling *fireballs*, and colored *walls of fire* are a major feature of harvest-time bonfires and celebrations in Thurmaster. There's also little doubt that having a wizard who can throw *fireballs* around is a big plus for a little village. People are glad to have had him here for the last 15 years, even if no one is quite sure why he wants to stay, as he does not care to give details of his past. He has just a small trace of paranoia about his old Guildmaster, hence his daily use of the *detect scrying* spell.

Tauster is not an adventurer. Truth be told, he doesn't want to get mixed up in anything at all. He fears that if trouble of any kind gets stirred up, his old Guildmaster will hear of him and send something awful to deal with him. His paranoia on this count is irrational, but then paranoia often is. He is also old, of course. However, this NPC is important in many ways for the campaign.

First, a PC wizard could potentially be trained by Tauster when he or she gains experience levels. The old man has no apprentice now that Jelenneth has gone, and he does get lonely from time to time. Second, Tauster has supplies of material components and could sell some to PCs (only in very small quantities, however). Third, even if not used as a trainer, Tauster might allow a PC wizard to learn new spells from his spellbooks for the right price (the DM can determine contents of his spellbooks as he or she sees fit). Fourth, Tauster is someone known and respected in the area. If the PCs have to deal with someone such as Count Parlfray, a letter of introduction from Tauster would get them through the keep gates. Fifth, Tauster knows many people locally and can be a useful general source of information (the DM may want to dispense some of the tales in **Player Handout 3** here). Lastly, Tauster has contacts outside Haranshire, even if he has not consulted them for many years now—hence he can dispatch information to offstage sages when the PCs need items identified. Tauster shouldn't solve the PCs' problems for them, but he is a valuable contact who, properly coaxed and cultivated by the PCs, can make their tasks much easier.

Delivery for the Wizard

PCs interested in fulfilling their contract (and getting paid) should deliver their chest to Tauster immediately after arriving in Thurmaster. He will be delighted to receive it and hurriedly smuggles the chest into his tower (locking the door firmly shut afterwards). He then gladly countersigns their letter of credit (after checking the *secret page* setting out the true terms as a precaution against player-character forgery), telling them that "Squire Marlen" can exchange it for hard cash. After an awkward pause, he then stammers "Er, well, I suppose since you've come all this way you'll be expecting some hospitality then?" He'll pay for a meal at the Hound and Tails (warning the PCs away from the mutton pies). At this stage, if not before, the PCs should tell him of Jelenneth's disappearance.

Tauster looks somewhat pale at this. He never wanted to take on "the girl" as an apprentice, and only her sheer determination made him do so. However, he was impressed by her willingness to learn and came to have a soft spot for her, thinking of her almost as a grandchild. To learn that she is missing worries him considerably. Tauster has not seen Jelenneth since she left for Milborne just over two weeks ago; she was due to return from her family and resume her studies during the coming week. He is at a loss to know where she may be.

After some thought, Tauster offers the PCs a commission. He asks them to travel to Kuiper's Farm with a letter and deliver it to Kuiper himself. "If she's been seen anywhere along the river, he'll know about it," the wizard says. He offers the PCs 10 gp each for this and promises them 50 gp each if they can find his missing apprentice. A successful Charisma check can bargain him up to 12 gp, should the PCs be in a mind to haggle. In any case, Kuiper's Farm is directly on their way back to Milborne (see the area map on the inside front cover of this book). If they agree, Tauster pays for overnight accommodation at the tavern before they set off on their way. If they refuse, he will be angry at them and much less helpful in future.

If the PCs travel to Kuiper's Farm, go straight to the beginning of "Lured Into Darkness." If they don't want to deliver the note (rather unlikely), the DM may consider one of the side-adventures suggested in the Gazetteer before getting them back into the main campaign line with one of the trigger events from the chapter "Lured Into Darkness."

Lured Into Darkness



This chapter lists trigger events and encounters which will eventually lead the PCs to the two bands of kidnappers, one in the abandoned fortress of Broken Spire Keep and a second group in the old Garlstone Mine. These events take two forms. First, there are general campaign-advancing themes—more kidnappings, becoming friendly with NPCs who can help to guide the PCs to look in the right places, and some "regular jobs" which keep the PCs in Haranshire and lead to their discovering more clues to the mysterious kidnappings. Second, there are specific pointers to the locations of the kidnappers, leading the PCs gradually to the exact locations detailed in subsequent chapters. Ideally, the PCs should find the kidnappers in Broken Spire Keep first and those in the Garlstone Mine second, because the opponents in the latter location are more powerful.

However, this is not a "lead-them-by-the-nose" campaign. This chapter, and the Gazetteer, offer the DM many options for guiding the PCs through encounters and mini-adventures in a highly flexible manner. There is no set order of encounters; the DM should play events by ear. If the PCs set off for the Garlstone Mine early in this phase of the campaign and cannot be encouraged to do otherwise, so be it. Players should have the freedom to have their PCs do as they wish. The DM should even matters up by giving them some help. The rangers Garyld (described in the previous chapter) and Kuiper (described below) can accompany them, either one or both, to increase the PC party strength so that they have a reasonable chance of success. This will diminish their XP return, of course, since these NPCs are entitled to an even share of treasure and XP awards, but it allows the DM to balance encounters as the campaign develops.

The events and encounters in this chapter should be admixed with the many side-adventure themes of the Gazetteer. These side adventures allow scope for gaining precious XP and treasure, winning friends, and strengthening the PC party generally. The DM should read through the Gazetteer chapter immediately after reading this one and present the PCs with adventure lures and clues as he or she sees fit.

Finally, an important element in this section's encounters involves the PCs making a place for themselves in Haranshire society. They will already have met Tauster and probably Garyld as well. In the course of this chapter, they befriend Kuiper, meet Oleanne the druid, and get themselves into Darius Carman's good books. From this point on, the characters will increasingly become a part of the Haranshire scene, recognized heroes of the countryside.

Creeping Along Hog Brook

When the PCs reach Kuiper's farm, they see a tall (6' 4"), relatively young (28), and strongly built man chopping firewood. This is Kuiper himself, who greets the strangers with a bone-crushing handshake and a friendly, open manner.

Kuiper, 6th-level Ranger: AC 4 (*leather armor +1*, Dexterity bonus); MV 12; hp 35; THAC0 15 (14 with *long sword +1*, 13 with bow or *dagger +2*); #AT 1 or 2; Dmg 1d8+2 (*long sword +1*, Strength bonus), 1d4+3 (*dagger +2*, Strength bonus) or 1d6 (composite long bow and flight arrows); SA attack with two weapons; SD ranger skills (see below); AL NG. Str 16, Dex 17, Con 15, Int 16, Wis 14, Cha 13. Ranger abilities: Tracking (16), Hide in Shadows (42%), Move Silently (52%). Kuiper has a *ring of free action* and a *potion of extra-healing*.

Kuiper has not seen Jelenneth for a week or so. He knows Tauster sometimes sends her to look for herbs and plants along Hog Brook, and he suggests that she may have stopped there to gather a fresh supply on her way back to Thurmaster. Perhaps some mishap befell her there? the ranger muses. He can fill the PCs in on the general hazards of the Thornwood and Blessed Wood (see Gazetteer) and adds that Hog Brook isn't usually a dangerous place. He suggests that the PCs accompany him along the brook to search for the missing mage. After speaking to the most senior of his farm hands to look after the farm while he is away, he readies his equipment and food and sets off. The PCs should accompany him—there is Tauster's promised reward for them if they find Jelenneth, after all.

Kuiper ferries the PCs across the Churnett and then leads them up the brook, stopping periodically to look for tracks and signs of passage. After several hours of this, there is a rustling in the bushes some distance ahead. A grey wolf steps into view, followed a moment later by a woman in ragged cloak and robe. Motioning for the PCs to keep still, Kuiper cautiously advances and holds a brief conversation with her in a language none of the PCs understand (Druidic). After a few minutes, he motions for the PCs to join him. When they do, he introduces them to the feral druid.

Oleanne, 4th-level Druid: AC 10; MV 12; hp 23; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SD spells, +2 saving throw bonus against fire & elec-



tricity, druid abilities (see below); AL N. Wis 18, Cha 17. Spells: *animal friendship* (x2), *detect evil, entangle, pass without trace; barkskin, charm person or mammal, speak with animals* (x2). Druid abilities: identify plants, animals, and pure water; pass through underbrush without trace. Oleanne has both the Healing (18) and Herbalism (10) non-weapon proficiencies.

Oleanne has an extraordinary appearance. Somewhere under the dirt there's a remarkably pretty young woman (age 21), but it's hard to tell, as her hair is long and unkempt and her clothing little more than rags. She is 5' 5", lightly built, with dark eyes and auburn hair. She speaks Common haltingly, with an unplaceable dialect which makes it difficult to understand her (an Intelligence check is needed for any sophisticated or complex information being conveyed). Accompanying her are Belshar and Arlin, two large grey wolves (HD 3, AC 7, 1d4+1, 24 hp each), young and healthy, who stay by her side. The wolves growl at PCs who fail to keep a respectable distance; they know Kuiper, but not the PCs. A druid or ranger PC can approach safely, as can any character with the Animal Friendship skill who makes a successful proficiency check; if others try, Kuiper waves them back.

Oleanne is agitated. She hasn't seen Jelenneth, but she has a problem of her own that affects the woods. A young boy from Krynen's farmstead (just south of the river and northeast of the Thornwood; see the area map on the inside front cover) has fled his home, and she saw him transform into a werebear in the woods. Unable to change back into his human form, the young werebear is very frightened, confused, and alone. Oleanne tried to approach and calm him, but he took fright at the sight of her and her wolves (local legends about the Wild Woman of the Woods do not paint her in a flattering light) and fled. Kuiper is surprised not to have heard about this for himself. From her description he concludes that the boy must be Maxim, Krynen's son. His father probably does not know what fate has befallen the lad and must be dreadfully worried. If PCs have trouble understanding this exchange, Kuiper relays the gist of it to them.

"We're having no luck with Jelenneth, but I want to

find this boy," the ranger states, producing a couple of weighted nets from his backpack. He adds that if the werebear panics and attacks them they must defend themselves and capture him without hurting him. Kuiper will draw the creature's attacks while the PCs should try to trap him with nets. Kuiper has no problem with restraining the runaway long enough to talk some sense into him but says pointedly that hurting or killing the youth is unacceptable. Thus he admonishes the PCs not to use weapons, unless in self-defense, and even then to only use the flat of their weapons; unless the PCs accept this condition, he will lead them no further (DM's note: only magical or silver weapons can hurt the werebear in any event. Kuiper has a silvered long sword strapped to his backpack but does not loan this to the PCs).

Oleanne accompanies the party for the rest of the day, leading them to where she last saw the werebear. Note that since she is a druid capable of passing through undergrowth (including briars) with ease, she keeps outdistancing the party and having to come back for them as they struggle through the thickets she transversed with ease, clearly annoyed at their lack of woodcraft. As the daylight is fading, they reach the spot where she spotted the werebear, near the springs where the brook begins. Kuiper finds the tracks, but it is too dark to follow them without lanterns or torches, and such artificial light would be guaranteed to drive the werebear away (besides giving it advanced warning of the party's approach). Kuiper therefore suggests making camp. Let the PCs arrange an order of watch for the party during the night. Oleanne and her wolves curl up to sleep some distance away.

A group of Bloodskull orcs attack the camp just before dawn. Oleanne is asleep at this time, but Belshar scents their approach and snarls to waken her. The wolf's growling gives the party one round's warning before the attack. The orcs with bows fire an initial volley of arrows, and then they all charge the camp.

Orcs (10): AC 6 (studded leather, shield); MV 9; HD 1; hp 6 (x5), 4 (x5); THAC0 19; #AT 1; Dmg by weapon (see below); SZ M; ML steady (12); Int average (8); AL LE; XP 15 each.

Orc Leader: AC 5 (studded leather, *shield* +1); HD 2; hp 12; THAC0 18; #AT 1; Dmg 1d8 (long sword); SZ M (6'); ML elite (14); Int average (10); AL LE; XP 35.



Four of the orcs have short bows (1d6) and battle axes (1d8), four orcs have spears (1d6), and the other two have silvered long swords (1d8). Do not make a morale check while their leader lives. If he is killed, make a morale check at once. If the check is successful, the orcs fight to the death; if it fails, the orcs seek to run into the forest. They do not surrender in any case. All of the orcs except the leader bear the same design on their shield (the magical shield is plain and undecorated): show the players the shield design on **Player Handout 5**.

Since the PCs have Kuiper, Oleanne, and her wolves to aid them, they should not be in real danger here. If any PCs have been wounded, she treats the injuries with herbs, stopping cuts with cobwebs and covering them with leaves bound in place with vines (should the PCs have been overcome by the bandits in "Capture Them Alive," they may realize now that Oleanne was their unknown rescuer on that occasion). When it comes time to search the bodies, they find that each orc carries 2d10 cp and 2d6 sp. In addition, the leader has an unusual treasure—a gold brooch set with carnelians; a successful Appraising skill check reveals this to be worth 1,250 gp. Kuiper looks puzzled and says that he has never seen the design on the orcs' shields before. If a PC can cast *detect magic*, he or she may discover what a treasure the leader's shield is. Neither Kuiper nor Oleanne uses or wants a shield, so any PC who wants this can have it. XP should be divided among all combatants here (not including Belshar and Arlin).

Shortly after the attack, it begins to rain, and when light comes Kuiper cannot track the orcs (any PC ranger will fail to find their tracks also). Oleanne, however, uses *speak with animals* to interrogate a passing fox and learns that the orcs came from the south, from the dark heart of the forest. Fortunately, the trail left by the werebear—a heavy, clumsy animal—is still visible, and Kuiper wants to follow these rather than go orc-chasing. The druid decides to investigate the orcs, leaving the werebear to the ranger and the PCs. She discourages the PCs from accompanying her, pointing out that they will never be able to keep up with her in the heavy undergrowth.

Assuming that the PCs accompany Kuiper (if they are reluctant to do so, point out that the eleven orcs would surely have inflicted serious casualties on them had it not been for the ranger and druid's help), a half-day's tracking enables the party to catch up with the werebear. First they hear something large moving in the trees just ahead of them, giving them a few seconds to ready their defenses. The young werebear has been wounded by the same orcs who ambushed the PCs the night before, and when it sees the party, it attacks out of pain and fear.

> **Wounded Werebear (Maxim):** AC 2; MV 9; HD 7+3; hp 37 (currently 19); THAC0 16 (see below); #AT 3; Dmg 1d3/1d3/2d4 (claw/claw/bite); SA if both claw attacks hit in same round, can hug for 2d8 addition damage on every subsequent round; SD injured only by magical or silver weapons; SZ L (6'); ML elite (14); Int very (12); AL CG; XP 700 (see below).

Kuiper can move faster than the werebear and lures it into attacking him, staying out of range of its blows. Because it isn't used to its animal form, the werebear flails around clumsily and ineffectively (hence the THAC0 of 16). PCs with nets must be within 10 feet of the werebear to throw these, but they gain any Dexterity bonus to their attack rolls. Each time a net is thrown there is a 10% cumulative chance that the werebear switches its attack to the net-thrower! If a net hits, the werebear is affected as per an *entangle* spell. If struck by two nets, it is effectively trapped; its own struggles tie it up and after 1d4 rounds it collapses to the ground, panting and still. If a net misses, it can automatically be retrieved on the following round.

When the werebear is overcome, the PCs earn half XP for subduing it (a total of 700 XP); Kuiper gets a double share of this total, for he is taking most of the risks. Any PC actually attacked by the werebear gets a double share also!

Kuiper kneels down by the trapped bear and talks to it, calming and pacifying the terrified creature. He asks a PC priest to cast *cure light wounds* on the bear, and if this cannot be done he gives it one-third of his potion (healing 1d8 points of damage). The bear then breathes more regularly and easily, slowly accepting its situation. Kuiper removes the nets, and the bear now shambles along behind the party as they return to Kuiper's farmstead. The DM may wish to use the Wandering Monster encounter tables (inside back cover of this book) for a small skirmish on the way home. The werebear finally manages to change back to human form just before the party returns to Kuiper's farm, and the ranger has a long, private talk with the youth. The ranger isn't certain, but he believes that the boy's great-uncle was a werebear and the trait may run in the family. It's something he will have to learn to live

with. "Anyway, it's not bad being a werebear," Kuiper observes dryly. "How many orcs did you kill?" Young Maxim admits that he slew four and drove about six more away. "Not something you could do as you are now?" Kuiper points out. The boy smiles. He had not thought of things in that way before.

Kuiper now wants to take the lad home, to talk with his father and generally smooth things over with the family and neighbors. The events with the orcs and Jelenneth's disappearance trouble him. He asks the PCs to carry word of what's happened back to Garyld in Milborne, who will help spread the news.

Mystery of the New Mire

The PCs probably return to Milborne after parting from Kuiper. If they take his advice and seek out Garyld, he listens attentively to their story and then scribbles a brief note on a piece of scrap paper. He whistles, and a bright-eyed crow answers his summons, landing on his shoulder. He folds the paper into a tiny scroll and tells the bird, "Take this to Shiraz." Taking the paper in its beak, the crow flies off to the southeast. If asked, Garyld says that Shiraz is a fellow ranger, more mobile than himself (this with a rueful glance at his bad leg), who is especially friendly with the birds in the region. If Jelenneth is anywhere in the western part of Haranshire, Shiraz will probably be able to get some news of her. He promises to let the player characters know anything he finds out and asks them to pass along any news or clues that might be important.

Back at the Baron of Mutton, Andren is eager for any news and depressed at their lack of progress. While there, the PCs are approached by a merchant, who offers them 15 gp each to escort a river barge down to Thurmaster. He has heard about the kidnappings and fears for his cargo; if the PCs mention orcs to him and make a successful Charisma check, they can persuade him to up their fee to 25 gp each. Assuming they accept, the guard duty should be wholly uneventful; this will help to lull the PCs into a false sense of security for a later trip, when the DM has a nasty encounter to throw at them (see "Peril on the River"). They can see Tauster at Thurmaster, of course, and report their findings to him. He pays them for delivering the letter to Kuiper and expresses his disappointment and concern that no sign of Jelenneth has been found. The old wizard has no more errands for them just now but tells them they should stay in Haranshire: "You should have no trouble finding work now, what with kidnappings and bands of unknown orcs in the woods indeed! Dark times, dark times indeed" (Tauster likes his cliches). "I have a feeling there are some interesting adventures in store for you."

Returning to Milborne to collect their pay for the barge-duty, they arrive in time to see an auction in progress outside the Exchange: the Denfast family has been forced to abandon their farm due to the spread of the New Mire and are selling off what little they could salvage (farm tools and the like). After this sad spectacle, everywhere they go the characters hear rumors and speculation about what's causing the land west of the Patchwork Hills to become waterlogged.

Shortly after this, the PCs receive a summons from Darius Carman, asking them to visit him at his manor house. When they arrive, he is obviously concerned. "You've heard about the New Mire?" he asks. "Bad business. Some evil magic, I thought. Well, I sent an emissary off to find a decent diviner who could learn something of the matter. The wretched old charlatan charged me a fortune, and all he could tell me was that there was magic involved, but that it was not evil. He could not identify it, but he said that it was something going wrong. Going wrong! I ask you! I could have told him that myself. I want you to study the area for me. Find out anything you can. I shouldn't be surprised if the trouble lies somewhere in the Patchwork Hills; after all, the farmland itself has been settled a good many years and has always been fertile."

Carman offers the PCs 50 gp each for up to two weeks' scouting work in the area. If they find the answer before then, they get paid full rate. If they can actually solve the problem of the waterlogged lands, Carman will pay them the princely sum of 1,000 gp (total, not apiece)—he explains that the loss of income from his lands will exceed that within two years, so he reckons it's worth it. He cannot be bargained up from these figures.

This is a sizeable sum of money—a fortune for 1st-level characters—and most PCs will jump at the chance. After making some hasty preparations, they should spend some days in and near the New Mire, asking questions at farmsteads and the like. They make no appreciable progress at first, learning no more than is included in the Gazetteer entry (if the DM likes, a minor encounter can be used to spice things up a bit). Just when the players are about to get bored, the PCs get a lead. They overhear a farm lad telling some friends how he saw some blue-

skinned fiends at the edges of the Patchwork Hills. He gladly recounts his tale to the PCs, embroidering it as he goes (they breathed fire, wore iron shoes, etc.). If pressed on a point he will admit the truth but continues to elaborate subsequent details. He says that there were four of the creatures (initially he'll say "dozens"). They were small (4' tall—at first he'll say they were "huge, almost giants!"), with flat faces, pointed ears ("like yours," the boy says undiplomatically to any elf in the party), and wide mouths ("full of hundreds of sharp, pointy teeth"). They carried shields, old scrappy armor ("bright, shiny armor with spikes"), and hand axes ("huge, two-handed war axes"). He insists, despite any skepticism, that their skins were blue. The PCs are allowed an Intelligence check to realize that this young would-be bard is describing goblins. An elf, or a ranger with a humanoid racial enemy, gets a –2 bonus to this check. He saw the creatures at dusk ("the very dead of night"), up near the headwaters of Cutter Brook.

Goblins of the Ring

Once they begin searching in the right area, the PCs should be able to find the cave entrance marked on the DM's area map with little difficulty; assume it takes 1d4 hours of searching to find the exact spot. The area is dotted with abandoned farms quickly falling into ruin. The ground becomes increasingly waterlogged as they approach the cave, slowing movement by half. **Map 2** on **Mapsheet 1** shows the layout of the caves beyond this entrance.

The goblins have two members of their small tribe on watch at all times. The following awaits in the chambers beyond the entrance:

- Chamber #1. Six male goblins armed with short swords lair in the outermost cavern.
- Chamber #2. Eight other males, armed with axes (50%) and clubs (50%), lair here.
- Chamber #3. Twelve female goblins and eight young lair here; this chamber also holds the meager food supply of the tribe.
- Chamber #4. This chamber is occupied by the leader of the tribe, his two wives and four sons (normal male goblins, with spears), and the tribal shaman.

Goblins (32): AC 6 (males: studded leather and shield) or 10 (females); MV 6; HD 1–1; hp 6 (x7), 5 (x7), 4 (x7), 3 (x4), 2 (x7); THAC0 20; #AT 1; Dmg 1d6 (goblin war axe, club, short sword, or spear); SZ S; ML unsteady (6); Int average (10); AL LE; XP 15 each.

Grundlegek, goblin Leader: AC 5 (scale mail and shield); MV 6; HD 2; hp 14; THAC0 19; #AT 1; Dmg 1d6+2 (*short sword +1*, Strength bonus); SZ S (4'2"); ML average (10); Int average (10); AL LE; XP 35. Str 16.

Burukkleyet, goblin Shaman (2nd level): AC 6 (hides); MV 6; hp 10; THAC0 19; #AT 1; Dmg 1d6 (goblin battle axe); SA spells; SD spells; SZ S (3'4"); ML steady (11); AL LE; XP 65. Spells: *command, fear, shillelagh*). The shaman has a unique magical ring, described below; this has no combat effects. Burukkleyet is an unusually smart goblin (Intelligence 13), and prudent as well (Wisdom 13).

The young are not combatants. The goblins are, indeed, blue. At least, their faces are painted with the extract of a lichen plant in the cave. They also have tattoos on their foreheads with the same design as the ring their shaman wears (give the players **Player Handout 6** when they see this design).

These goblins are stupefyingly cowardly. They have not even dared to raid farmsteads, though they have made off with the odd lamb now and again by furtively prowling around the very edges of farmland at night. They eat anything they can get: lambs, rabbits, rats, carrion, turnips, moss, grass, mold—anything. When the PCs first enter their caves, the goblins bluster and tell them to go away, visibly nervous. If attacked, they fight back, but after losing four of their number they grovel abjectly and try to parley. If the PCs are feeling particularly bloodthirsty, then so be it; the hapless goblins fight to the bitter end. What else can they do, trapped in their wretched little hole?

If the PCs wipe out the goblins, they find the magical ring the shaman wears. This is the key to the problem of the waterlogging of the Badlands, though the PCs are unlikely to realize it. If they don't even realize that the ring is magical, they may never solve the problem. If they take the ring, go to "Identifying the Ring" below.

If the PCs agree to parley, the goblins just want to be left alone. Their chief blusters some but then whines that the goblins are no threat to humans, they don't attack them, so why not leave them be? The PCs should realize this is true; they have not heard any accounts of blue-faced goblins attacking



people in the area.

The PCs need to explain why they are here. If they mention the flooding, the shaman looks a little furtive (Intelligence check to notice this). If they see the shaman's discomfiture, the characters can zero in on him for interrogation. Also allow any character curious about the goblins' odd tattoos an Intelligence check to see if he or she notices that the shaman's ring bear the same device. PCs who think to ask how long the goblins have been in the area gain an additional clue, as the chief admits they broke off from a larger tribe and settled here about two years ago—right about the time that the waterlogging problem began.

Negotiating for the Ring

The shaman knows intuitively that the ring has some effect on the land. However, he says that the ring was crafted by Maglubiyet (the major goblin deity) as a gift to him personally! The other goblins make worshipful noises and even the chief looks somewhat subservient. It's obvious that the story is nonsense and Burukkleyet knows it, but the story keeps his position secure.

The PCs have to cut a deal with the shaman here. Eventually they should figure out that the solution to the problem lies in Burukkleyet's ring. To obtain it, they must parley with the shaman alone. Should they tell the shaman their suspicions, he accepts the possibility that his ring is causing the waterlogging. If asked how he obtained it, he repeats the divine gift story, but if he gets a rejoinder of the "yeah, sure, and Corellon Larethian made my long bow" variety he admits that he just found it deep underground. He absolutely won't say where. The question is, what to do about the problem?

The PCs probably want the ring. They will want to *identify* it, through Tauster or some other contact. Burukkleyet is extremely reluctant to give up the ring. It is magical, after all, and his position within the tribe depends upon it. If the PCs threaten him, he grows angry. He yells that they have come and killed some of his people when the goblins do not harm people and now they want to steal his holy treasure without offering anything in return. The PCs can act on their threats, but Burukkleyet has a point here. Morally, he's in the right. Lawful good PCs should have this pointed out to them!

The PCs now have several alternatives before them. If they just kill all the goblins and take the ring, they earn normal XP for killing goblins plus 250 XP each for taking the ring itself. They can also find meager coinage with the goblins, all in the chief's cavern: a total of 387 cp and 152 sp, plus a single platinum piece!

A second possibility is to arrange a deal for the ring. Burukkleyet is no fool and wants a permanent magical item in return; he also insists that the PCs provide him with a perfect duplicate of the ring so that the tribe believes he still has the god-given magic. The magical item could be a weapon; any +1 item would be acceptable. The shaman can memorize *detect magic* to test the item. Yes, the PCs could meanly cast a *Nystul's magical aura* on an ordinary weapon and fool the goblin. Lawful PCs should balk at this, though. They are arranging a deal in good faith with a lawful creature who means no harm to them and whose demands are reasonable. Making a duplicate ring, however, is more difficult. No one in the area has the skill to do this. Tauster could arrange for it to be done, at a cost of 100 gp. This will take 1d10+10 days to arrive. The PCs can then deliver the magical item and duplicate ring to Burukkleyet, who will give them the original in private. If the PCs arrange this, they earn 750 XP each for getting the real thing.

A final possibility involves leaving the ring in the hands of the goblins. Once the PCs have realized that the ring must be some malfunctioning water-based magic, arrange for them to hear about the problem at the Eelhold (see the Gazetteer for details). Here is a chance to solve both problems at once. Garyld will arrange a meeting between the PCs and Shiraz, who agrees to accept responsibility for keeping an eye on the goblins. They could now cut a deal with Burukkleyet so that he keeps the ring (most of the time), but the goblins move to a new home further north in caves in the Blanryde Hills. It's certainly much nicer in the caves overlooking the Eelhold—all those nice fish!—and Shiraz can borrow the ring from time to time to reassert control over the unruly water elemental. If the PCs manage to pull this off, they earn 1,000 XP each for such a creative solution to their problems.

Identifying the Ring/Icon

A PC wizard casting *identify* learns only that the ring is a malfunctioning water-influencing item. Tauster can identify the ring more exactly, given a day or two. He says it is a *ring of water elemental command* which is "leaking" matter from the Elemental Plane of Water into the Prime Material Plane. Hence the waterlogging. Tauster can give the PCs a note summarizing his findings, which they can take to Darius Carman to get their 1,000 gp payoff. The ring might be "fixable," but so long as it is in some harmless area (such as the

Eelhold) this is not a pressing problem. The PCs may want to keep the ring, but they would be better advised to let Burukkleyet keep it or to trade it to Shiraz for a magic item they could make better use of. Note that the ring does not *summon* water elementals, it only *commands* them when they are encountered (saving throw vs. spell applies). The ring can command only one water elemental at any one time.

There is also the matter of the icon on the ring, and the tattoos of the goblins. Tauster has never seen anything like it; neither have the PCs or any of the Haranshire rangers. Tauster can arrange for it to be sent to a sage but warns that there will be a substantial fee (500 gp). The PCs may balk at this, or defer it until they have more funds. If and when they get the icon identified, give the players the sage's report (**Player Handout 7**).

If the PCs keep the ring, then the "leaking" won't affect game play. This is a slow process and should not cause mobile PCs any problems; it cannot be used in any offensive manner in combat.

Peril on the River

The DM should use a side-adventure to get most if not all of the PCs to 2nd level before this encounter. By now, the PCs should be becoming an object of local gossip. These people drive off kidnappers! They talk with that crazy old wizard down in Thurmaster, and the rangers are friendly with them! Rumor has it, they've seen the Wild Woman of the Woods! They solved the problem of the New Mire! And so on. Families are happy to offer them food and hospitality in the area, and reactions to them are very positive. The PCs should be beginning to like it here.

This is the time, when the PCs feel happy and things have been quiet for a few days, to give them their first nasty encounter. This begins as a simple boat-courier job. A slow-moving barge laden with pots, pans, ceramics, and quality wood is headed to Thurmaster for delivery to Count Parlfray, and an escort is required for the river travel and also onwards overland to the keep, though Parlfray's men-at-arms will also escort the cargo for the overland part of the journey. The fee offered is 50 gp per PC. If the PCs decline this assignment, then the same encounter can occur the next time they are traveling along the river. Garyld might want a message carried to Kuiper or Tauster, for example. The PC party should get some extra help here. If they are with the barge, the bargeman already has two 2nd-level fighters with him (10 hp each), wearing chain mail armor and carrying long swords and shields. They have crossbows in addition. If the PCs are not with the barge, then have them meet Kuiper along their way. The ranger makes camp with them and tells them tales of the area, informs them that there has been no news of Jelenneth or further sightings of orcs, and generally catches up on their news.

The attack occurs just before dawn. A steady drizzle is falling and light is poor, but characters can see perhaps 30' in the semi-darkness (–1 penalty to missile fire). The attack comes from the northernmost margins of the Thornwood, three to five miles eastwards from Hog Brook. This is a determined attack by the bandits of Broken Spire Keep. They have heard about the PCs's exploits and decided that the characters would make prime kidnapping targets.

Keep in mind that the PCs don't have to win this combat. They only have to survive, since the bandits will flee the fight if they meet with stiff resistance.

Bandits (4), 3rd-level Thieves: AC 6 or AC 5 (leather armor, shields, Dexterity bonuses—two have Dex 16 and the other two have Dex 17); MV 12; hp 13, 12, 10, 9; THAC0 19 (18 with bow for the two thieves with Dex 17); #AT 1 (short sword) or 2 (long bow); Dmg 1d6 (short sword or long bow); SA double damage on backstab; SD thief skills; AL NE; XP 120 each.

Bandits (2), 2nd-level Fighters: AC 4 (chain mail and shields); MV 9; hp 16, 9; THAC0 19 (18 for the bandit with the *long bow +1*); #AT 1; Dmg by weapon 1d8+2 or 1d8+3 (long swords; both have Strength bonuses and one has a *long sword +1*) or 1d6+1 or 1d6+2 (long bows, Strength bonus; one has a *long bow +1*); AL LE, NE; XP 65 each. Each has Str 16.

Ranchefus, 5th-level Priest: AC 1 (*chain mail +2*, no shield, Dexterity bonus); MV 12, fly 25 (*wings of flying*); hp 39 (currently 43, due to *aid* spell); THAC0 18 (14 with *flail +2*, *aid*, and Strength bonus); #AT 1; Dmg 1d6+4 (*footman's flail +2*, Strength bonus); SA spells; SD spells, flight; AL NE; XP 650. Str 17, Dex 16, Con 16, Int 11, Wis 17, Cha 11. Spells: *command, curse* (x2), *darkness, sanctuary; aid, chant, hold person, resist fire, spiritual hammer; animate dead, dispel magic.* Ranchefus has a *ring of free action* and *potions of flying* and *polymorph self*, and he wears a singular magical amulet which doubles the number of skeletons and zombies he can animate (this item only works for evil clerics; destroying it gains the PCs 500 XP).



Ranchefus's appearance is important. The man is 5' 9", dark-haired, with a swarthy complexion. His right eye is missing, and the socket is covered with a black leather eyepatch. Because he is hooded, and the light is poor, a PC will only see the eyepatch if he or she makes an Intelligence check at –2, with an additional –1 modifier for every 10 feet away beyond the first 10 feet; the eyepatch cannot be seen further than 30 feet away. A *light* spell cast at the priest shows this feature clearly, however.

Before the ambush begins, Ranchefus has cast *aid* and *resist fire* on himself. Throughout the battle he avoids melee, using the following spells to attack from a distance: *curse* to affect the whole PC party, then *hold person* (cast on a PC wizard or priest—these are the people he wants alive, after all), followed by *darkness* to blind PCs. Anyone trying to get within melee range of him receives a *command* ("faint!"). He uses *dispel magic* to counter any *sleep*, *charm*, or *hold* spell used against his forces.

The thieves and fighters initially concentrate on a round or two of missile fire. The fighters and two of the thieves (those with AC 6) then close to melee while the two other thieves (with superior Dexterity) continue to snipe, closing to melee only when they have no more targets out in the open. The bandits try to kill PC warriors and thieves but strike with the flat of the blade when attacking spellcasters, trying to knock PC wizards and priests unconscious.

The bandits do not make morale checks. Instead, they will turn and run if more than half their numbers are killed, provided that at least half the people they are fighting (PCs, plus Kuiper or the barge fighters) are still standing. If the battle turns against him, Ranchefus casts *sanctuary* and makes his escape, aided by the poor visibility and his magical wings.

If the PCs are getting trounced, Oleanne arrives on the scene, accompanied by half a dozen wolves, several rounds into the fight (assume that she has been stalking the one-eyed man). She uses *entangle* to trap some bandits and her snarling wolf pack has a wonderful effect on the rest: they take one look and turn tail. The DM should not kill PCs here, simply frighten them badly. Use of the optional "Hovering on Death's Door" rule is important here. With it, the DM may well have several PCs out for the count. Without it, he or she may well have a litter of corpses.

If the PCs capture a prisoner here, the man has an odd, faintly fishy smell. He refuses to answer any questions, and after 1d4 hours becomes wholly amnesic (a rare side-effect of the *potion of domination* he has been given). He can remember nothing of his name, activities, or whereabouts. Haranshire folk will know that he is not local but have no idea where he has come from.

If the PCs kill some enemies, each thief has 5d10 gp and a 50% chance for a small gem-set ring worth 100 gp. Fighters have 2d6 sp, 5d6 gp, and a 25% chance of having some minor item (an ebony-handled comb, gold buckle on belt, etc.) worth 50 gp. The real treasure here, of course, are the two magical weapons, which are clearly of superior workmanship.

This combat should show the PCs that they are being hunted for real. If Oleanne showed up, the characters might be able to get her to admit that she has been stalking the one-eyed man for weeks, ambushing the bandits whenever she can catch them in small groups. She has not been able to locate their lair, but knows it lies somewhere in the heart of the Thornwood. PCs attempting to track escaping bandits lose the trail some six miles into the Thornwood where the woodland becomes very dense.

After this encounter, the PCs should continue with their cargo to Thurmaster and Parlfray's keep. If they go on to the keep, and give an account of their tale there (now or at some later time), Count Parlfray goes white as a sheet upon hearing about bandits having been seen around the dark center of the Thornwood. He clearly knows something about the area but refuses to answer any questions, and PCs aren't in any position to force the issue. Parlfray grudgingly offers to put the PCs up overnight.

This gives the PCs the chance to meet Parlfray's 18-year-old son Lyntern (see the Gazetteer), who is enthralled by their bravery (as he sees it) and wants to join them. His father, of course, won't hear of this. However, if the PCs swagger about a bit and treat the lad kindly, he might reveal to them that he knows the family secret surrounding Broken Spire Keep (again, see the Gazetteer). However, since this is something of a skeleton in the family closet, he tries to strike a bargain with the player characters. He says that he knows something about a ruined place in the Thornwood which may be where the bandits who attacked the PCs could be hiding but that he won't tell them more unless they let him come along! Should PCs balk at this (as well they might, given Lyntern's inexperience and the trouble it'll get them into with Count Parlfray), a compromise might be reached whereby the eager young man accompanies them on some minor adventure

(perhaps riverboat-protection duty) but not into the dangers of the Thornwood. Once they've let him feel he's one of them, the story of the keep can be drawn out of him by any friendly PC, with Charismatic female PCs having the best chance.

The DM should interpose another side-adventure before they set out for Broken Spire Keep. Since they are in the vicinity of Parlfray's Keep and Thurmaster, this is a good time to have the marauding fomorian giants appear on the scene and lure the PCs into Shrieken Mire (see the Gazetteer entry on this location). Alternatively, Lyntern can tell them the story of the Gleaming Glade in the Hardlow Woods (see Gazetteer), with its allure of lost magical treasure. In any case, before the PCs can set out for the keep they hear the following disturbing rumor.

A Kidnapping on the Moors

A group of pilgrims has been expected to arrive at Parlfray's Keep on their way south. These pilgrims should, ideally, be of the same faith as a PC priest, making the PCs concerned when they hear from Count Parlfray's men that the pilgrims have not arrived. The Count sends search parties on to Howler's Moor and asks the PCs for their help. He pays only a minimal rate (5 gp per PC per day), but few PCs would turn down such a good cause.

The DM may use a random encounter during the PCs' first day on the moor. Early on the second day, they hear a faint howling from the north. Whichever direction they take, the howling gets closer. The PCs then see, a few hundred yards away, what looks very much like some bodies lying around an outcropping of rock.

The bodies are those of two bodyguards the pilgrims had with them. Both wear holy symbols of the pilgrim's faith. One is dead, the other just barely alive. Even if given a healing spell, his body has been so horribly mangled that it is obvious he will not recover. He manages to whisper to the PCs that " . . . pilgrims . . . taken . . . the red-headed man! . . . his eyes . . . they were alive, I swear . . ." before he dies.

The PCs can take the men's equipment if they really need it (chain mail, short swords, long bows with 20 arrows each; all their money has already been looted). If they take the bodies back to Parlfray's Keep for burial, award each good-aligned PC 150 XP (200 XP for a PC priest of the same faith). If they loot the bodies, they do not get these awards.

The howling, unfortunately, gets persistently louder now. The PCs see dogs headed right for them—two-headed brutes! In the two rounds before the animals close to melee range, allowing the characters to fire arrows, cast *sleep* spells (a very effective strategy), and the like.

Death Dogs (8): AC 7; MV 12; HD 2+1; hp 13 (x2), 10 (x3), 7 (x3); THAC0 19; #AT 2 (one per head); Dmg 1d10/1d10 (bite); SA bite inflicts lethal rotting disease (save vs. poison or die in 4d6 days), knocks opponent prone on a natural roll of 19 or 20; SZ M (6' long); ML steady (12); Int semi (3); AL NE; XP 120 each.

Death dogs normally have no treasure, but this group recently feasted on some hapless adventurers far to the north, and one of them still has the half-digested hand bearing a fine emerald-set gold ring worth 1,000 gp in its guts. If its belly is cut open, the hand (a most unpleasant sight!) can be recovered.

After this minor skirmish, the PCs need another side-adventure or two to get them to 3rd level. Then they should be ready to investigate Broken Spire Keep. This is dealt with in the next chapter. If they ask more about the "pilgrims", they learn that these were all acolytes (1st-level priests). This means that the magic-using priests were kidnapped, but their soldiery killed. Again, this is a clue to the nature of who is being kidnapped, and who is not.

Gazetteer of Haranshire



This reference chapter gives background information about various sites in Haranshire, as well as details of some important NPCs and suggestions for mini-adventures to round out the campaign.

Rangers and Priests of Haranshire

Haranshire isn't blessed with much good agricultural land, and there is much wild land—woods and hills, marsh and moor. The whole area is under the protection of a small band of rangers. Their numbers are few for the obvious reason that few local youngsters have the skills required to become a ranger—if they're strong enough and have a good enough Constitution, they often lack the Dexterity or Wisdom needed to master the profession. In all of Haranshire, there are but three rangers: Garyld, Kuiper, and Shiraz. Garyld is described in "Milborne and Beyond," Kuiper in the beginning of "Lured Into Darkness," and Shiraz the swanmay is described under the entry for the Eelhold later in this chapter.

While they seldom meet, the three keep in close contact. Garyld stays in Milborne, for the most part, keeping close watch on strangers traveling up or down the river; he collects news and passes messages to the other two through his trained crows. Kuiper keeps an eye on the Great Rock Dale and the eastern half of the shire, concentrating on the Hardlow Woods, Howler's Moor, and the northern margin of the Thornwood. Shiraz has no permanent home but constantly patrols the western half of Haranshire. She is fond of visiting both the Eelhold and the aarakocra colony on Featherfall, making these the likeliest spots to locate her. Shiraz watches the Blanryde Hills, the High Moor, the Patchwork Hills, and the western and southern edge of the Thornwood. In the past, the rangers Jeremas and Talyan (both now deceased) patrolled Blessed Wood, the Halfcut Hills, and the Shrieken Mire, but these areas have been somewhat neglected of late.

While rangers are few in number, there is only one known druid in the area. For many years, an elderly and seclusive druid lived in the Thornwood, but the man apparently died some years ago. For a while it was generally believed that there was no druid in the land, then rumors began to circulate about the Wild Woman of the Woods. It is not clear when the wild young druid Oleanne arrived here, nor where she came from: like her predecessor, she is seclusive and very shy. Oleanne avoids human company almost completely. Her manners are skittish and high-strung, causing a rumor to spring up that she is in fact not human but a wild animal reincarnated into human form. She has been known to rescue the occasional lost child and also to have her wolves chase away intruders whom she caught abusing the forest. She is currently very unhappy about the presence of bandits and humanoids in the center of the forest at Broken Spire Keep and ambushes these ruffians whenever she can catch them in small groups. Oleanne may aid the PCs from time to time when their interests and hers coincide. The PCs will meet her when they accompany Kuiper along Hog's Brook (see "Lured Into Darkness"). Oleanne is the only druid to be found in Haranshire.

There are few other priests in this area. The people are not overly religious and their faiths are simple for the most part (in Toril, they venerate Chauntea and Lathander; on Oerth, St. Cuthbert and Beory; on Mystara, Frey & Freyja). The temple in Milborne has its curate, young Semheis, and Count Parlfray's keep has its chaplin, a 1st-level priest of Tyr/St. Cuthbert/Vanya. The one priest of note is Lafayer, an itinerant cleric who travels a regular circuit that includes Haranshire. Lafayer is important because his spell list allows him to bestow *remove curse* and *cure disease* on PCs who need such help when their own priest(s) have not acquired enough experience levels to cast such spells themselves.

> **Lafayer, 7th-level Priest:** AC 3 (*chain mail* +2, no shield); MV 12; hp 30; THAC0 16 (15 with his +1 weapon); #AT 1; Dmg by weapon (Lafayer has a +1 magical weapon appropriate to his faith; a *mace +1* as a default); SA spells; SD spells; SZ M (5'3"); AL LG. Wis 17. Spells: 5/5/3/1. Lafayer's spell list will need customizing to suit his exact faith, but it must include *cure disease* and *remove curse*.

Lafayer expects donations for these services, of course. As a rule of thumb, a fee of 100 gp per level of the spell (with a 30% reduction for servants of the same faith as himself) is reasonable. Lafayer should be on hand, by fortunate coincidence, when PCs need his help. He is also wise and thoughtful, willing to help PCs with some advice and guidance. When Semheis is kidnapped, Lafayer will certainly be eager to help the PCs set things right. He cannot accompany them adventuring—he has too many duties—but he can offer other help. For example, if the PCs

can tell him of the undead at the Garlstone Mine (see "Evil Below the Mines"), he can provide them with holy water (at normal cost, of course—25 gp per vial). So long as he believes they are trying to help the good folk of Haranshire, he will take a fatherly interest in their progress. Lafayer can also put the PCs in touch with the church hierarchy, should the need arise in the course of the campaign. He is very thin and benign in appearance, with a greying tonsure; he is 54 years old.

Locations

The Blanryde Hills

These limestone hills are fairly barren, with only some patches of poor grass surviving in the cold winds of the north. Even sheep grazing is a fairly hopeless pastime on the exposed hillsides. The hills contain lead and copper deposits, though, and the mines north of Milborne have been of importance for well over a hundred years. Few monsters have ever been sighted here—while there are plenty of caves to lair in, there is little for them to live on other than the fish of the Eelhold (protected by nixie and water elemental alike).

The Carman Mines

Some 40 miners work in either mine. Outside each is a small shanty settlement of rickety wooden cabins. There has been no trouble at either mine, nor any unusual sights or occurrences. PCs should have no reason to want to enter either, and miners refuse a request to do so ("You come to spy on us, eh? Steal out livelihood, eh?"). If asked, the miners can tell the PCs that the Garlstone Mine is long disused (for details, see "Evil Below the Mines").

The Slug

This is the name given by old miners to an underground channel excavated to drain water from the two mines due north of Milborne into the Churnett river. It took nearly four years to excavate the channel, which is some 8 feet in diameter. Leakage of heavily ore-tainted waters over many decades has poisoned the ground above, so that the grass growing overhead is yellow and rank, and the land wholly unsuitable for any agriculture. The Slug's depth below ground depends on its distance from the river. At its point of origin it lies some 150 feet below the surface, but the land slopes downhill to the river, so that the channel is just below the surface at the point where it empties into the Churnett.

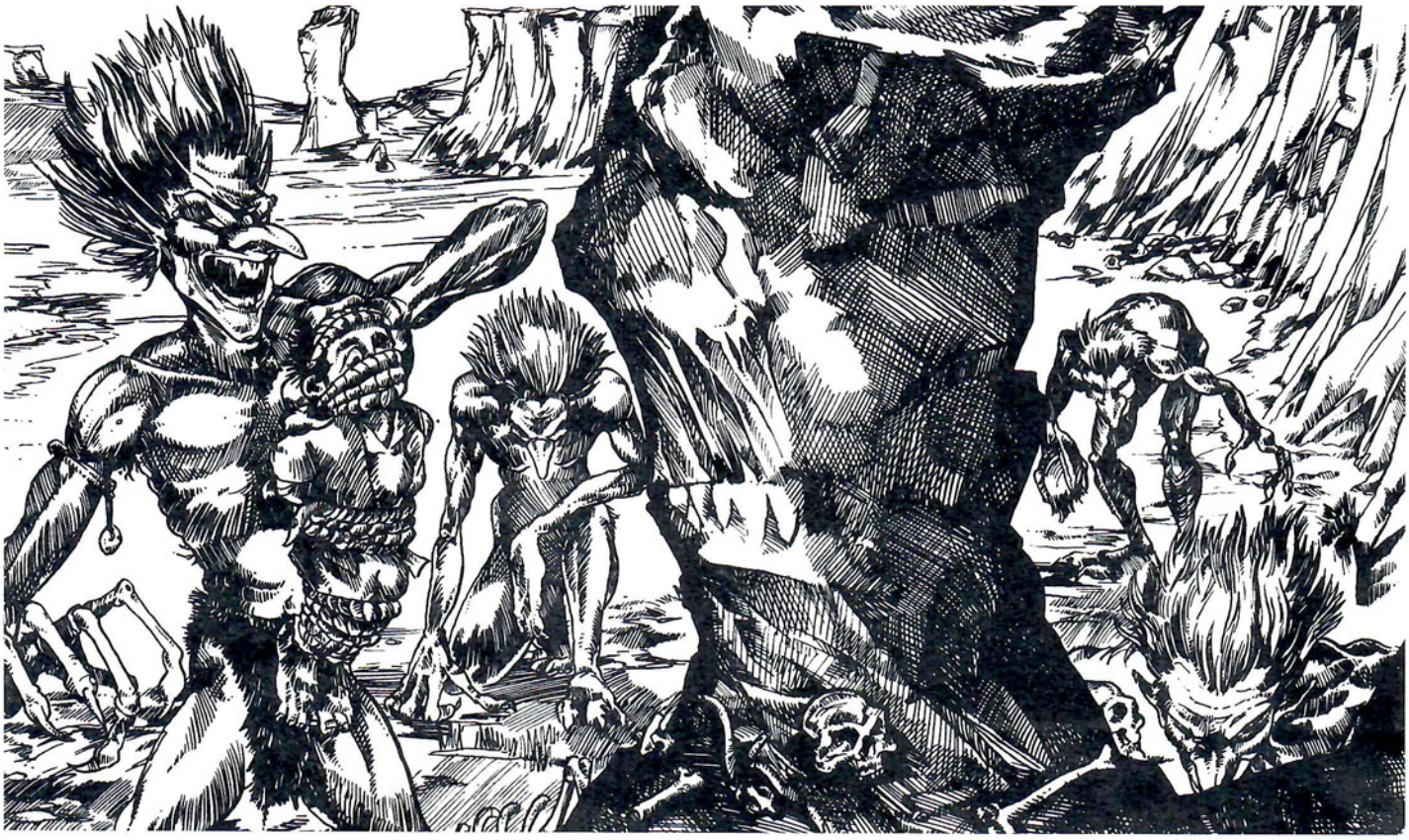
The Eelhold

The small lake known as the Eelhold has been created artificially by a log dam across the south-flowing Oldscutt River, causing water to gradually fill the shallow valley in which the lake now lies. The dam was built nearly 50 years past by the Carman family to regulate river flow and prevent flooding further south, where the Oldscutt meets the Churnett. The waters of the northern Oldscutt can be rapid in spring, and the dam broke on one famous occasion 17 years ago. However, the Eelhold has two unusual inhabitants who have managed to prevent any recurrence of this disaster. A water elemental is tied to the lake by a *sympathy* spell, and a female nixie named Shenjurath with some power of command over the elemental lives in the lake itself.

Shiraz the swanmay is a frequent visitor to this lonely but lovely spot (leading to rumors that there is a ranger in those parts who is "pixie-led"). There are many wild rumors about the nixie, which Shiraz does not discourage since they keep folk away from the lake. She is not, in fact, a slave of the nixie, and though they rarely see each other they are on friendly terms. The nixie knows that Shiraz keeps over-curious people away from the lake and is grateful.

Local people benefit from this by more than just flood control. Once a year the nixie allows them to come to the lake to harvest the great eels which grow fat in the placid lake waters; there are few predators such as pike to keep their numbers down. For a period of five days they set out with flat-bottomed boats and great nets to dredge the lake bed around the shoreline, and by night they use lanterns to attract the eels to the surface from the central depths of the lake. The haul of fat eels is enormous, and the surplus is usually cooked, cut into finger-length chunks, and pickled with vinegar and spices before being bottled and kept for the winter. Eels may also be wood-smoked or preserved in a herb jelly. In any form, eels are an acquired taste, to put it mildly.

Shiraz, 7th-level Ranger and Swanmay: AC 4 (*ring of protection* +2, Dexterity bonus); MV 15, fly 19; hp 57; THAC0 14 (12 with bow and Dexterity bonus, 11 with *long sword* +2 and Strength bonus); #AT 2 (as ranger) or 3 (as swan); Dmg



1d8+3/1d4+1 (*long sword* +2, Strength bonus/dagger, Strength bonus) or 1d8+1 (long bow, Strength bonus) or 1/1/1d2 (wing buffet, flying leap, bite); SA attack with two weapons without penalty; SD ranger abilities, magic resistance (14%); AL CG. Str 17, Dex 18, Con 16, Int 13, Wis 14, Cha 17. Ranger abilities: Tracking (16), Hide in Shadows (53%), Move Silently (65%). Shiraz also owns a *periapt of proof against poison* +3. Since she cannot carry weapons in swan-form, she keeps her magical long sword and her dagger in an underwater cache at the Eelhold; her long bow and a spare sword are at the aarakocra roost at Featherfall.

Shiraz is the most restless of all the Haranshire rangers, unable to spend two nights in the same place without feeling uncomfortable. She is quite claustrophobic and never enters cities, buildings, or dungeons if she can avoid it. While she likes a good story, she is impressed with deeds, not words—but only in a good cause; PCs who indulge in wholesale slaughter will leave her cool, while those who combine wits with courage will find her a warm ally. In her human form, Shiraz is tall (5'10"), slender, and fit; she has sun-bleached hair, brown eyes, and a deep tan. She is 30 years old.

Encounters

The waters of Eelhold become turbulent and clouded, and water spouts are seen in the center of the lake. Shenjurath the nixie tells Shiraz that her control over the water elemental is weakening; the *sympathy* spell, she fears, must be wearing off. Shiraz is greatly worried, for if the elemental becomes out of control the dam may be at risk. She communicates her concerns to Garyld, who tells the PCs.

The solution to this problem lies in the PCs's discovery of a *ring of water elemental control* while investigating the mystery of the New Mire (see "Lured Into Darkness"). If they killed all the goblins in that adventure, then the ring is theirs, to do with as they please. Less bloodthirsty PCs can arrange for the goblins to move from the Patchwork Hills to the caves in the Blanrydes overlooking the Eelhold. From time to time the ranger could then borrow the shaman's ring and use it to strengthen control over the water elemental when

necessary. The ring's waterlogging effect (again, see "Lured Into Darkness") will have little effect here, merely raising the water level of the Eelhold an inch or so. If the PCs can bring this off, everyone lives happily ever after. The goblins settle down to a steady diet of eel in the Blanrydes, keeping well away from farmsteads.

The Lyrchwood

This small wood yields the best quality (lyrch) wood of the area and is heavily logged. There are many areas within the wood which are almost denuded of mature trees, and several foresters and woodsmen live in small family groups of 2 to 5 huts inside the margins of the Lyrchwood. There are very few tales of humanoids or other menaces here, but there is a pack of semi-wild dogs which has rarely been known to attack humans.

Harlaton

This village of 75 people lies at the center of a broad belt of farmsteads in the best arable land of the shire, at the foot of the Terraces. It is a sleepy village, with only one tavern/hostelry (the Pitcher and Pitchfork). Farmers trade some produce here rather than take it onwards to Milborne, but most of the excess harvest goes to Milborne's open-air market where it's traded for farm implements, household items, and a few luxuries. The folk here are friendly but insular. The main topic of conversation here is the growth of the New Mire, and what is happening there, and why doesn't Old Man Carman do something about it.

The Patchwork Hills and the Terraces

The Patchwork hills are so called because their appearance in the fall is mottled and patchy, not unlike an irregular patchwork quilt. Heather and bracken coat the hillsides, and the grazing is poor (bracken is virtually inedible). If the weather is good and the prevailing wind from the north in mid-fall, hillsmen burn away the vegetation here to protect the terraces from encroachment by the choking bracken.

The terraces were carved from the northern escarpment nearly a century ago. The terraces are cut in layers, each some 50 yards wide, with the next terrace lying some 20 to 40 feet below, accessed by steps cut into the rock. The soil here is surprisingly good, excellent for roots (carrots, turnips, potatoes) and green vegetables (mostly cabbages). Ownership of a terrace is handed down within families and is jealously prized.

To the southeast, the Patchwork hills merge into lightly wooded hills, eventually blending into the Thornwood. The terrain here is very rocky and wild (movement is reduced by 50%) and the plant growth is scrubby, stunted, and uneven. There are occasional sightings of big cats, notably mountain lions, within the wooded hills: the Pitcher and Pitchfork in Harlaton proudly displays the skin of an especially large male mountain lion over its hearth (rather mangy and moth-eaten with age).

Featherfall
On the boundary of the wooded hills and the Thornwood is an elevated rock ledge which plunges some 300 feet sheer down into the Thornwood. This is a very inaccessible area, which is precisely why a small family group of 12 aarakocra (eight adults and four juveniles with 2 HD) has settled here. One area of the ledge is a rock slide which has a curious, almost feathery striation in the rock, hence the name the birdfolk have given their new home. They are careful to keep out of sight, but at some stage of the campaign it is likely that someone in the Terraces might see them, arousing the curiosity of the PCs.

Encounters
Shiraz has a dilemma. The aarakocra are having difficulty establishing themselves, due to harassment by blood hawks and by humanoids living in the southernmost part of the Thornwood (this can be a band of gnolls led by a huge flind, a troop of Bloodskull orcs led by an egotistical and bloodlusting orog, or another menace of the DM's choosing appropriate to the terrain and the strength of the PCs at this point). She can only insure their safety by settling down at Featherfall on a permanent basis—her wanderlust spirit rebels at the very thought—or by eliminating the dual threat. To complicate the issue, she'd really prefer the aarakocra (a splinter group who recently broke off from a larger tribe far to the north) didn't stay, as they've taken over one of her favorite spots. Still, her duty is clear and she won't allow harm to come to them if she can help it.

What's a ranger to do? If Shiraz has befriended the PCs, she encourages them to help out the aarakocra. She'll help, of course, but even so it should take the PCs some time to deal with the problem—time during which the shy aarakocra may decide to move to quieter haunts. PCs who play up the scale of the menace to persuade the aarakocra to leave should receive a role-playing XP bonus equal to the total XP value of the aarakocra when the birdfolk depart for a safer place.

New Mire

The area on the map shown as New Mire was, until two years ago, good farming land. The first year, the soil here grew waterlogged, until the roots of plants rotted in the ground. This year, the problem is even worse. Cutter Brook has not flooded, nor does the water in it seem foul or bad to drink, yet the affected area has almost doubled its size. The cause of the waterlogging is a mystery the locals desperately want solved. Unable to grow crops in the soggy ground, they have been reduced to buying feed for their animals and themselves and are threatened with destitution.

Cutter Brook
This long, meandering stream leads down to the Churnett river from its source in the Patchwork hills. Occasionally semi-precious stones are found in the stony stream bed. These are green- or blue- tinged copper-containing stones, the size of small pebbles, with delicate whorling and striation. They have a base value of only 5 or 10 sp, so the banks of the stream are hardly thronged with hopeful panners. Finds are incidental and opportunistic, and often made by young farm children, shepherds, or hopeful fishermen. The brook is never more than six feet deep or so and is forded easily at almost any point.

The High Moor

The land here is as poor as that of Howler's Moor, but because it is at least nearer to the safety of Milborne and the farmsteads north of that town, some hardy shepherding folk take sheep and, more often, goats to graze here. The eastern half of the moor is very rocky and barren, especially where it borders on the Great Rock Dale. The danger of humanoids getting out of the Dale and foraging in the High Moor usually keeps shepherding to a minimum here.

The Great Rock Dale

This is the one area within Haranshire where some humanoid menace is known to exist. The rock dale has sides which descend almost sheer for 100 to 180 feet, varying from place to place. In a handful of locations, it is possible to clamber down a rock escarpment, though this is hazardous (Dexterity checks required, with a penalty of +2 for wearing metal armor; a failed check means a fall of 1d6 x 10 feet). Scrub trees and bushes grow on the cliff faces and in the base of the dale itself. Orcs, goblins, and hobgoblins have all been reported here from time to time. There are many caves in the dale, and around a third of the dale floor is covered with shallow pools, though the area so covered and the depth of the water varies with the seasons.

Kuiper, the ranger who lives not far to the south, is an experienced and seasoned watcher of the Dale. He knows where to descend into it safely and keeps a vigilant watch over the place. The humanoids fight and squabble among themselves, and the orcs and hobgoblins in particular are deadly enemies. The last time any of them made any significant incursions into Haranshire was seven years ago, and Kuiper made sure there was a militia waiting for them. Seventeen humans were lost, but over 50 hobgoblins were killed, and they have shown no appetite for the fray since.

The Rosestone
Hidden in a jumble of rock and scrub growth down here is this 6′ tall obelisk of rosy-striped limestone. It is not visible from more than 100 feet away. It is obviously unlike anything else in the Dale, being smooth and unusually colored. A *detect magic* spell reveals that the stone is magical, and a *detect good/detect evil* spell or power will reveal that the stone has a strong aura of good. If a priest (rather than a wizard) casts *detect magic* on the stone, he or she is allowed a Wisdom check to detect intuitively that the stone can grant healing to those who properly propitiate it (this check is made at a +4 penalty if the priest cannot use spells from the sphere of Healing). To use the healing power of the stone, a character must hug the obelisk and offer a prayer to his or her deity. If the character has been a faithful follower of the Power in question, the stone then grants a *cure light wounds* to the character, with a minimum effect of 5 points of curing if the character makes some sort of offering to the stone. The magic of the stone works but once per week for any particular PC, and for no more than eight creatures in any one week.

Chipping at the stone or otherwise damaging it will result in the offending PC being affected as by a *cause light wounds* spell. The damage so caused cannot be magically healed; it will heal at one-third the normal rate and always leaves an ugly scar.

The origin of this relic is unknown, and not even Kuiper knows it is here. The ranger will be delighted if the PCs tell him about the stone, since he can use it, and will give them his *potion of extra-healing* as a reward for the discovery. If the PCs tell Lafayer of their discovery, the wandering cleric is understandably excited and concludes that the relic was created



by a servant of his own faith. He makes preparations to have the stone retrieved and taken back to the temple in Milborne, and the PCs can get employment assisting the young priests and laborers Lafayer sends to do the job. Cue for PCs to be sitting ducks as they try to protect the workmen from irate Rock Dale humanoids who regard this intrusion into their home as wholly unacceptable. Humanoid tribal shamans will be especially determined to prevent the stone's removal, since they benefit from its presence. The PCs should be well paid for this dirty work (250 gp or so apiece), and Lafayer will cast healing spells for them (when in the area) for only a token charge in future. Needless to say, the service the PCs have performed will be warmly regarded by temples of Lafayer's deity when the PCs need to expand their NPC contacts. Good-aligned PCs receive a 500 XP bonus for helping Lafayer retrieve this stone.

Encounters

The Great Rock Dale is one place PCs may well decide to investigate when looking for kidnappers. There is no obvious reason for them to go there, but the Dale is a wild place where a bunch of kidnappers and bandits might well be thought to be hiding out. Also, this location is a good place for PCs to earn some experience with some good old hack and slash, chopping lumps out of hobgoblins, goblins, and orcs, a good reason for getting them interested in the place. If the PCs announce their intention of adventuring here, the DM can use **Map 3** from **Mapsheet 1** to create a "generic cave" in which to have a nest of humanoids. Treasure should be determined randomly.

The DM can throw in a red herring by having an item from a kidnapped person turn up in the treasure hoard of the humanoids. In fact, the item in question (which should be something small—a ring, brooch, lucky charm, etc.) was just dropped when the victim was being dragged off to the Garlstone Mine; an opportunistic humanoid on a rare foray beyond the Dale just picked it up by chance. This could lead to the PCs hacking away at Dale humanoids with ever greater ferocity, which is no bad thing if the party could do with some extra experience. At some stage, though, they may need to have the red herring revealed for what it is.

Another possible hook is to have the PCs forced into some negotiation with the orcs here. The orcs

surround the PCs in sufficient numbers to make combat hopeless. However, rather than attack, the orcs bargain from a position of strength. They escort the PCs to the entrances to the hobgoblins caves and invite them to chop the inhabitants into lumps, promising them safe passage afterwards. When the PCs emerge, the orc leader struts around a lot but, being lawful, decides to let the PCs go—perhaps after charging them a "toll" (stripping them of a few eye-catching items). "Don't come back. We orcs is powerful and strong," he snarls. "Yeah, not like them bad-smell orcs. They not us," his shaman lets slip. The leader turns round and whacks the shaman across the head with the flat of his axe, but sharp PCs can seize upon this indiscretion and wheedle some curious information out of the orcs.

In brief, an emissary from the Bloodskull orcs came to this tribe in the Dale, attempting to coerce them into joining the Bloodskulls (the intention being to use them as slaves when they reached the Bloodskull caverns). The chief did not like the look of the Bloodskull emissary and sent him packing. "We wuz too strong, 'e was scared of me," the chief blusters somewhat unconvincingly. The "bad smell" is the key here. The Rock Dale orcs describe the Bloodskull emissary as smelling of rotten fish (a standard side-effect of the *potion of domination*). When the PCs meet some of the kidnappers from the Garlstone Mine or Broken Spire Keep, they should recognize the rotten-fish odor and realize that these men are allied with those strange orcs. The Rock Dale chieftain had not seen a Bloodskull before and says emphatically that the strangers were not indigenous to the area. He can, however, describe the Bloodskull symbol—a red skull split with an axe, a crossbow bolt in each eye socket.

Note that no routes down to the underdark can be found in the Great Rock Dale.

The Hardlow Woods

This dense woodland is packed with ground-hugging thorny bushes, and the terrain is virtually impassable in places (cutting travel time by 25% to 50%). There are also small rocky rifts of up to 40 feet in depth in the western half of the woodland, making travel hazardous. Humanoids sometimes forage here, and the place is home to a pack of worgs who stalk Howler's Moor at times. The worgs get enough to eat from the deer of the woods most of the time and don't raid human settlements unless very hungry (during a severe winter, etc.). If encountered in the woods, however, they are extremely fierce and always attack unless immediately confronted with fire. Creeping vines and Spanish-moss style tree parasites with trailing roots are also common in the Hardlow woods; no forestry or scavenging goes on here. This is the most isolated and neglected woodland in all of Haranshire.

Gleaming Glade

There are many local rumors, with a hundred variations on the theme, concerning an evil priest and his followers (said to be assassins) who lived in the Hardlow Woods nearly two hundred years ago—long before Milborne and Thurmaster were settled and populated. Only a handful of frontier farmers lived in the lands then. The priest is said to have belonged to a death cult (on Toril, Myrkul; on Oerth, Nerull; on Mystara, Thanatos); the DM should make these of the same faith as the priests currently operating out of the Garlstone Mine and Broken Spire Keep. The priest and his followers were wiped out by Count Lothar Parlfray, a paladin, and his fellow adventurers. However, several of Parlfray's fellows were lost and the evil priest's dying curse blighted the woodland for nearly a hundred years—another reason why the locals avoid the place, being superstitious of any lingering effects of the curse. In particular, the fighter Dalraith was said to have been swallowed up in a pit of inky tar which drained his life away, so that his suit of magical gilded chain mail was lost with him. The DM can embroider this tale so that the PCs get the clear idea that there is lost magical loot in the forest.

Trying to find this lost largesse is like looking for a needle in a haystack. If the PCs just set off without any clues, the DM should throw some random encounters with humanoids and worgs at them (use the tables on the inside back cover). If, on the other hand, they ask around for information, Old Grizzler of Milborne knows an old song which says that Parlfray's followers fell in the Gleaming Glade. This place actually exists: a dead zone, with bare, skeletal, decaying trees covered in a phosphorescent moss that gleams at night. Old Grizzler believes that the Gleaming Glade is to be found somewhere in the northwestern quadrant of the woods, though he doesn't know exactly where. This, at least, narrows down the PCs' search area.

In the Glade itself awaits the vengeful undead spirit of one of the evil priest's old servitors. If the PCs are still 1st or 2nd level when they come here, they encounter a wight; otherwise, it is a wraith. Hence, don't give them Grizzler's clue until they have the ability to confront and kill the creature; the PCs should not come here unless the party owns at least one and preferably two magical weapons. If the

wraith is overcome, the PCs can dig around in the befouled, malodorous, tarry-gelatinous "earth" and find some magical treasure, though not the fabulous hoard they may have been hoping for. It takes 10 PC-hours of digging and searching to excavate each of the following items: *dagger +1, long sword +1, ring of protection +1, shield +1*, a fine platinum choker with emeralds worth 1,500 gp, and a sealed silver scroll-case (value 150 gp) containing a scroll with the spells *stinking cloud, fly*, and *dispel magic*, all scribed at 11th level. With each discovery there is a 50% chance of uncovering 5d20 gp scattered about the area also, in addition to a fair amount of rusted and useless shields, bucklers, swords, and the like.

Also inside the scroll tube is an old letter: give the players **Player Handout 9** at this time. The handwriting can be identified as that of Lothar Parlfray's scribe if the PCs can obtain a sample of his handwriting (some old ledgers and documents at Parlfray's keep are the only likely source of such a sample). The "keep" referred to in the letter could be wrongly assumed to be the one in the Halfcut Hills currently occupied by the Parlfray family, and Count Sandior Parlfray will attempt to foster this misapprehension if asked directly about it. Closer examination, however, should show the PCs that the note surely refers to another keep (for one thing, the hill keep has no spire), and they may begin inquiries to find it. This is a good clue to post for them just before the DM deems them to be ready to approach Broken Spire Keep.

Howler's Moor

This desolate and barren moorland offers only poor grazing for sheep and goats, but in summer shepherds venture into it nonetheless. The moor has a reputation almost as evil as that of the Shrieken Mire (see below). The standard "black dog" tale, of a huge hound the size of a horse (its proportions grow in a linear relationship with the amount of ale ingested by the teller of the story) that eats shepherds and travelers after stalking them and driving them to terrified exhaustion, is told by most folk of the area. Some people even claim to have seen it, and they say that the beast is shrouded in a smoky miasma and breathes fire. It doesn't exist, of course, but the howling of worgs from the Hardlow woods is enough to keep the tale alive. The moorland supports so little animal life that any sizeable predator would find it very hard to survive, but if the DM wants to introduce some new monstrous element into the campaign this is where it's most likely to turn up (who says there isn't any huge black hound here after all?)

The Redwood

The small Redwood takes its name from the many fruit trees and berry bushes which make the wood a riot of blossoms in springtime. The Redwood is communal land so far as fruit-picking goes; the last week of the fourth through eighth months of the year are traditional berry- and fruit-picking time here. Count Parlfray refuses to give foresting rights to anyone, trying to preserve the woods as they are. The more free food his subjects get, the bigger a tithe he can extract of the rest, of course. This is a pleasant, sunny, bright wood which offers no significant threats or menaces.

The Thornwood and the Blessed Wood

The Blessed Wood—that section of the Thornwood south and east of the Woldcote River—has been free of humanoids since the so-called "scourge" 21 years past, when the Parlfrays used mercenary fighters to clear out these woods and make them suitable for foresting. This has considerably increased their own income, and some 200 people in small family groups live within the woodland. Prior to the scourge, foresting was a dangerous business here; since the settlement, this has become a peaceful and reasonably prosperous area.

The great Thornwood to the west of the Woldcote is avoided by local people, save for the margins of the wood just south of the Churnett river and around Hog Brook. Timber wolves, the occasional mountain lion, and bears are often seen along the forest's edge. An especial peril of the darker recesses of the forest are the huge and giant spiders which lurk there, and local people usually mention these brutes as a specific reason why they don't enter the deeper recesses of the Thornwood. Humanoids (goblins and bugbears especially) are both believed to dwell deep within the forest also. Since the Thornwood does not yield timber as good as that from the Lyrchwood or Blessed Wood, and it lacks the Redwood's fruit trees, there is no pressing reason for local folk to exploit it.

Hog Brook
This stream owes its name to the water-loving scrub oak which grow along the margins of the brook and yield a fine harvest of acorns in fall. Some farmers drive their pigs here to feast on the wood's bounty. Over time some have escaped, and the neighboring woods is now home to many wild Razorbacks. Only the northern third of the brook is thus foraged, farmers fearing to drive their herds further south.

Broken Spire Keep
This is a key location for the PCs to investigate. It has been abandoned for over a century, and local people don't speak of the place. Most have forgotten that it ever existed. This was the original home of the Parlfrays, built by Count Sarden Parlfray and kept garrisoned by his descendants as a central defense within the Thornwood, manned by a vigilant body of men-at-arms to counter the constant threat posed by the humanoids of the Thornwood. Exactly what transpired at the keep prior to its abandonment is unknown. A supply party found the bodies of the men there horribly mutilated, with expressions of marrow-chilling terror on their faces. Every last man-at-arms had been slain, yet the defenses of the keep had not been breached in any way. Even more surprisingly was that despite the fall of the keep the humanoids became less aggressive and appeared to shun the place as much as the men of the area.

Elman Parlfray (the current Count Parlfray's grandfather) had been away from the keep at the time of the disaster, and he relocated the family home to the Halfcut Hills, where it has been ever since. He countered the increasingly hysterical and wild rumors surrounding the fall of the keep by the simple expedient of issuing a decree that anyone speaking of the place in public (which meant a gathering of two or more people) would be liable to severe punishment. A few good floggings and ruinous fines managed to suppress wagging tongues; while memories linger, locals won't discuss them with strangers.

It's highly unlikely that the PCs will discover what actually happened at the keep, but for DM reference a renegade nycaloth in the service of Myrkul/Nerull/Thanatos was responsible for the mass carnage. The maddened horror rampaged through the Thornwood slaying everything it encountered, and it slew nearly 300 humanoids in addition to destroying the inhabitants of the keep. The humanoids thus give the keep as wide a berth as anyone else in the area.

More details of the keep are given in the chapter "Ruins in the Thornwood."

The Shrieken Mire

This extensive marshland (pronounced "shry-kunn") derives its name from Lord Artran Shrieken, once of Milborne, a cruel and heartless villain who attempted to force one of the young Parlfray women to marry him. She fled into the mire with her paramour, and Shrieken pursued her, only to meet a watery end in one of the marsh's more dangerous areas. The area has had a sinister, and well-deserved, reputation ever since. Treacherous, uncertain footing and hidden pools of water can suck a person or horse down in an instant. Poisonous snakes are plentiful here, and in summer the mosquitoes and other insects of the marsh are irritating and potentially dangerous. There are many local yarns about Shrieken's curse, claiming that his restless spirit wanders the mire, bemoaning its fate and seeking to strangle the life out of any who come here. Certainly livestock does disappear now and then, though this is mostly blamed on the lizard men who dwell deep in the mire (DM's note: there are lizard men here, but they are shy and avoid human contact; some of the missing animals are sucked down in the bogs, while most are carried off by Inzeldrin, the green dragon). No one comes here who can avoid it or goes deeper into the mire than they must. This is a good area for PCs to avoid for as long as they can.

Encounters
Four Thurmaster folk are found bludgeoned to death on the margins of the Shrieken Mire, where they had been fishing and gathering marshland plants. Huge footprints—obviously those of giants—were found nearby. The giants can be tracked some distance into the mire, but not to their lair. What's more, an excitable young shepherd boy claims to have seen a green dragon flying over the mire to the south some days before.

This event alarms the locals. No giants have been reported in Haranshire for as long as anyone can recall. For PCs of low level, slugging it out with giants should be effectively impossible, as one hit from a giant means instant death for all but the hardiest low-level character.

It should take the PCs some time to achieve a solution to this problem. The raiding giants are two fomorians (HD 13 +3 each, AC 3, Dmg 2d6+8) and their two young offspring (8 HD each, AC 3, Dmg 2d6+3). Every few days, the giants will be back, to take livestock and kill a few more people for sport, and survivors will be able to give a good description of the marauders. Killing them is beyond the ability of the PCs or the local militia. One possible solution is to dig pits large enough to trap a giant, cover them, and then try to lure the giants into falling into them. This may work, but the labor involved in digging the pits, the vast area open to the giants for raiding, and the difficulty involved in trapping all the giants at the same time makes this plan difficult at best to put into effect.

A second solution involves the dragon. Inzeldrin,

an Old green dragon, considers herself the Queen of the Mire. She sleeps most of the time (but will be awake if the PCs find her mound). While evil, she can't be bothered to go raiding and pillaging (it's so much easier to go *invisible* on those rare occasions when she's in the mood to nab some livestock for supper). Satisfied with the obeisance and offerings she receives from the lizard men, Inzeldrin ignores the people and livestock outside her little "kingdom"—they're hardly worth the effort; there's no challenge to it, in her opinion. She really just wants to get on with dozing, daydreaming, pondering the Meaning of Life, and all the other things highly intelligent reptiles with a few centuries to kill get up to. She won't be hostile when the PCs approach; she knows she can eat them all for a snack without working up a sweat, and expects them to know it too. She expects flattery, of course, and a few token offerings would sweeten her mood.

Attacking this dragon is foolish; while complacent, she's still careful not to allow them to get too close or to let any PC sneak around behind her (with her excellent senses of hearing and smell, she can detect even invisible or hidden characters). If they decide to attack her, be kindly—the dragon may be satisfied with killing half of them and letting the others run away through the mire (saving throws to avoid the killing bogs applicable). Wise PCs should play on the dragon's sense of possession over the Mire to persuade her to kill or drive off the fomorians (which she can easily do, using breath attacks from the air). Inzeldrin will actually be quite interested in having a fight with something worth the effort. If the PCs need some prodding, have the dragon boast about being Queen of the Mire and explain that she prefers to be left alone and can't be bothered to attack the feeble, puny little humans of the land. This should cue the PCs to make the right suggestion.

Even so, Inzeldrin is a dragon, with all a dragon's sense of a bargain, and will want to know what's in it for her. The fomorians have little treasure and the dragon is no great treasure collector anyway. She will be interested to hear of PC exploits in the mines or keep but will remark that tall tales butter no parsnips. Eventually the PCs and dragon should be able to agree on terms: if Inzeldrin wipes out the giants, the PCs will arrange with the townsfolk to leave tethered livestock for the dragon at regular intervals (say, once every other week or so). In return, the dragon will use her *plant growth* ability in the summer peak-growing time to help the farmers grow better crops and increase their yield of animal feed. The dragon is Lawful and will abide by the agreement. If the PCs are successful in this, they should earn 750 XP each for a story goal (the DM may also leave some treasure for them in the giants' lair, relics of earlier victims). One of the young giants may still be in the lair if the DM wishes to stage a fight there; one giant is still very dangerous, but the PCs should be able to handle such opposition unless they are still only 1st level.

The PCs may not be swift to come up with the idea of enlisting the dragon's help. The key things to impress on players are (1) your characters can't possibly tackle a full-grown dragon, (2) the giants would murder them wholesale, and (3) what is there in the area that could possibly deal with giants? Don't let the PCs rely too heavily on the rangers here; let them work out a solution to this problem by themselves.

The DM may decide that Inzeldrin has some passing knowledge of what lies behind the kidnappings. She may know that there is a nest of orcs beneath the Garlstone Mine, for example, or even that there are routes to the underdark below the mines. She may know of Fandruzsch the shadow dragon (see Book II). She may be aware that there are priests of Myrkul-Cyric/Nerull/Thanatos in the area, though not exactly where (though Inzeldrin is certain none are close by—that is, not in the Mire itself). She certainly remembers the old keep in the Thornwood and knows its location. Since dragons know a lot of things, and can plausibly refuse to be interrogated as to how they know them, this is a useful way for the DM to alert the PCs to the wider scope of what may be awaiting them below the mines or keep.

Inzeldrin, Old Green Dragon: AC –4; MV 9, fly 30 (C), swim 9; HD 17; hp 77; THAC0 3; #AT 3 or 1; Dmg 1d8+8/1d8+8/2d10+8 (claw/claw/bite) or 16d6+8 (breath weapon); SA breathe cloud of poisonous chlorine gas (50′ long by 40′ wide and 30′ high), spells, *fear* aura (90′ radius); SD immune to all gases, detect invisible and hidden creatures (80′), *clairaudience* within 160′ of lair, spells; MR 30%; SZ G (80′ long plus 72′ tail); ML champion (16); Int very (12); AL LE; XP 16,000. Special abilities *water breathing* (at will), *suggestion* (once per day), *warp wood* (thrice per day), *plant growth* (once per day). Spells (cast as if 14th level): *invisibility, protection from normal missiles, magic missiles, shield; speak with animals.*

The Halfcut Hills

The local legend of these hills is that they were created by a Power (Clangeddin on Toril or Oerth, Kaygar on Mystara) cleaving the original rock mass in two with a huge axe (or hammer), leaving half behind and taking half to make his own castle home on his own plane. The hills have very sheer sides rising 200 to 350 feet, and the surfaces are covered with fossil remains, mostly of simple shellfish and ammonites. The appearance makes them look, indeed, as if they were cut open to reveal the fossils within. The hills are barren and lifeless, though some eagles nest atop the central rock massif and sometimes carry off lambs.

Nestling into the hills is Parlfray's Keep, a solid four-square structure which has been home to the Parlfray family ever since the abandonment of Broken Spire Keep over a century ago. Currently, the scion of the family is Count Sandior Parlfray, a vague, pleasant, stubborn, wooly-headed squire of 71. His sole heir, Lyntern, is but 18 years of age. Lyntern's mother, Sandior's fifth attempt to sire a son and the first to surprise her husband with success at the task, died in childbirth, and the boy is lonely and miserable with his distant father. Lyntern is a 1st-level fighter with Str 17 and Con 17, and he may well try to tag along with the PCs given even a ghost of a chance. This will get the PCs into Sandior's bad books, of course, even if they are blameless; the last thing he wants is for his son to be exposed to the dangers of madcap gallivanting (his usual term for adventuring) when he wants him to inherit the family home and lands.

Encounters

The chapter "Lured Into Darkness" includes a short encounter on Howler's Moor. Once the PCs have made a name for themselves and are gaining the odd experience level, the Count may hire them for various errands and activities. Dealing with the fomorian giants of the Shrieken Mire would be an obvious possibility—he would offer the PCs a considerable sum to be rid of them.

Other possibilities for Parlfray's employment could include

- Uncovered Crypt. Parlfray's men stumble on old burial chambers deep in the Halfcut Hills. The Count fears that some old curse, or undead, infests the place and wants the PCs to check it out.
- Giant Steps. Parlfray wants to extend his keep. He has learned that there are stone giants to the east, higher up in the Halfcut Hills, and would like to recruit them to help with construction. A charismatic PC is sent to open discussions. The giants agree, but they want the PCs to perform some service for them first . . .
- Rabid wild dogs are sighted in the Redwood. The Count wants the PCs to exterminate them, ere the summer berry harvest is lost.

Parlfray makes an excellent general patron NPC, given his importance in the area. The DM should use him as needed to introduce the PCs to side-adventures for experience and to retain campaign balance.

Deep Caves

The PCs may wonder whether cave systems deeper than the old mines and the pockets of caves in the Great Rock Dale are known locally. Replies from old miners and the like say that they suspect there are deeper passageways beneath the mines, but no one has any maps or knowledge of them. If the PCs ask this too quickly, before the DM wants them to head for the Garlstone Mine, give the players a red herring and direct them to the Great Rock Dale instead.





This chapter pits the PCs against one of the two groups of kidnappers, the priest Ranchefus and his followers (mostly thieves) who hide out in the ruins of Broken Spire Keep. **Maps 4 & 5** on **Mapsheet 1** show the keep layout. The PCs need to be mostly 3rd level to handle the challenges here. If they are not strong enough, they should be discouraged from too-early action by advisers like Garyld or Kuiper and should undertake side adventures to gain the necessary XP. Alternatively, the DM can strengthen the PC party by having one of the rangers or the druid Oleanne accompany them, but in this case he or she is entitled to a full share of XP and treasure, slowing down the PCs' progress in experience levels. Having access to 2nd-level spells (*invisibility, hold person, silence 15' radius, stinking cloud, web*, etc.) is vital for success in this part of the campaign.

Approaching the Keep

The DM should roll normally for random encounters in the Thornwood, ignoring any tough encounters just before the PCs reach the keep itself that would seriously weaken the party (they need to be at full strength before they risk this assault).

The keep stands in a clearing, which extends for some 100 feet all around it. To the northeast, to the side of the small watchtower, lay the shattered remains of the stone spire that once topped it. The vegetation here is yellowed and unhealthy, and a druid PC can see easily that there is indeed some curse or blight affecting plant life. The clearing is booby trapped: from whichever direction the PCs approach, there is a 50% chance that they trigger a pit trap or a spear trap. A pit trap is 10' deep and is set with sharpened wooden poles inside. Damage is 1d6 for the fall and 1d8 for impalement (1d4 if in metal armor). A spear trap is a cunningly-placed rope noose with a stone counterweight: if a PC steps into the snare, it yanks him or her off the ground and triggers a spear (THAC0 13, Dmg 1d8). The PC is left dangling some 10 feet off the ground until cut down. The pit trap is unpleasant, but the noose trap is worse, since the PC flying into the air is 75% likely to be visible from the watchtower of the keep (unless the PCs approach by night and without torches), alerting the bandits of the PCs' approach. Characters can avoid the traps in several ways: a PC thief scouting the area can use his or her normal Find Traps roll, a ranger can use Tracking to see where the bandits step around danger points, and a druid can use *detect snares and pits*.

The PCs may scout around the keep, using a thief, a ranger hiding in shadows, *invisibility*, cover, etc. Of course, invisibility does not make PCs silent! The tower is some 30' high, the walls of the rest of the keep 15' high. The tower watchpost has its own hazards (see area 12 below), but the walls of the keep could be scaled. The keep has a flat stone roof, save for the area above the courtyard, so a nimble PC might clamber over the wall, move along the roof, climb down, and open the gate from inside. Easier said than done, however, and a PC caught alone inside will be in desperate trouble. Climbing down the chimneys might be possible for a halfling thief (DM discretion), but not for anyone larger.

Broken Spire Keep

The script below gives the location of the bandits when the PCs first attack. Once the alarm is given, the bandits will not wait meekly in their quarters for the PCs to kill them piecemeal. They are mobile and well-organized, and as soon as the alarm is raised they rush to the keep's defense (see specific tactical notes below). Their tactics are to attack *en masse*. They do not hold back. The last thing they want is for their base to be discovered by anyone who escapes to tell about it. They will pursue fleeing PCs, and at some stage it is virtually certain that the PCs will have to run for their lives here. The keep will not be taken in one assault. Strategic notes are given after the keep locations have been detailed. The DM should eschew morale rules here and apply personal judgment instead: these individuals are both evil and desperate, more terrified of their priest-commander than any intruders. Most won't even contemplate surrender unless death seems certain. Two of the thieves, Balrat and Wilmors, will not surrender under any circumstances because of the effects of the *potion of domination*, and Ranchefus won't surrender either. However, the thief Heydrus gladly surrenders, given the chance, and his capture is a key event.

Treasure for bandits here is 2d10 gp (or equivalent) per NPC level; any additional item is noted in the character descriptions.

1. Gates

The gates are 10' high and barred from the inside. A *knock* spell cannot open them (see the *Player's Handbook* spell description) but they can be battered open with a successful bend bars/lift gates roll (which means the

gates are broken asunder but can be repaired in time). There is a grille set into the right-hand gate at eye level, and a guard is 75% likely to be looking through it during the hours of daylight (by night, there is no guard actually at the gate itself). The guard's first action will always be to alert the other guards in areas 2a and 2b. No fires burn inside the keep during daylight hours, but a thin haze of smoke rises from the two fires in area 8 and area 10 during darkness (the DM might allow infravision to detect this).

Guard at the Gate, 3rd-level Thief: AC 6 (leather armor, shield, Dexterity bonus); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d6 (short sword or long bow); SA +4 to attack rolls and double damage on backstab; SD Hide in Shadows (35%), Move Silently (40%); AL NE; XP 120.

2a/2b. Guardhouses
Each of these guardhouses holds three guards—one fighter, one seasoned thief, and one underling. At any given time, one of these three will be asleep (determine randomly). Thieves can sleep in their leather armor, but fighters need 1d3+1 rounds to get their chain mail on. The DM should decide whether they're going to take this time or not—a casual alarm is one thing, but PCs storming the gates is another. Finally, there is also a large and vicious hound in area 2a (treat as a war dog). The chambers are spartan, with little more than bunk beds, some dirty clothes, and the remnants of some meals littering the dusty rooms.

Bandits (2) 2nd-level Fighters: AC 4 (chain mail and shields); MV 9; hp 18, 14; THAC0 19 (2a: 18 with Strength bonus; 2b: 17 with *long sword +1* and Strength bonus); #AT 1; Dmg 1d8+1 (2a: long sword, Strength bonus) or 1d8+2 (2b: *long sword +1*, Strength bonus); SZ M; AL NE; XP 35 each. The guard in area 2a has a silver ring with a cluster of moonstones on her left hand (value 125 gp); the guard in area 2b has a highly polished *long sword +1*. Both have Str 17.

Bandits (2) 3rd-level Thieves: AC 6 (leather armor, shields, Dexterity bonus); MV 12; hp 13, 12; THAC0 19; #AT 1 or 2; Dmg 1d6 (short swords or long bows); SA +4 on attack rolls and double damage on backstab; SD Hide in Shadows (35%), Move Silently (40%); SZ M; AL CE; XP 120 each. The bandit in area 2b has a pair of fine leather boots (worth 25 gp) with a secret compartment, containing a small diamond (worth 700 gp), inside the right heel. Both have Dex 15.

Underlings (2) 1st-level Thieves: AC 6 (leather armor, shields, Dexterity bonus); MV 12; hp 6, 4; THAC0 20; #AT 1; Dmg 1d6 (short sword or short bow); SA +4 on attack rolls and double damage on backstab; SD Hide in Shadows (15%), Move Silently (20%); SZ M; AL CE; XP 35 each.

War Dog: AC 6; MV 12; HD 2+2; hp 11; THAC0 19; #AT 1; Dmg 2d4 (bite); AL N; SZ M (6' long); ML average (10); Int semi (4); AL N; 65 XP. The dog has a silver-studded collar with a silvered pendant bearing his name ("Ripper") and worth 15 gp.

3. Courtyard
This open area is unroofed. The one notable feature here is the small well, from which fresh water can be drawn. A couple of buckets lie beside the stone-walled well. A foul smell in the courtyard suggests that the bandits are none too particular about where they get rid of excess ale intake. There is a large, old bloodstain on the eastern external wall of area 2a, and some human teeth lying below the bloodstain.

4. Armory
The old armory has long been looted, and only a handful of rotted wooden staves and some half-smashed furniture litter the once-beautiful room now. There is an iron-barred cage in the northeast corner, used as a holding cell for captured prisoners. Filthy, soiled, bloody straw litters the floor of the cage, and there are manacles bolted to the walls inside it. The cage is empty and currently unlocked. If the PCs search thoroughly this room (one turn minimum), they may find something the bandits missed: a small trapdoor, fitting perfectly flush to the floor, almost in the center of the room. The trapdoor is only 12" by 18" and locked, but it can be opened by a thief or by using a crowbar or equivalent. In a 12" deep recess beneath the trapdoor are hidden a *light crossbow +2* and a quiver of light crossbow *bolts +1*, 13 in all.

5. Stables
This building is in some disrepair and the wooden door is battered, with hand-sized holes in several places. Three large hounds are kept locked up here, in the filthy bug-infested hay and half-collapsed interior woodwork. Each is chained to the north wall; it takes a bandit one round to free one. They are in poor condition, mangy and neglected. They fight furiously (+1 to normal attack rolls, –1 to damage due to weakness, ML 15), but they are so maddened by their mistreatment that if freed they are 25% likely to attack the

nearest human, be that PC or bandit! They have the same stats as the war dog in area 2; these three have 9, 8, and 6 hp.

6. Lumber Stores
Firewood and general debris litter this room, but with a lantern or other light source a path can be picked through to a trapdoor which is clearly visible at the far end of the room. This trapdoor opens up to reveal steps leading down to the dungeons below the keep; see below.

7. Stores
Supplies of food (tubers, grain, etc.), ropes, oil (40 flasks in all), more firewood, and general equipment (canvas, spare boots, crowbars, etc.) are kept in this locked room. The DM may allow PCs to find various useful mundane items from this supply, at his or her discretion. There is one item of significant value which can be retrieved if the place is thoroughly searched (two turns minimum): a lantern with fine silver filigree work and red crystal lenses, worth 150 gp.

8. Grand Hall
The old feast hall of the keep is where the bandits plan their kidnapping exploits. At any given time, there is a 20% chance that some or all of the following NPCs are here (roll separately for each): Balrat, Wilmors, and Ranchefus himself (see area 9 and area 24 in the dungeon level for these villains' stats). The room is dominated by the fine dark wooden feasting table, in which the thieves have carved their nicknames (generally unpleasant), initials, and doodles. Otherwise, the fine tapestries and ornamental shields which once decorated the hall have long since been looted and sold; only the carved rafters remain to show the former grandeur of this place. The hall is mostly dusty and bare, though a fire burns in the fine stone hearth at night. A stone chimney rises between the arrow-slit windows. There is a large brass bell set into the wall directly above the hearth.

9a–e. Servant's Rooms
These old servants' quarters have been taken over by the two thieves who lead the gang with Ranchefus, and the miserable thief they kick around for fun. Area 9a is Balrat's room, area 9c is home to Wilmors, and their young lackey Heydrus is in area 9e. These chambers are dirty and unkempt, with soiled sheets and blankets littering crude beds, dirty clothes strewn about the place, and the like.

Balrat, 4th-level Thief: AC 3 (leather armor, Dexterity bonus, *ring of protection +1*); MV 12; hp 15; THAC0 19 (17 with bow and Dexterity bonus); #AT 1 or 2; Dmg 1d8+2 (*bastard sword +1*, Strength bonus) or 1d6 (short bow); SA +4 to attack rolls and double damage on backstab; SD Hide in Shadows (55%), Move Silently (60%); ML 20 (*potion of domination*); AL CE; XP 270. Str 16, Dex 18. Balrat has a *potion of healing* and a pair of ivory dice with bloodstone "pips", worth 250 gp for the pair, in a leather pouch on his belt. Balrat is 6' tall, of medium build, with greying black hair and brown eyes. He has a broken nose, and his front two upper teeth are missing.

Wilmors, 4th-level Thief: AC 3 (*bracers of defence AC 6*, Dexterity bonus, no armor); MV 12; hp 20; THACO 19 (18 with *short sword +1*, 16 with *short bow +1* and Dexterity bonus); #AT 1 or 2; Dmg 1d6+1 (*short sword +1* or *short bow +1*); SA +4 on attack rolls and double damage on backstab; SD Hide in Shadows (55%), Move Silently (65%); ML 20 (*potion of domination*); AL NE; XP 270. Con 16, Dex 17. Wilmors has a *scroll of protection from plants*, which he took from a kidnapped wizard. It is, of course, spectacularly useless to him, but he keeps it in the hope of one day being able to trade or sell it. Wilmors has a gold earring in his right ear worth 25 gp and wears a gold bracelet with some fetchingly engraved inlaid ivory skulls (worth 80 gp). He is 5' 9", of slender build, with brown hair and hazel eyes. His fingernails are very long and dirt-encrusted, and half his left ear was torn away in an old bar brawl.

These two thieves both smell faintly of fish, because of the *potions of domination* they have been given. They fight fanatically (morale 20). If not in area 8 when the PCs attack, there is a 30% chance that each is asleep in his own room.

Heydrus, 2nd-level Thief: AC 5 (leather armor, shield, Dexterity bonus); MV 12; hp 9; THAC0 19 (18 with bow and Dexterity bonus); #AT 1 or 2; Dmg 1d8 (long sword) or 1d6 (short bow); SA +4 on attack rolls, double damage on backstab; SD Hide in Shadows (25%), Move Silently (30%); ML unreliable (3); AL CN; XP 120. Int 16, Dex 16.

This bandit is important for the PCs. He is utterly wretched. He is a general-purpose dogsbody for Wilmors and Balrat and hates it. One of their favorite tricks, for example, is to rub their boots in wet mud

and make him clean them. They beat him for not doing the job properly, and then walk right out and stomp around in mud again before returning to the hapless youngster (Heydrus is 16). This kind of thing keeps them amused for hours. No wonder the unfortunate youth loathes them.

Heydrus is spectacularly nerd-like in appearance. He is 5′ 11″ and painfully thin, with scrofulous skin and light brown hair that looks as if someone has been mopping up greasy floors with it for several weeks. However, he's the one thief here only too willing to surrender and bargain for his freedom. See the tactical notes at the end of the location key.

10. Kitchens
Dirty and dishevelled, the kitchens boast a large hearth which also opens out into the smithy chamber (area 13). There is nothing of real interest or value here.

11. Watch Tower
This ground floor chamber has a stone spiral staircase which leads up to area 12 and also down to area 22 in the dungeons. There are crossbows at all the window slits, each with a case of 20 bolts, readied for defense should they be needed. There is also what appears to be a metal rod running up to the ceiling as well as across and into the south wall (this is the bell-pull for the Grand Hall). Finally, there are always two lanterns filled with oil set into brackets beside the descending spiral staircase.

12. Watch Platform
Elevated some 30 feet above the keep itself, the floor of this aerial platform is not wholly sound. While the bandits know where to stand or tread, any PC not paying careful attention to where he or she is going has a good chance of plunging through rotted timbers to the floor of area 11, taking 3d6 points of damage in the process. The base chance for this is 20% per round; add 15% if a PC is wearing armor heavier than leather or 30% for a PC in any form of plate mail. The DM may make reasonable adjustments here (for example, a halfling—being very light—has only half this chance of being unlucky). There is always a lookout here, a 3rd-level thief armed with a crossbow. He stands beside a metal lever which, if pulled downwards, rings the bell in area 8 loudly. At any sign of approach, the watchman pulls this lever and lets off a couple of shots from sheer boredom. Apart from the watchman, large quantities of bird droppings are the only feature of note here.

Lookout, 3rd-level Thief: AC 4 (leather armor, shield, Dexterity bonus); MV 12; hp 14; THAC0 19 (17 with light crossbow); #AT 1; Dmg 1d4+1 (light crossbow) or 1d6 (short sword); SA +4 on attack rolls and double damage on backstabs; SD Hide in Shadows (40%), Move Silently (45%); AL NE; XP 120. Dex 17. He has a nonmagical amulet under his armor made of silver-chased gold, worth 130 gp.

13. Smithy
An old anvil and braziers are the only signs that this very dusty and cobwebbed chamber was once used as a smithy. A dwarf PC (or a PC with the Stonemasonry proficiency) can see that the stone ceiling was built some time after the walls of this chamber. The smithy was originally roofless for better air circulation, but the defensive weakness was considered too great and the room was covered with stone for protection against attack. Now it is abandoned and disused.

Tactical and Strategic Notes

Before describing the dungeon level, a word on the bandits' tactics and strategy. As noted, the thieves here will fight furiously. How they respond to a first attack depends on how well the PCs make their initial foray. The guards in areas 2 and 12 will always attempt to get word to Balrat and Wilmors alerting them of any assault. These two will always enter the fray and fight to the death. However, they are reluctant to go and fetch Ranchefus, since they know that the priest becomes very angry if disturbed. Unless the PCs are doing well in combat, the thieves and fighters on the upper level will try to handle the fracas alone, possibly sending an expendable underling (Heydrus is the obvious candidate) to fetch the dogs from area 5 to aid in repulsing the PCs.

The DM can play this one by ear. If the PCs are really doing well (say, half the guards killed or disabled and no more than one PC has been killed or knocked unconscious), then the thieves will send for Ranchefus. They will always do this if they have a *sleep* or *web* spell cast among their number. One of them runs furiously to area 6 or area 11 (whichever is nearest and can be gotten to most easily), down the stairs, and on to fetch the priest. It takes the messenger three rounds to reach the priest and five more for Ranchefus to arrive with his undead escort (it's beneath his dignity to sprint, and he knows an entrance is more impressive if you don't outpace your attendants).

By the time the priest arrives on the scene, if he does, the PCs will probably be out of spells and getting pretty low on hit points. Ranchefus's arrival

should then be described in tones of some menace by the DM (this is a truly evil individual). Smart PCs will retreat. The bandits will make some effort at pursuit, but Ranchefus's zombies are slow and the PCs should be able to get away. They would be well advised to find somewhere safe and heal, recover spells, and the like. If they have made an effort to befriend Oleanne, they might be able to find help from her, and a safe place to hide in the woods (why, there might even be a werebear to help watch over them!). Otherwise, they might even have to fall back to Milborne or at least to a farmstead outside the woods.

It's possible the PCs may overcome the defenders of the keep and plow on to the dungeons. Again, they'll probably be forced to retreat at some stage, but if not—then it's really death or glory. Probably death, but if they actually manage to take out the entire keep and dungeon level in one foray, award a bonus of 750 XP per PC. That's some determined PC party!

If the PCs are forced to retreat, when they return the keep may have some reinforcements. If the PCs have to retire beyond the Thornwood, then the keep has 1d2 extra 3rd-level thieves used as lookout guards. The thieves will attack from ambush (to gain backstab bonuses) whenever possible. Ranchefus has animated slain bandits as zombies, but these extra zombies are with him. The priest takes up residence in area 8 and is very vigilant to the possibility of another attack.

If the PCs actually go right back to Milborne or Thurmaster, then a matter of days will intervene before they return. In this event, the keep will have extra defenders again: 1d6+10 Bloodskull orcs. The DM may place them within the keep and dungeons as he or she wishes (there will always be one as a lookout in the watchtower). Ranchefus will retire back to the dungeons, leaving the orcs to watch over the keep.

Any surviving thieves will certainly rig more traps, some within the keep itself, including the following:

- Crossbow Trap: placed on the front gates and triggered when the doors are opened. The poison-smeared bolt has an effective THAC0 of 12 and does 1d4+1 damage, plus an additional 15 hp if the victim fails his or her saving throw.

- Oil Trail: the thieves lay a trail of oil in the courtyard (probably just inside the front gates) and cover it with straw to disguise it. If the PCs come this way again, the guards throw burning torches at the oil trail; the PCs suffer 2d4 points of fire damage each round they remain in the area just inside the gate. The oil burns itself out after three rounds.

- Pepper Bombs: the thieves throw small pouches of pepper at PCs' faces in combat. While the area covered is not large, the thieves still gain a bonus of +4 to their THAC0 for this area attack. PCs caught in the pepper cloud are disabled for 1d4+1 rounds, during which time they can only see right in front of them and have a –2 penalty to THAC0 and a –1 penalty to any weapon damage. Spellcasting is impossible for an affected PC.

The DM may add whatever the thieves can improvise from mundane equipment around the keep. Be mean. Strategically, what may be important is whether the PCs manage to capture Heydrus. If they do, then they have a useful source of help.

Heydrus will bargain for his freedom. Since he is not evil, even lawful good PCs might allow this. He pleads that he has never kidnapped anyone (which is true) and gives pitiful accounts of his humiliation by Wilmors and Balrat. He knows the keep and its dungeon and can describe both, within limits—he's the one sent to summon Ranchefus when the bandits need the priest (he's also the one who gets yelled at and, if really unlucky, hit with the priest's flail). He offers the PCs a map of the dungeons, in so far as he knows them. If they agree to the deal, give them **Player Handout 10**. He can also tell the PCs that there are orcs allied with the bandits. Orders come to Ranchefus from somewhere below the dungeons, and orcs are the emissaries. Heydrus also knows that Balrat, Wilmors, and sometimes others are given some kind of concoction by Ranchefus. He can tell because they smell unpleasant after they have drunk them, and their eyes are faintly glazed over for a while. He has also heard the older thieves moaning in their sleep, and muttering nonsense about "the deep" and "the Blood Queen." He has no notion what any of that means. Heydrus does not know about the bandits in the Garlstone Mine. If the PCs ask about Jelenneth, and give him a description of her (or show him Andren's miniature), he is fairly certain that he has not seen her. If freed, Heydrus runs away as fast as his skinny legs can carry him. He certainly won't come back, nor alert any other bandits.

One final obscure point deserves mention here. It can be ascertained either by asking Heydrus or by inspecting the bodies of slain bandits, and it is relevant if the PCs have been involved in the "A Kidnapping on the Moor" mini-scenario (see "Lured Into Darkness") and have not yet been to the Garlstone Mine. There are absolutely no red-haired men in the Keep. If any PC specifically asks about this, award that PC a 200 XP bonus for discovering that there may be other kidnappers about and that the PCs' task is not yet finished.

The Dungeons

Most of the dungeons are deserted. Only Ranchefus and the jailor lair here, with the priest's attendant undead and occasionally some visiting orcs. But there are also hazards in the neglected areas. The DM may use the Dungeons wandering monster table on the inside back cover if he or she wants to place a random encounter here. Don't do this when the PCs are about to confront Ranchefus in his lair; he's dangerous enough as it is. **Map 5** on **Mapsheet 1** shows the dungeon layout.

Dungeon chambers have a ceiling height of 10'. Areas are unlit, and doors unlocked, unless otherwise stated.

14. Landing
This is where the PCs arrive if they descend via the stairs below the trapdoor in the lumber room (area 6). The steps descend some 20' to the dungeons. There are clear footprints in the dust here, leading north.

15. Jail Guard
The door to this chamber is locked. The room beyond is lit by a pair of lanterns, and its walls are covered with bizarre charcoal drawings (the work of the mad jailor). Marly is a 3rd-level thief with a pair of war dogs. She has the keys to the cells (area 16a–d) and has some items taken from prisoners stashed away in a small coffer beneath the rickety wooden bunk bed in this room. The coffer is unlocked, but it has a poison needle trap (in addition to 2d6 hp of damage, a victim who fails a saving throw vs. poison also suffers nausea and a –2 penalty to attack and damage rolls for a full 24 hours). The coffer contains 60 gp, 40 pp, and small trinkets (rings, earrings, a bracelet, a necklace, and a pair of small dark pearls) worth a total of 1,000 gp. None of these items can be specifically linked to any known kidnapping victims (Jelenneth, Semheis, or the pilgrims on Howler's Moor). Marly stays in this room, whatever happens in the keep outside. Although quite mad in a too-calm, quiet way, she is highly dangerous and uses her Hide in Shadows ability to await an opportune moment to ambush intruders with her garrote.

Marly, 3rd-level Thief: AC 6 (Dexterity bonus, no armor); MV 12; hp 7; THAC0 19; #AT 1; Dmg 1d3 + special (garrote) or 1d4 (dagger); SA +4 to attack rolls and double damage on backstabs; SD Hide in Shadows (50), Move Silently (60); SW insane; AL LE; XP 120. Dex 18. If Marly succeeds in her initial attack from hiding, she slips her garrote around her target's neck and locks it into place; thereafter the victim must make a saving throw vs. death every round at a cumulative –2 penalty or fall unconscious; the victim also suffers a cumulative –2 penalty to all attack rolls and a similar –1 penalty to damage rolls as his or her vision blurs and strength fails. An unconscious character can survive 1 round for every 5 points of Constitution before perishing from suffocation and cardiovascular collapse; unhooking the wire garrote (an Intelligence check at –4 penalty enables a would-be rescuer to figure out the mechanism in time) prevents this dire fate.

War Dogs (2): AC 6; MV 12; HD 2+2; hp 14, 10; THAC0 19; #AT 1; Dmg 2d4 (bite); AL N; SZ M (5' long); ML average (10); Int semi (4); AL N; 65 XP each.

16. Cells
Each of these cells has a sturdy, locked wooden door with a metal grill set at eye level. None has any occupant in the manacles which are bolted to the walls inside each cell. Searching the cells reveals nothing, apart from some dirt and old bloodstains and scratches on the walls. However, a successful Intelligence check reveals some faint scratches in 16c which are dwarven symbols for "orcs," "evil + priest," "below," and "Snag." Any dwarven character can read these; a gnome has a 25% chance. Other races cannot recognize the symbols.

17. Storeroom
This is a general junk room, but lurking under the rubbish is a giant rat of exceptional size (nearly 18" long) which was chased in here and shut into the room. The brute has 1+1 HD (35 XP), 8 hp, and a rotting tooth abscess, so it is both enraged by the pain and 25% likely to inflict blood poisoning on anyone it bites. It attacks ferociously as soon as anyone enters and is utterly fearless (cannot be driven off by fire, etc.). A PC with blood poisoning loses 1 point of Constitution each week, starting 1d4 days after being bitten, until *cure disease* or *heal* is used to stop further losses and undo the Constitution loss. If his or her Constitution reaches zero, the PC dies.

18. Latrine Dump
The circular pit carved into the floor of this room was used to deposit bodily wastes by the keep's original occupants. The thieves rarely bother to use it, but there is still some ordure in the 50' deep pit. In the time-honored tradition of such places, if PCs spend more than one round in here a carrion crawler pops out of the pit and attacks.



Carrion Crawler: AC 3 (head) or 7 (body); MV 12; HD 3+1; hp 13; THAC0 17; #AT 8 or 1; Dmg paralysis (tentacles) or 1d2 (bite); SA tentacles paralyze victims for 2d6 turns; SZ L (9' long); ML fearless (19); Int non (0); AL N; XP 420.

19. Treasure Room
The secret door here is locked (Ranchefus has the key). It also has a dangerous trap: Ranchefus has placed a *glyph of warding* on it which affects anyone other than himself opening the door. If the trap is triggered, the victim takes 5d4 hp of cold damage. The chamber behind the door is the old treasury of the keep. There are four smashed and looted chests here and one intact chest containing treasure and some magic the bandits cannot use but have kept for themselves (hoping to sell or trade it).

The chest is locked (again, Ranchefus has the key), and protected by a *glyph of warding* identical to that on the door. Worse still, there is a poison needle trap inside the chest lid coated with lethal poison (a failed saving throw vs. poison results in death; a successful save still means the victim takes 3d6 hp of damage). The chest contains three bags holding 1,420 sp, 945 gp, and 285 pp, respectively, and a small pouch of gems worth a total of 2,000 gp. There is a wizard's traveling spell book containing six 1st-level spells, five 2nd-level spells, and three 3rd-level spells (DM's choice), and a scroll of the wizard spells *dispel magic*, *hold person*, and *Melf's acid arrow* sealed inside a jade tube worth 200 gp.

At the DM's option, Ranchefus may move these items to area 25 after the PCs have attacked the keep (and before their return).

20a–c. Wizard's Chambers
This small suite of rooms housed the half-mad wizard who served the Parlfray family at the keep. The main entrance door is locked. The rooms beyond (area 20a is a living chamber, area 20b a bedroom, area 20c a workroom/study) have clearly been disused for a very long time, to judge by the thick dust, cobwebs, and rats' droppings covering the long-molded furniture. Wall hangings have rotted long beyond any hope of recognizing patterns or symbols on them.

However, the wizard's skeleton is still in his bedroom, lying peacefully on his bed, its neck crushed. The skeleton is quite harmless, but the index finger of its left hand still bears the plain gold ring which brought about the downfall of the keep. This ring was crafted as a protective device against creatures from the lower planes, and if taken and worn it confers +2 to saving throws against all magical attacks from such creatures. Unfortunately, it was ill-crafted, for it arouses the enmity of all such creatures within 10' of the ring-wearer, who will always try to attack him or her in preference to anyone else. The fiend which assailed the keep made a bee-line for the wizard and broke his neck like a straw of wheat.

21. Crypt
The fiend which destroyed the keep piled up the bodies of the defenders here in a fit of black humor. Skeletons are strewn around the place, as if bodies had been thrown around like rag dolls (which they were). The armor and weaponry of the soldiers is long rusted and useless, everything magical having been taken by Ranchefus and his men. However, even the priest avoids coming here, fearing that interference with the site might somehow invite a return by the creature which destroyed the place (Ranchefus has intuited something of the true story of the keep's destruction, enough to leave well enough alone here). The original stone tombs of the earliest Parlfrays are still intact (including the paladin Lothar Parlfray), and the stonework is very fine, though old and beginning to crumble.

22. Landing
This empty, dusty room is dominated by a spiral staircase connecting the dungeon with the watchtower (area 11). Footprints in the dust disappear through the door and into the hall beyond. These footprints do not obviously reveal the location of the secret door to area 24, for many also turn west and lead around to the cells (areas 15 and 16).

23. Evil Shrine
Originally, the small chapel in the keep was consecrated to a lawful good deity (suggested: Torm for Toril, Pelor for Oerth, Ixion for Mystara). It has long been desecrated and turned into a nightmare place. This is where Ranchefus disposes of captives he does not pass on to his masters, and there is abundant evidence of his actions in so doing here. DMs may describe this location to their players with a degree of color appropriate to the ghoulishness of their temperaments. It should certainly be made to look as if this is a place dedicated to a death god, misleading players into thinking that a death cult is the ultimate motivator behind the kidnappings.

When the PCs have dealt with the priest, good-aligned PCs can earn a 200 XP bonus each by cleaning up this place and reconsecrating it to the original deity. A priest PC should do this and should lose XP if he or she does not. If the PCs really go to a lot of trouble to do this (for example, recruiting Lafayer or another NPC priest to help with the reconsecration and paying their

expenses) the XP award should be adjusted upwards.

There are always two zombies in the shrine, and they attack anyone not accompanied by Ranchefus himself.

Zombies (2): AC 8; MV 6; HD 2; hp 14, 7; THAC0 19; #AT 1; Dmg 1d8 (fist); SD immune to *sleep*, *charm*, *hold*, and cold-based spells, as well as poisons and death magic; SW strike last in combat round, holy water causes 2d4 hp damage per vial, can be Turned; SZ M; ML fearless (20); Int non (0); AL N; XP 65 each.

24. Ranchefus's Chamber

A secret door hides the priest's lair from the rest of the dungeon. The main chamber here is always heavily protected with zombies. A total of six lurk here: two by the door and four more around the priest himself, acting as bodyguards. They protect him from melee while the priest uses spell attacks, until he is ready to melee. These zombies have the same stats as those in area 23 above.

The chamber itself is neatly and well furnished. Sumptuous but morbid wall hangings appropriate to the priest's faith decorate the walls. Two elegant wooden chairs and a delicate rosewood table with a leather surface stand by the east wall, and a table bearing decanters and bottles of superior liqueurs stands beside a comfortable armchair to the west. The decanters and liqueurs are worth a total of 200 gp and the rosewood table and wooden chairs are worth 100 gp apiece, once the minor details of defeating the evil priest and actually getting these goods back to civilization have been taken care of.

Admiring the decor is not likely to be high on the PCs' list of priorities, however. There is the matter of the priest and his attendants to deal with first.

Ranchefus, 5th-level Priest of Cyric/Nerull/Thanatos: AC 1 (*chain mail +2*, no shield, Dexterity bonus); MV 12, fly 25 (*wings of flying*); hp 39; THAC0 18 (15 with *flail +2* and Strength bonus); #AT 1; Dmg 1d6+4 (*footman's flail +2*, Strength bonus); SA spells; SD spells; SZ M (5'9"); AL NE; XP 650. Str 17, Dex 16, Con 16, Int 11, Wis 17, Cha 11. Spells: *command*, *curse* (x2), *darkness*, *sanctuary*; *aid*, *chant*, *hold person*, *resist fire*, *spiritual hammer*; *animate dead*, *dispel magic*. Ranchefus has a *ring of free action* and *potions of flying* and *polymorph self*, and he wears a magical amulet which doubles the number of skeletons and zombies he can animate (this item only works for evil clerics; destroying it gains the PCs 500 XP). For his appearance, see "Lured Into Darkness."

Ranchefus will always use *hold person* as his first offensive spell, casting it at any PC wizard he can see. He anticipates, from low-level PCs, that such a wizard will cast *magic missile* against him, and he wants to take the wizard out first. He would also like to capture such a PC alive, of course. A PC priest with *hold person* holds no terrors for him, due to the protection of his *ring of free action*. If his zombies are doing well, he spends one round casting *aid* on himself, then *curse* on the party, and possibly *darkness*. Then, delaying no longer, he eagerly enters the fray with his formidable flail. If a PC priest turns the zombies, Ranchefus attempts to counter-command them back into battle.

Ranchefus has reinforcements in area 25 and will yell to summon the orcs there as soon as the PCs enter. He will not summon the skeletons there immediately. Instead, when the PCs have taken out at least half of his zombies, he beats a fighting retreat back into the bedroom, and the skeletons automatically attack the PCs as they enter that location.

25. Bedroom/Study

This room is opulently and comfortably furnished and decorated. The *piece de resistance* is the priest's four-poster bed, hung with silks (worth 400 gp) and covered with fine silver fox and wolf pelts (worth a total of 1,500 gp). Two skeletons stand at the doorway, and when the PCs arrive Ranchefus also has two guests drinking his fine brandy (rather to his annoyance, since orcs are not exactly connoisseurs). One of these orcs is just a lackey, but the emissary he is accompanying is a much tougher prospect. These two will certainly fight to the death. They are both Bloodskull orcs and have the same shield design and markings as those the PCs may have met with earlier.

Skeletons (2): AC 7; MV 12; HD 1; hp 8, 4; THAC0 19; #AT 1; Dmg 1d6 (short swords); SD half damage from edged weapons, immune to *sleep*, *charm*, *hold*, and cold-based spells, as well as poisons and death magic; SW holy water causes 2d4 hp damage per vial, can be Turned; SZ M; ML fearless (20); Int non (0); AL N; XP 65 each.

Orc Lackey: AC 6 (studded leather, shield); MV 9; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1d8 (long sword); SZ M (5½'); Int average (8); AL LE; XP 35.

Orc Emissary: AC 5 (studded leather, *shield +1*); MV 9; HD 3; hp 14; THAC0 17; #AT 1; Dmg 1d8+2 (*battle axe +1*, Strength bonus); SZ M (6'); Int average (10); AL LE; XP 65. Str 16.

If the PCs win here, they will find three keys on the body of the priest. One, a simple brass key, unlocks the door to area 19. The second, a corroded copper key, fits the chest in area 19. The third, a small silver key, opens the coffer hidden beneath the priest's bed in this room. Ranchefus's treasure trove is protected by yet another *glyph of warding* (again for 5d4 points of cold damage). The coffer contains a total of 665 gp, 150 pp, and an exquisite platinum bracelet set with chrysoberyls, two emeralds, and a fine sapphire, worth 4,000 gp. Also in the coffer, wrapped in a piece of silk, is a gilded key with an ivory handle, one of the keys required to unlock the gates which lead to the cavern of the orcs (see the chapter "The Orcs Below the World"). Finally, the coffer also contains two silvered flasks which both contain a viscous fluid smelling faintly of fish. These are *potions of domination*, with 4 doses per flask. Each flask bears the same design as that of the goblin ring the PCs may have found earlier (see "Lured Into Darkness"). If they have, inform them that their characters recognize the design. If they somehow missed the ring, give them **Player Handout 6** now to show the design. Identifying the potions, or consuming them, is dealt with below.

After the Victory

If the PCs now discover the secret door beyond the priest's bedchamber, they find themselves entering the long passageway section which connects the keep, the Garlstone Mine, and the entrance to the cavern of the orcs. This network is shown on **Map 8** on **Mapsheet 1**. At the DM's option, the secret door might be so well hidden that PCs who have not yet explored the Garlstone Mine cannot find it (see "Evil Below the Mines"). The DM should feel free to throw in lots of random encounters from the "Underground Passageways" chart on the inside back cover of this book. Persistent PCs will eventually find the entrance doors to the orc cavern but will not be able to open it unless they possess both relevant keys, the other being at the mine. Prowling these passages is detailed further in the chapter "The Orcs Below the World."

The PCs also have recovered the *potions of domination*. If a PC wizard tries an *identify* spell on a potion, he or she learns that the potion makes the person consuming it more open to domination and controlling effects (unlike, say, a *potion of human control*, which enables the drinker to control others). To learn more, the PCs must consult a sage, an alchemist, or a wizard of at least 9th level. This should cost them at least 1,000 gp, and they will have to find an NPC who can do the job (no one in Haranshire can learn more than a PC wizard using *identify* could). The sage's report will conclude that the potion's intent is to place the imbiber under the *domination* of its creator(s) and that the creating race is definitely nonhuman and amphibian or aquatic in nature. No further exact conclusions can be drawn.

Potions of Domination

These are crafted by Savant Aboleth to control distant servitors. If taken in repeated doses, the effect of the potion is to make the victim automatically vulnerable to the *domination* effect of the aboleth (no saving throw allowed) at any distance. The aboleth can control the general actions and thoughts of the victim, but no telepathic link is forged, so it must periodically send its pawn new instructions. Usually, the victim will be "conditioned" by the aboleth to recognize specific aboleth glyphs and sigils, so that he or she then obeys without question the orders of anyone displaying that symbol (obviously, clever PCs who stumble upon this fact might make good use of it). The aboleth can also condition victims to obey specific recognizable individuals.

Side-effects of consuming the potion include the development of a fishy body odor and occasional nightmares concerning the aboleth. If a PC consumes a dose of this potion, he or she suffers violent stomach cramps for 1d4+2 turns (–2 penalties to Strength, Dexterity, and Constitution, and to all actions). For the next seven days, the PC suffers a –2 penalty to all saving throws against charms and similar effects. The PC also suffers nightmares each night for seven successive nights. In these nightmares, the PC sees vistas of some huge and weirdly sculpted underground city rising up out of the black waters of a great lake and dreams of the tentacles of some vast, fish-like thing reaching out for him or her; the character wakes sweating and terrified: no healing from rest, and no memorization of cast spells, is possible. The DM should strongly discourage the PC from consuming another dose!

Prisoners

If the PCs have a prisoner (for example, an NPC disabled with a *sleep* or *hold person* spell), the outcome of interrogation is discussed at the beginning of the chapter "The Orcs Below the World."

When the PCs have concluded their business at the keep, at some stage they should return to a base (probably Milborne) within Haranshire. By ridding the Thornwood of the bandits, they have won the good will of Oleanne, who assists them to the best of her ability while they remain in rural settings. The following chapter deals with subsequent events. If the PCs have already dealt with the bandits in the Garlstone Mine, then they have both the keys to the cavern of the orcs and the DM should progress to "The Orcs Below the World."



Evil Below the Mines

This chapter details the second group of bandits the PCs have to deal with. It is most likely that they will confront this group after wiping out Ranchefus's group at Broken Spire Keep. If the mines are explored first, the DM will need to make some minor adjustments.

The PCs may feel that they have dealt with their kidnapping problem after exploring Broken Spire Keep. However, there are some clues that this is not so. For example, they have still found no sign of the missing mage Jelenneth. There are also pointers to some deeper agency behind the bandits, from the symbols on the *potions of domination* and the involvement of Bloodskull orcs. The PCs will no doubt be curious about these facts.

To face the bandits beneath the Garlstone Mine, the PCs should include some 4th-level adventurers. If they have not advanced this far, use side-adventures or have them accompanied by an NPC such as Garyld or Kuiper (neither Shiraz—a claustrophobic—nor the druid will enter such enclosed underground quarters). Let the following simple trigger event direct their attention to the mines. The young priest Semheis disappears from his church one night! There are signs of a struggle—overturned church decor and the like—and tracks leading north. These can be found by a PC ranger, a PC with the Tracking proficiency, or (if PCs lack both of these) by Garyld. After about three miles, however, the tracks veer away slightly northeast and peter out.

Now the PCs get a lucky break. They spot a young shepherd who, if asked if she has seen bandits in the area, blushes and is reluctant to speak. A little gentle persuasion gets her to admit that she was dallying with her sweetheart around dawn when she saw a group of shadowy figures carrying something bulky, quite possibly human-sized, wrapped up in blankets or canvas—she cannot be sure, since the light was poor and her attention was elsewhere. The men skirted the eastern edge of the Blanryde Hills and headed on northwards.

The PCs can follow up on this clue, or they can go back to Milborne and try to get more information about what lies on the eastern margin of the hills. If they consult Old Grizzler, they can get his map of the Garlstone Mine for 5 gp if they haven't bought it before (**Player Handout 4**). He can also, for the price of a few ales to jog his memory, provide some general information on why parts of the caverns have the names they do (feed players appropriate details from location descriptions below).

Either from Old Grizzler, or from men in Carman's mines, the PCs can learn that the Garlstone Mine—actually a series of natural caverns linked up by the miners—ceased being profitable some 60 years ago and that much of the lower caverns might be unsafe now due to waterlogging, rotting timbers, and the like. No one has entered the Garlstone Mine for years because of these possible hazards. Originally, the mine produced the "garlstones" after which it was named—a blue, semi-transparent crystalline deposit with fine sworling and striation, used for pendants, brooches, and other jewelry.

The entrance to the Garlstone Mine is easily found, set back a half-mile from the edge of the hills. Around the mine entrance the vegetation is discolored from mine waste. The interior of the mine is pitch dark, of course, except where otherwise noted. The DM may want random encounters here to liven up things, using the appropriate random encounter table from the inside back cover, but he or she should exercise restraint if the PCs have just had (or are just about to have) a major run-in with the bandits of the caves. The often-fanciful names given to particular locations are those long used by the miners, for a variety of reasons mostly explained below.

Upper Caverns

Map 6 on **Mapsheet 2** shows this area. Water depth in the flooded parts of the cavern is only 8+1d4 feet at its deepest. Ceiling height is variable, between 10 and 30 feet (where this is important, the specific height is noted).

Bandits here have 2d10 gp per level, in addition to other specific treasure listed. As with Broken Spire Keep, the DM should not use formal Morale rules here. These bandits have kidnapped and murdered many people and don't expect any mercy if they surrender. They fight to the death. One feature is worthy of note; all wear plain silver shield-shaped brooches on their right breast. These are of little value (5 gp each) save in area 19.

1. Entrance

The entrance chamber has clearly been widened by miner's work; the stone is smooth and regular here.

2. Wyvern Watch
A *wyvern watch* spell, cast at 6th level, is in operation here during the hours of night. PCs entering the area have the usual chance of detecting and dispelling it.

3. Dream Cave
This cavern takes its name from the old belief that young miners who slept here would dream of the one they were going to marry. This is a plain limestone cavern without much in the way of special features, though miner's graffiti (mostly bad love poetry) decorates the eastern wall.

4. Queen of Souls Pillar
A milky columnar formation like the pipes of some majestic organ, this magnificent structure has a slow trickle of water down into the pool below. The name derives from the belief that a female deity of protection (as appropriate to the game world) watches over the souls of the miners. This structure used to be decorated with flowers and small offerings of gems by miners.

5. Thief Guards
Two halflings named Tinsley and Caswell keep watch here, using their infravision. If the *wyvern watch* at area 4 goes off, alerting them to the presence of intruders, Tinsley slips away towards area 10 to alert the fighter guards in the lower caverns (area 12), while Caswell hides behind one of the many columnar rocks (adding +20 to his Hide in Shadows chance due to excellent cover, for a total of 75%). Moving silently in darkness, it is likely that Tinsley will escape detection by the PCs. Once the other guards arrive, Caswell attempts to backstab a vulnerable PC at the back of the party. If either halfling is discovered by the PCs, he pretends to be the terrified survivor of an attack by the kidnappers who hid when his friends were captured, then followed the kidnappers as far as the mine entrance. He will play the coward to disarm PC suspicions, only to turn on them when the opportunity presents itself.

For tactics in combat if guards arrive, see notes after the end of the location key.

Tinsley and Caswell, 3rd-level halfling Thieves: AC 4 (leather armor, shield, Dexterity bonus); MV 6; hp 12, 11; THAC0 19 (16 with sling due to Dexterity and racial bonus); #AT 1; Dmg 1d4 (dagger or sling stone); SA +4 on attack rolls and double damage on backstabs, opponents suffer –4 penalty to all surprise rolls; SD +4 to saving throws vs. spell, wand/staff/rod, and poison, Hide in Shadows (55%), Move Silently (55%); SZ S (3'); Int high (14); AL LE; XP 120 each. Both have Dex 17. Tinsley wears a topaz-set silver ring worth 100 gp, while Caswell currently has no treasure.

6. The Flitch of Bacon
This side of the cave has broad ruddy striations that make the wall look something like a cured side of bacon, hence the name.

7. The Cat
A huge, knobbed rock formation here looks vaguely like the head of a cat. It is sometimes referred to as Pargenter's Cat, after a famous outlaw of antiquity who used this cavern as her hideout centuries ago. The brooding beast is said, by local legend, to wait for her return.

8. The Poached Egg Chamber
This narrow passage is dominated by stalactites which end in globe-like protrusions, with a stained yellow center amidst the white of the globe. This is where guards arriving from area 12 will try to ambush the party and hold them off, using arrow fire along the long, narrow section of the cavern.

9. The Grand Cascade
The whole northern wall here looks like a frozen waterfall sculpted in stone. Water drips slowly down its length. Among the stalactites on the ceiling south of this impressive structure is a piercer, which has only just become active after a halfling meal some weeks ago. It will certainly hope for a PC dinner, should unwary characters oblige.

Piercer: AC 3; MV 1; HD 3; hp 12; THAC0 17; #AT 1; Dmg 3d6 (impalement); SA surprise; SZ M (4' long); ML average (9); Int non (0); AL N; XP 120.

10. The Shaft
This sinkhole once extended all the way from the surface through this chamber into the caverns below. The upper half was shored up with wooden beams and sealed off by the miners, but this structure could collapse under the right circumstances. Any fire-based spell or similarly destructive effect (an acid-based spell, *warp wood*, etc.) used in this area could cause the ceiling to collapse (50% chance), causing 4d10 hp of crushing damage from falling rocks to anyone standing directly underneath (a successful saving throw vs. rod, staff, or wand halves the damage). Anyone caught in the area of effect who fails a Dexterity check at a –2 penalty is knocked down the shaft for an additional 4d6 hp of falling damage.

The shaft itself descends 40 feet; there is an iron-runged ladder set into its southern side.

Tactical Notes

If one of the halflings escapes to warn the guards below, the fighters in areas 12 and 15 arrive to investigate with their leader (Ramor from area 20). This takes time. From the moment the halfling enters the shaft, it takes four rounds for the fighters from areas 12 and 15 to reach area 10. Ramor will follow, with the halfling, three rounds later. These fellows believe that they can deal with the PCs themselves. However, if the battle goes badly for them (that is, the PCs kill at least three of the seven—the two halflings, four fighters, and Ramor) then the survivors retreat towards area 20 to alert the priests. They will not then come back to the upper level to attack the PCs but will lurk on the lower level and attempt an ambush; see tactical notes at the end of the location key for the lower level for their plans. Of course, if the PCs kill the halflings before they can raise the alarm, then the foes on the lower level will receive no warning and not have any ambush ready.

Lower Caverns

Map 7 on **Mapsheet 2** shows this area. These caverns are lit with wall-mounted oil lanterns at regular intervals (around every 40 feet along the walls). The slight quantity of smoke generated is readily dissipated through the porous rock above area 10, so the air is neither warm nor smoky here.

11. Entrance Chamber
Some rotted wooden pick-axe handles and rusted axe heads lie around this small chamber. It is otherwise bare.

12. Cabin
Standing at the entrance to the large cavern beyond, this old work cabin (where miners brewed herbal tea, ate meals, and napped) has been repaired by the bandits so that it is sound and offers a safe place for the guards to sleep and rest. Three fighters are always here, with one being asleep at any given time. The cabin contains basic supplies (food, ropes, some oil, etc.).

> **Bandits (3) 3rd-level Fighters:** AC 4 (chain mail, shield); MV 9; hp 19, 16, 14; THAC0 18; #AT 1; Dmg 1d8+1 (long swords, Strength bonuses); SZ M; Int average (10); AL LE, NE, and CE; XP 65 each. Each has Str 16. One of the guards here has a small silver signet ring; the letter "J" is inscribed on the inside. This is worth 25 gp, but it is Jelenneth's ring and should be returned to her parents or Andren. If it is, each PC receives a 50 XP bonus for honesty. Penalize lawful good PCs who do not return this! Another of the fighters has a chunk of rosy quartz set into a platinum dragon's foot in a belt pouch, another item taken from a kidnapping victim. This is worth 200 gp. The third bandit, who is unlucky at dice, currently has no treasure.

13. The Blue Garl Cavern
This cavern is where the finest garlstone was mined of old, and there is obvious evidence of rock faces having been worked here. Tiny crystal fragments of garlstone are still just visible in the rock of the walls.

14. Sunken Cavern
Water has collected in this area of the cavern. The pool is 25 feet deep in its center; a rock ledge runs almost around the whole circumference of the cavern. At the point marked on the map, there is the clear glint of gold. This is a trap for the greedy—obvious, but then greed often overcomes caution. The pool is home to a

very large albino eel, which has learned that people try to take the gold, allowing it to thrust its powerful head out of the water and strike at them, trying to drag them into the water with its powerful jaws.

Eel, Giant Albino: AC 6; MV 3, swim 9; HD 5; hp 20; THAC0 15; #AT 1; Dmg 3d6 (bite); SA jaw lock (see below), disease; SD immune to illusion/phantasm spells (it's too stupid); SZ L (15' long, but slender); ML elite (14); Int animal (1); AL N; XP 270.

Anyone bitten by the eel is held fast in its jaws unless he or she makes a successful Dexterity check at a +4 penalty. Once gripped, a character automatically suffers 1d3 hp of damage each round until the eel is killed (it is stubborn as well as stupid, and never releases prey). Each round the victim must make a Strength check; failure means the eel drags him or her under the surface. A submerged character has the normal chance of drowning (see the "Holding Your Breath" rule in Chapter 14 of the *Player's Handbook*) and suffers the usual penalties to attacking underwater (a –4 penalty to attack rolls and a +4 penalty to initiative). Any character bitten by the eel is 50% likely to catch blood poisoning, reducing Strength, Dexterity, and Constitution by 1 point each per day until a *cure disease* or *heal* restores the losses or until an ability score reaches zero (when the character dies).

The glint comes from a pair of gold rings on a severed halfling's hand. Each ring is worth 75 gp.

15. Storage Cabin

Miners kept tools, props, and rope here to preserve them from the dampness of the mine. The cabin has been repaired by the bandits for much the same purpose. There is only one guard here, the fighter Jarucz, who has such exceptionally vile body odor and unpleasant personal habits that the others refuse to share quarters with him. There is a 2-in-6 chance that he is asleep at any given time, unless the alarm has been given. He is a 3rd-level fighter with the same stats as his fellows in area 12, except that Jarucz has 21 hp. The cabin contains similar supplies to those at 12.



16. The Dome
The ceiling height here is 25 feet above the surface of the water, and the water is 15 feet deep in the middle of the pool. A huge pillar dominates the chamber; legend says it resembles the mace of some famed hero (on Greyhawk, St. Cuthbert; on Toril, this place would be known as the Dome of Marthammor Duin; on Mystara, the Dome of Nyx).

A body is floating in the pool, just beyond the pillar. Its position makes it very difficult to lasso, and because the body is badly decomposed it is impossible to fire an arrow into the body and haul it back with a rope attached to the arrow (the arrowhead simply comes out of the body). The body is face-down and the black cloak on the figure spreads out on the surface of the water like a dark cloud of ill-omen. A *water walk* or *levitate* spell should allow a PC to get at the body; otherwise a PC is faced with the unpleasant task of having to swim out to retrieve it.

The pond is home to a pair of catfish who are ever-hungry for food and more aggressive than the norm. Fortunately, they are also rather smaller than most, and lack the poison of their larger kin.

Catfish, Large (2): AC 7; MV swim 15; HD 4+1; hp 19, 17; THAC0 17; #AT 1; Dmg 2d4+1; SZ M (5′ long); ML average (9); Int animal (1); AL N; XP 175 each.

If the body is retrieved, decomposition (and nibbling by the catfish) has made it unrecognizable. This is the body of a kidnapped wizard who was suffering from a serious skin disease prior to his abduction. Diseased specimens are not valued by their masters, so—lacking any way to cure the malady—they killed the man and dumped the body here, hoping the catfish would eat it. The diseased flesh tasted bad even to the catfish, however. Any PC handling the body has a 10% chance of contracting the skin disease; thereafter he or she loses 1 point from Constitution and Charisma every three days. *Cure disease* will halt the disease's progress, while *heal* will reverse its effects.

The man has a garnet-encrusted gold brooch hidden inside his sodden jerkin; the bandits did not search him thoroughly for fear of catching his disease. This is a *brooch of shielding* with 54 hp of protection remaining. On the obverse of the brooch is a curious serpentine pattern; give the players **Player Handout 11** if they take and inspect the item. Tauster can tell them who the man may be from this if they show it to him (see notes at end of this chapter).

17. Fairyland
This fanciful name comes from the many-colored hues in the rock here (orange, yellow, speckles of blue garlstone, brown), and the miner's old belief that they heard "the rappers" (allegedly faerie folk, akin to pech, digging far below). This part of the cavern is very rocky underfoot, reducing movement rates by a quarter.

18. The Crab Petals
The spiky protrusions in these highly irregular caverns were claimed to resemble a cross between the claws of a crab and flower petals by a miner who probably had consumed much of Milborne's finest ale. Once again, there are many veins of color in the limestone here. A pair of cave fishers lair here, having laid their trap-lines strategically throughout the caverns.

Cave Fishers (2): AC 4; MV 1; HD 3; hp 17, 16; THAC0 17 (pincher) or 15 (trapline); #AT 2; Dmg 2d4/2d4 (pincher/pincher); SA adhesive trapline (may only be cut by magical edged weapons), Str 18/00; SD hard to detect; SZ M (7′ long); ML steady (12); Int semi (3, 4); AL N; XP 175 each.

The strands of the fishers, if collected, can be made into very thin, strong, nearly invisible rope worth a total of 250 gp. However, the PCs will have to find a wizard or alchemist who can treat the strands with the right substances (Tauster could do so, for a 125 gp fee).

19. Chamber of the All-Hearing Gods
This splendidly melodramatic name was given to this rather uninteresting chamber because of a curious scalloped depression in the northern floor area resembling a large human ear. The miners believed that they could whisper to gods of protection to watch over them while they worked here. Whether there was any truth to this belief or not, they certainly aren't looking out for the PCs now.

The priests in area 20 maintain undead guards here that will attack anyone not wearing a silver brooch of the kind all the bandits in the mines wear.

PCs who have managed to get this far without anyone raising the alarm or alerting the priests can walk right past the undead phalanx without being attacked if they all wear the brooches. However, since the priests in area 20 can command the undead to attack with a single action, this would leave the PCs with enemies before and behind them, so it may not be an ideal strategy.

Zombies (4): AC 8; MV 6; HD 2; hp 12, 11, 10, 7; THAC0 19; #AT 1; Dmg 1d8 (fist); SD immune to *sleep*, *charm*, *hold*, and cold-based spells, as well as poisons and death magic; SW strike last in each combat round, holy water causes 2d4 damage per vial, can be Turned; SZ M, ML fearless (20); Int non (0); AL N; XP 65 each.

20. The Grand Cavern

This large cavern was the second most productive area for yielding garlstone and has obviously been extensively worked. The three ringleaders of the bandit group lair here. The undead in this cavern are dotted around the entrance and attack anyone entering other than the three occupants (other bandits always call out for admittance). Both priestess and priest belong to the same death cult as Ranchefus of Broken Spire Keep (Cyric/Nerull/Thanatos), while their warrior companion is "the man with red hair" who led the attack on the pilgrims (see "Lured Into Darkness"). Ceiling height here is 30 feet, allowing Shilek to *levitate* to cast her spells before entering melee. Their tactics comes after the character descriptions, followed by details of their treasure and the results of searching this chamber.

Shilek, 6th-level Priestess: AC 1 (*chain mail +2*, Dexterity bonus); MV 12; hp 40; THAC0 18; #AT 1; Dmg 1d4+4 (*sickle +2*, Strength bonus); SA spells; SD spells, *boots of levitation*; ML fearless (20); AL NE; XP 1,400. Str 16, Dex 16, Con 16, Int 11, Wis 17, Cha 15. Spells: *command* (x2), *curse*, *darkness*, *fear*; *aid*, *hold person*, *know alignment*, *silence 15' radius*, *wyvern watch* (already cast); *animate dead*, *dispel magic*, *prayer*. In addition to her *boots of levitation*, Shilek has a scroll of spells with *aid*, *prayer*, and *remove paralysis*, all cast at 10th level. She also has a unique magical item, a *Leomund's desirable residence* (described below). She wears personal jewelry worth 750 gp and carries a gilded key with an ivory handle, identical to that possessed by Ranchefus, on a fine silver chain around her neck. Shilek is 5' 7", in her mid-30s, with long, curly black hair and green eyes. Her fingers are unusually long and slender, and she moves swiftly and gracefully. In addition to a flattering black robe, she wears a rich blue cloak with silver clasps at the neck; this is Jelenneth's and is worth 100 gp. Again, this should be returned to her family for a 100 XP reward; see notes for area 12 above.

Imrin, 4th-level Priest: AC 2 (*chain mail +1*, *shield +1*); MV 12; hp 23; THAC0 18; #AT 1; Dmg 1d6+2 (*footman's mace +1*); SA spells; SD spells; ML fearless (20); AL NE; XP 420. Str 11, Dex 14, Con 15, Int 15, Wis 16, Cha 8. Spells: *command*, *darkness* (x2), *fear* (x2); *aid*, *hold person*, *silence 15' radius*, *spiritual hammer*. He has a scroll of spells (*cure light wounds*, *cure serious wounds*, *remove paralysis*) scribed at 8th level and wears a *robe of useful items* which has one each of the "normal" patches left on it and 1d4+4 of the variant sort. Imrin is 5' 8", 44 years old, with cropped gray hair balding at the crown; generally a pudgy and unhealthy-looking sort. He has a permanent rasping cough and an unsightly wart on his nose. Imrin wears a gaudy gold bracelet with pendants in the form of writhing female serpentine tanar'ri worth 100 gp and a sapphire-set gold ring worth 1,200 gp.

Ramor, 5th-level Fighter: AC 2 or 0 (*splint mail +2*, *boots of speed*); MV 24 (*boots of speed*); hp 44; THAC0 16 (14 with *long bow +1* and Strength bonus; 13 with *bastard sword +2* and Strength bonus); #AT 1 or 2; Dmg 2d4+3 (*bastard sword +2*, Str bonus) or 1d8+2 (*long bow +1*, sheaf arrows, Strength bonus); ML fearless (20); AL LE; XP 650. Str 17, Dex 11, Con 15, Int 8, Wis 9, Cha 12. Ramor has a *potion of extra-healing* in addition to the magical items listed above and a *dagger +2* in a calf scabbard (he rarely uses this). He is 25 years old, 6' 3", of medium build, with flaming red hair and dark blue eyes. He has a thin scar running from the middle of his right ear to his mouth and a permanent sneer on his face. He wears a tacky platinum and gold medallion, worth 125 gp, around his neck and smells of fish. Ramor's *boots of speed* are only effective in loca-

tions large enough for him to move considerable distances (such as areas 20 and 13). Along passageways and in smaller locations, he has to move more slowly because of the need to watch where he's going and thus does not receive the AC bonus.

Zombies (6): AC 8; MV 6; HD 2; hp 14, 12, 11, 10, 7, 4; THAC0 19; #AT 1; Dmg 1d8 (fist); SD immune to *sleep, charm, hold*, and cold-based spells, as well as poisons and death magic; SW strike last in each combat round, holy water causes 2d4 damage per vial, can be Turned; SZ M, ML fearless (20); Int non (0); AL N; XP 65 each.

Tactics and Strategy

Upper level notes detailed what would happen if the halflings manage to get warning to the guards here. If the PCs force the bandits to retreat, then the survivors lay an ambush aimed at trapping the PCs in the tunnel between areas 11 to 17 (or 11 to 12, if the PCs head that way). Ramor takes up station with any surviving fighters and halflings in area 12. Imrin, with half the undead, positions himself in area 16. Shilek, with the rest of the undead, waits out of sight of the passage in area 17. If the PCs get trapped, this could be desperately unpleasant for them. They must use intelligent scouting, divination spells, and their wits to avoid being the meat in a sandwich here.

If the halflings didn't get word down below, then the question is whether the guards in areas 12 and 15 can raise the alarm once the PCs reach the lower level. These men will always try to run to area 20 to alert the priests. If one of them succeeds, Imrin casts an *aid* spell on Ramor, and the fighter leaves at once to attack the PCs; Shilek casts *aid* on herself. With their undead before them, the priests then follow. Shilek always cast a *prayer* spell as soon as she is in range of the PCs; thereafter she and Imrin use *silence* and *hold spells* to disable spellcasters, and *darkness* and *command* spells to affect fighters and rogues. The priests melee as soon as their spells are used up or if the PCs get too close. The priests do their best to spread out at least 50' apart: this leaves Imrin within range of Shilek's *prayer* spell but prevents their both being affected by a single area of effect spell (*web, fireball, stinking cloud, dispel magic,* and the like). Don't forget that both priests have *remove paralysis* available.

Much the same strategy applies if the PCs manage to get right to area 20 without any alarm being raised, with Shilek using *prayer* and *aid* at once if attacked in her lair.

This is a tough test of the PCs' skill. Retreat will be difficult because of the need to escape up an iron ladder (clever PCs will plan their retreat ahead of time with this in mind). A well-placed *web* or *stinking cloud* to block pursuers can save their skins if they are forced to flee. Shilek may not necessarily use *dispel magic* to counter such a blockage. The PCs would do well to cast a *web* or similar spell on her undead, or on Imrin, forcing her to use her *dispel* to deal with this. Then, a second "blocking" spell can be saved for later.

If the PCs defeat this group in a single strike into the mines, that's some achievement: award a bonus of 1,000 XP for each PC. More likely, they can go in, take out the halflings and most of the fighters, and retreat, returning to deal with the ringleaders and the undead another day.

When they return, there will be reinforcements in the shape of six Bloodskull orcs (AC 6, THAC0 19, 6 hp each, XP 15 each) armed with battle axes (1d8), wearing studded leather and carrying a shield (AC 6). Two will be stationed at area 10 to yell an alarm if anyone approaches. Two will be in the passageway between areas 11 and 15, and the other two sleeping in area 15 (unless Jarucz is still alive, in which case they will be in area 12). In addition, any slain bandits will have been animated as zombies (up to Shilek's HD maximum per day, of course). If the PCs now defeat the bandit ringleaders, award a bonus of 500 XP per PC. If they have to retreat again and come back a third time, casualties will not have been replaced (though Shilek continues to *animate dead*, including reanimating previously destroyed zombies), and no XP bonus is awarded for the final victory.

Victory!

So, where's the treasure? It's hidden inside the *Leomund's desirable residence*. This is a model of a small, cozy cottage which Shilek has in a belt pouch. It looks like a badly-designed ceramic model of somewhere that no one in their right mind would want to live. If

the right command word ("Krizek!") is spoken, the cottage becomes a life-sized cottage, albeit a small one (30′ x 20′). The cottage is essentially the same as those called into being by the 4th-level wizard spell *Leomund's secure shelter*. It can be commanded to assume this form only twice per week, with a duration of up to 8 hours each time. It can hold up to 1,000 lbs. weight even in miniature form, as per a *bag of holding*, but stored items can't be retrieved unless the *desirable residence* is at full size. Anyone still inside the *desirable residence* when the eight hours expires perishes rather horribly, being wholly crushed inside the collapsing model. Magical research, or a successful Legend Lore roll, is needed to learn the command word. An *identify* spell gives a base chance of 10% for learning the command word, plus 1% per Intelligence point of the wizard above 12.

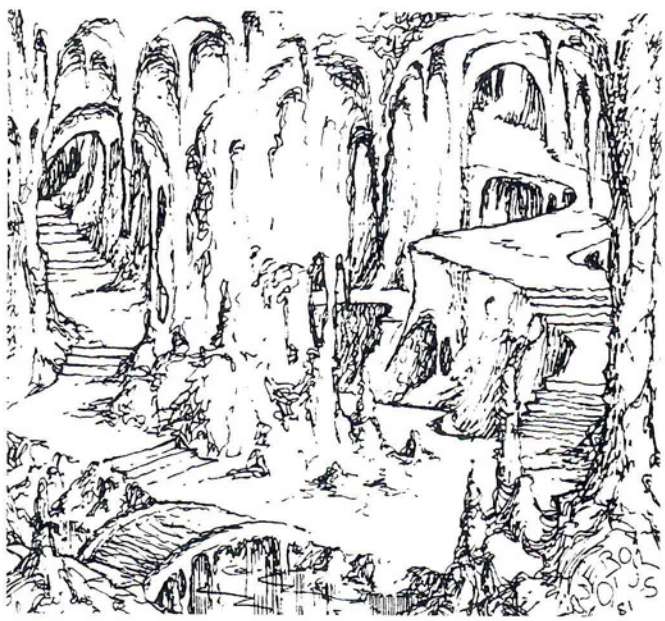
The cottage contains, in one of its two small bedrooms, a plain wooden chest. This, in turn, contains 1,400 ep, 2,200 gp, 1,200 pp, and gems worth a total of 2,500 gp. There are also some minor magical items not usable by the NPC group. The PCs can retrieve a scroll of the spells *mirror image*, *web*, *dispel magic*, and *minor globe of invulnerability* (scribed at 11th level) and a plain larchwood wand which is a *wand of frost* with but five charges left. This is the PCs' insurance policy when they get into the upper level of the underdark, and a wise wizard will not waste it on the orcs the PCs are about to confront in the next chapter of the adventure. There are also two silvered flasks with 1d4 doses of *potions of domination* in each; see the preceding chapter for details on these.

In area 20, there is an exit passage carefully concealed behind boulders, as shown on the map. This exits to a long natural passageway leading southeast. If the PCs have already dealt with the bandits at Broken Spire Keep, they should find this entrance to the underdark now; otherwise, the DM may decide it is too well-hidden for them to discover. **Map 8** on **Mapsheet 1**, the strategic map, shows where the passage leads. The PCs need the keys from both Ranchefus and Shilek to breach the doors to the orc caverns; dealing with the orcs forms the next stage in the adventure.

Victory?

PCs are free agents and may not follow up on the orcish involvement. They may even think that the threat is eliminated and their work done. Not so. If they take no further action, then the orcs (on instructions from their underdark masters) take over the kidnapping themselves. Further disappearances and atrocities (massacres at outlying farmlands, for example) should be staged by the DM. In time, the orcs grow increasingly bold, targeting Kuiper, Oleanne, Lefayer, Shiraz, and even Tauster for killing or capture. The PCs themselves should be the target for one such kidnapping attempt, of course.

Lastly, if they show the brooch design (**Player Handout 11**) found in the catfish pool to Tauster, he says that he thinks he knew the owner—the wizard Hellenrew, an old member of his guild. He becomes suspicious and defensive, fearing that his Guildmaster must have sent the man to get him. The old wizard gets slightly edgy and paranoid, and next time the PCs visit his home they find two savage-looking mastiffs chained to his front door, snarling loudly. Tauster might reveal his background to the PCs if approached in the right way, begging them not to reveal his whereabouts to his old tormentor. This should be played up for light comic relief—his Guildmaster has long since forgotten about him—but a PC wizard might be able to wheedle his or her way into studying Tauster's spellbooks for free given this bit of leverage.





Eventually, following the kidnappers' trail should lead the PCs to the doors to the caverns of the orcs shown on the strategic map (**Map 8** on **Mapsheet 1**). The layout of the caverns beyond is shown in **Map 9** on the same mapsheet.

The huge doors to the caverns have two keyholes into which the keys taken from the priest-leaders of the bandits in Broken Spire Keep and the Garlstone Mine fit. The doors cannot be opened in any other fashion; they cannot be picked by a thief, nor will a *knock* spell suffice. The doors are 15 feet high and are nearly a foot thick, with a veneer of bronze over stone; it's impossible to batter them down. High-powered magic (*passwall*, *disintegrate*, etc.) could get the PCs through, but they should not have such magic available to them at their current level.

Interrogations

The PCs may try to learn something about what lies behind these doors from interrogating any of the bandits they may have taken prisoner. However, only the priests have ever entered the orc caverns; they deliver kidnapping victims to them, and the orcs bring messages, payments, and *potions of domination* to them in return. Other bandits may know a certain amount of this arrangement. The DM may decide how much any particular prisoner does know (ideally, just enough to advance the campaign and keep the PCs intrigued). Lackeys will know very little, of course. More powerful NPCs may have accompanied the priests to these caverns with their prisoners but been left behind outside the doors. Usually, a priest has to knock for admittance, using a set code (three short, sharp knocks, followed a few seconds later by a powerful buffet against the door).

The PCs may ask bandits about specific kidnapped individuals, notably Jelenneth (especially if they have found her robe and ring). The bandits in the Garlstone Mine will remember her and say that she has been taken below to the orcs. There is, generally, a conspicuous absence of the kidnapping victims themselves, and it should be clear to the PCs that they have indeed been ferried along to another, deeper, location.

Whatever information any particular bandit does have, he or she tries to use it to barter for his or her freedom. This should give lawful PCs a dilemma. They are dealing with kidnappers and murderers, evil to a man, and it's hard to justify cutting a deal to set such a person free just for scraps of information. On the other hand, that information may save other lives. Each PC party will need to work out what they think the best solution.

The reason for there being two keys to the doors is that only if some major threat to the surface activities of the bandits arose would they be able to flee here and join forces to escape. Using a two-key system eliminates the possibility of some unauthorized person (like the PCs) gaining one and using it to raid the caverns. Of course, the PCs are now in this very position, in possession of both keys needed to open the doors.

Tactics and Strategy

This short section is largely hack and slash. There are some 70 orcs in the caverns, many of them effectively noncombatant (note: losses elsewhere—for example, in the Thornwood—are not deducted from this total). However, with a powerful chieftain and a strong orog bodyguard, plus some shamans on tap, these orcs will not be pushovers. They have some trained cave lizards usually employed as pack and food animals, but they also know to rouse them to a fighting frenzy. The PCs will almost certainly need to mount more than one assault on these caverns to wipe out the orcs. Wiping them out is their aim here: as long as these orcs remain, the kidnappings and murders in Haranshire will continue. The PCs may find it useful to take prisoners for interrogation, but this isn't essential; the Svirfneblin they encounter at the end of this scenario are able to tell them more than any of the orcs can. However, given that the PCs may probably have parleyed with humanoids before (the goblins of the Patchwork Hills and possibly orcs in the Great Rock Dale), they may opt for a negotiating approach. Also, the orcs have a pair of slaves they may use as hostages, forcing negotiations. These various possibilities are detailed after the location key.

These caverns are unlit; orcs have infravision and need no light. Ceiling height is 20 to 40 feet, variable at different points in the caverns. These are plain limestone caves with no especially intriguing or unusual features.

How Do the Orcs Live?

So, here are some 70 orcs hiding out in caverns. How do they live, what do they eat, what do they do with their time?

The orcs are in the thrall of illithid messengers who come from the kuo-toan City of the Glass Pool. The mind flayers easily cow and terrify the orcs; *potions of domination* have forced their leaders further into illithid control. The illithids have also pulled off a master stroke by giving the senior priest of Gruumsh here a magical weapon which is inscribed with a symbol which he interprets as a sign of Gruumsh himself. This has filled the priest and shamans with unholy fervor, and they have made their tribe feel that they are furthering some sacred goal of their patron Power by serving the illithids. This is hardly rational behavior, but that's orcish religion for you.

The orcs feed on some of the nonspellcasting prisoners who are often brought here (if the bandit-priests don't sacrifice them first), on lizards and other prey brought up from the deeps by the illithids, and on whatever they can catch from the pools in their caverns. It isn't a great deal, but it's enough for them to survive. Their priestess can also *create food and water* at need.

The Bloodskull tribe all have tattoos and shield designs of the type PCs may have seen before (see **Player Handout 5**).

Location Key

1. Guard Cavern
A total of 16 orcs guard the cavern here, of which four are sleeping at any given time. They sleep rough, with crude blankets and mangy furs (wolf, bear, and even a prized patchwork-rat quilt here and there) to cover them. The cavern is strewn with gnawed bones of lizards (and the odd gnome, dwarf, and human) and a detritus of bits and pieces—a rope here, a cracked silver mirror there, a dirty backpack with some scraps of food moldering away inside it, a cracked lantern for use if the human bandits need to enter and require light to see by, and the like. The orcs here have 2d10 sp and 1d6 gp each.

Orcs (16): AC 6 (studded leather, shield); MV 9; HD 1; hp 8 (x4), 7 (x3), 6 (x2), 5 (x5), 3 (x2); THAC0 19; #AT 1; Dmg by weapon (see below); SZ M; ML fanatic or better (18+); Int average (9); AL LE; XP 15 each.

These orcs are armed as follows: six have battle axes (1d8) and crossbows (1d4+1), four have long swords (1d8) and hand axes (1d6), three have short swords (1d6) and spears (1d6), and the final three have bardiches (2d4) and throwing axes (1d6). There are also a dozen throwing spears towards the rear of this cavern, which the orcs will use if the tactical situation allows. Finally, the orcs have three pack lizards in this cavern. These are stupid and usually docile beasts, but the orcs all have small pouches of a peppery liquid which they can apply to the base of the lizard's tail (needing one round to do so). The lizards then become highly irritable and angry and attack any intruding PCs.

Cave Lizards (3): AC 5; MV 15; HD 3+1; hp 21, 17, 12; THAC0 17; #AT 1; Dmg 1d8 (bite); SA on a natural attack roll of 20, locks jaws on victim for double damage (2d8) and inflicts automatic double damage every round thereafter; AL N; SZ H (15' long); ML average (9) or fanatic (17); Int non (0); AL N; XP 175.

2. Luthic's Chamber
Being a rigidly male-dominated culture, the orcs segregate their females and young here. There are 25 females and 14 young in this cavern. The young do not fight. The females will only do so *in extremis* (if attacked themselves, or after the PCs have concluded a first foray against the orcs and slain many of the males). They fight as well as males but have only 3 hp each.

However, the matriarch of this group is far more dangerous. A grizzled old female orc with straggly gray hair and a withered left leg, this priestess of Luthic may be subservient to the priests of Gruumsh but the other males are mostly terrified of her. She fights ferociously against any who attack females or young.

Garundaryek, 5th-level orc Priestess of Luthic: AC 10; MV 6 (lame); hp 17; THAC0 17; #AT 2; Dmg 1d6/1d6 (*claws of Luthic*); SA spells; SD spells, special abilities (see below), saving throws as 3 HD monster; SZ M (5'3"); ML fearless (20); Int average (9); AL LE;



XP 420. Wis 16. Spells: *bless, command, curse, darkness* (x2); *enthrall, hold person, resist fire, silence 15' radius, wyvern watch*; *prayer*. Special abilities: can *lay on hands* to cure 5 hp damage for each Bloodskull orc after a major battle, can cast double-duration *darkness* spell once per day. Garundaryek has a fine gold neckchain hung with silver miniature decorative skulls and real elf teeth, worth 250 gp.

The flooded area at the east end of the caverns has water 8 feet deep in the center; sunken narrow passageways in several pools lead to other (uninhabited) caverns not shown on the map. These passages are too small for an adult orc; the orc-children may flee through them to escape a massacre. This nexus of pools supports some albino eel and fish life; the orcs harvest what they can from this with some crude nets and spears.

3. The Bloodskull Protectors

This rather pompous name is given by the chief to his most trusted fighters. They are, in truth, no more dangerous than the other orc fighters, but they are surlier and meaner in nature. There are 13 of them, with the same stats as the orcs in area 1. Their leader, however, is another matter. Garundzer is a true mongrel, with bits of orc, orog, and (allegedly) ogre in his ancestry. Standing 7 feet exactly, the huge brute terrifies and bullies his charges and would probably have taken over the tribe by now if not for the hold the priests exercise over him. He smells quite strongly of fish, since *potions of domination* are regularly fed to him to keep him compliant.

Garundzer, Huge Orog: AC 3 (orcish plate mail); MV 6; HD 4+4; hp 30; THAC0 17 (13 with *long spear* +2, Strength bonus); #AT 1; Dmg 1d8+5 (*long spear* +2, Strength bonus); SZ M (7'); ML fanatic or better (18+); Int very (11); AL LE; XP 175. Garundzer has Str 18/70.

This cavern is much better kept and maintained than the first two. The orcs have managed to mount some ceremonial shields on the cavern walls, and their bedding is even washed occasionally. There is a definite atmosphere of military barracks about the place, and the orc soldiery here is determined and

well-disciplined. At any given time, four of the orcs are sleeping. Each orc here has 2d6 gp, and Garundzer has 35 gp and 12 pp, plus a pair of gold bracelets of elven design and a topaz-set silver ring (total value 600 gp) in a belt pouch.

The orcs also keep some prisoners and slaves here. They are described below, after the location key and discussion of tactics in dealing with the orcs.

Lastly, Garundzer has his own personal "battle lizard," as he refers to it. He has a proficiency in riding this beast, which is a singularly large (18 feet long) and unusually aggressive animal. Most of its stats are the same as a normal cave lizards in area 1, but it has 25 hp and a morale of 15 so long as Garundzer is with it (its morale drops to 11 if he is killed). Garundzer has also trained it to stomp people, so it has two attacks per melee round (one bite and one stomp for 2d6 points of damage). Garundzer has filed its teeth down to daggerlike sharpness and has also tastefully painted its skin with a lichen extract, depicting various weapons, broken skulls, and some very crude etchings of elves having their internal organs removed in a variety of spectacular and gruesome ways. The animal is saddled and has reins, which Garundzer holds while striking downwards with his spear.

4. Chieftain and Priests

The final cavern is home to Ogurkek, the self-proclaimed "Bloodfeaster" and chieftain of the Bloodskulls. He always keeps his two tribal priests of Gruumsh with him for protection. The three of them are ever watchful of Garundzer and conspire together for self-protection. There is only a 25% chance of catching any one of these orcs asleep, and no more than one will be asleep at any one time. This cavern is clean and well cared for, with pots of fresh water, clean spare clothing, and a good supply of food prepared for the chieftain.

Ogurkek, orc Tribal Chieftain: AC 2 (*chain mail +1*, Dex bonus); MV 12; HD 3; hp 20; THAC0 17 (15 with *battle axe +1* and Strength bonus); #AT 1; Dmg 1d8+3 (*battle axe +1*, Strength bonus); SZ M (6'); ML fanatic or better (18+); Int average (10); AL LE; XP 65. Ogurkek has Str 18 and Dex 16.

Argripyek, 5th-level orc Priest of Gruumsh: AC 6; MV 9; hp 20; THAC0 17 (16 with *long spear +1*); #AT 1; Dmg 1d8+2 (*long spear +1*, Str bonus); SA spells, +1 bonus on attack rolls vs. elves; SD spells, cast *aid* on self once per day; SZ M (6'); ML fanatic or better (18+); Int average (9); AL LE; XP 420. Argripyek has Str 16. Spells: *bless, cause light wounds, curse; chant, flame blade, spiritual hammer; pyrotechnics*. See further notes on Argripyek's spear below.

Kalyagebek, 4th-level orc Priest of Gruumsh: AC 5 (*shield +1*); MV 9; hp 14; THAC0 19; #AT 1; Dmg 1d8+1 (long spear, Strength bonus); SA spells, +1 bonus on attack rolls vs. elves; SD spells, cast *aid* on self once per day; SZ M (6'); ML fanatic or better (18+); Int average (8); AL LE; XP 175. Kalyagebek has Str 16. Spells: *cause light wounds, darkness; heat metal, spiritual hammer*.

These three each have worthwhile treasure items. The tribal chieftain has 150 gp and a fine ivory-handled gilded dagger worth 300 gp (this item is ornamental only). Argripyek has, incongruously, a pair of fine sapphire earrings taken from a kidnapped female wizard; he is fascinated by his "pretties" and only the fear of being mocked by his underling stops him from wearing them. They are furtively kept in a pouch at his belt; they are worth 600 gp for the pair. Kalyagebek has a belt studded with silver from which hang three elf scalps and a pair of dried, stuffed halfling feet; the belt, sans trophies, is worth 60 gp.

Argripyek's magical spear is a unique, aboleth-crafted thing. If the PCs take it, show them **Player Handout 8**. The central design is one of the aboleth glyphs for the Blood Queen, and the all-seeing eye is not unlike Gruumsh's symbol. Anyone gripping this weapon and making the correct invocation (which Argripyek was taught to do) becomes automatically enslaved by the savant aboleth and will follow the instructions of any servitor of the aboleth displaying the same symbol (in this case, the illithids). As a consequence of this *domination* effect, the priest has the same fishy smell the PCs will have scented several times already.

The spear is not only a +1 weapon, but it makes every sentient creature allied to its wielder within 100 feet almost fearless (minimum ML 18, +3 bonus to saving throws against *fear, spook*, and similar spells). This doesn't include the lizards. The PCs will not be able to use this weapon; without the invocation it is not "bound" to its owner and none of its magic is energized, including the +1 attack and damage

bonus. PCs may get this identified by a sage for the right payment (500 gp): the report will tell them that the item is one of underdark workmanship, and that the rune is of unknown kind but certainly not that of the Drow, Derro, or Duergar.

The treasures and payments which the tribe has accumulated from prisoners and pay-offs from below are cached in a secure wooden chest here. A *glyph of warding* (for 5d4 hp of fire damage) is the trap set on the otherwise unlocked chest. Garundaryek placed this spell here but has also taught the chief how to bypass the trap. The chest contains 640 cp, 570 sp, 650 ep, 955 gp, and 365 pp, together with some minor trinkets and baubles worth a total of 700 gp. It also holds two *potions of healing* and a *potion of extra-healing* which the orcs keep for emergencies, and a *potion of invisibility* with four doses left. Snagger's equipment (see below) is also here: a suit of dwarven *chain mail +1*, a *battle axe +1* of dwarven crafting, a shield, a pack with various items (ropes, oil, picks, preserved rations, waterskin, blanket) and a real giveaway—a sealed ceramic jug of Strangestone Porter Ale. Any dwarf PC knows that only dwarves carry this stuff around, allegedly because no other human or demi-human race can drink it and survive.

Dealing with the Bloodskulls

All the PCs should do here is to decimate the orcs. During a first attack, the orcs will fight back, confident that they can repel intruders. When an alarm is raised, four of the Protectors from area 3 will go to stand guard over the females and young in area 2. The others, with Garundzer the orog, come forth to fight in area 1. The chieftain and priests will not take steps to join the fray unless the fight continues for at least four melee rounds. After that time, if they hear no victory cries, they know something is awry. They will then come forward *en masse* to fight, collecting the protectors from area 2 on the way, pausing only long enough to receive a *prayer* from old Garundaryek. The two priests will cast *curse* and the dreaded *heat metal* as their first attacks, following up with *darkness* and *spiritual hammer*. Two Protectors take up positions to defend each priest from melee attacks, while the chieftain strides forward wherever the melee is thickest. Garundaryek will always stay in area 2, protecting her charges to the death; she uses her spells intelligently.

Only if things go very badly for the orcs, and it looks as if they may be defeated wholesale, will they retreat to area 4 and loot the chest for healing. Garundzer, their champion, will get the *potion of extra-healing* and the *potion of invisibility*, then try to hide at the entrance to area 4 and strike down a relatively weak PC in the middle or at the back of an attacking party. Here, the orcs fight to the death. The ordinary orcs will not surrender or try to flee while their chieftain or either of the two priests still survives. If the chieftain and at least one priest is slain, the orcs then have ML 15, reduced by two for the death of the champion or the other priest. Make no more than two ML checks for them; after two successes, the orcs fight to the end. They do not have many places to go, in any event.

Given the sheer numbers of the orcs, however, it is likely that the intruders will have to retire from the fray to rest and regain spells and hit points. The PCs should press the attack again after but a single day's rest and recovery. Any dallying will result in reinforcement for the orcs; there is no time for a leisurely stroll to Milborne and back. If they delay too long, an illithid or two from the City of the Glass Pool will have arrived in the meantime and be awaiting them.

The orcs assume that they're going to be attacked again and make preparations accordingly. Garundaryek, if she survives, heals every surviving orc for 5 hp of damage. She then rests and memorizes the *glyph of warding* spell, placing it on the entrance doors to the orc caverns and adding a *wyvern watch* just inside the door for good measure. The orcs pile rocks and bodies in front of these doors, making it tough for the PCs to force a way in (cave lizard corpses are big and heavy!). Even if the doors can be opened wide enough to squeeze through one by one, this leaves the PCs ideal targets for the orcs' crossbows and throwing spears. The leaders will certainly have used the *potion of invisibility* to await the return of their assailants. The orcs will be very vigilant and the PCs will have no chance whatever of surprising them (except by something such as a *dimension door* spell to get past the doors).

If worse comes to worst, the orcs try to bargain, using their hostages. They will not do this during a first attack, because they won't have the cool and presence of mind to think of it. Second time round, they will definitely do so. This will be a classic instance of a desperate orc with a dagger, snarling "One false move and the dwarf gets it."

The Prisoners

The orcs have been allowed to keep two prisoners unwanted by the illithids. One of these two is a shepherd who just happened to be at the scene of a kidnapping and was taken so that no witnesses survived. He is just a normal human, and the orcs plan to eat him in due course when they've finished having fun tormenting him with the details of how orcs approach the matter of human cuisine. He is too terrified to speak, and the PCs should return him to people who can care for him (they gain a small XP award, say 50 XP, for this). The other prisoner, however, is more interesting.

Snagger (the name comes from his snagged front teeth) is a young dwarf from some distance north of Haranshire. He is a great-nephew of Old Grizzler and was coming to visit his legendary relative when he was kidnapped on Howler's Moor by the bandits from the Garlstone Mine (exactly when this was depends on when the PCs defeated these bandits; say, some weeks ago). Snagger is a 4th-level fighter; his ability scores are Str 18/65, Dex 10, Con 17, Int 11, Wis 11, Cha 13. He has 44 hp (currently only 12 due to malnourishment and mistreatment) and is of LN alignment. Snagger has been used as a beast of burden by the orcs and is kept with his ankles securely bound with rope when not working; he is usually manacled into the bargain. Snagger will be interested in joining the PCs for a half-share of treasure and earned XP; he is a brave dwarf, curious and friendly by nature. The DM should design nonweapon proficiencies for him to complement those the PCs have. Naturally, rescuing him will commend the PCs to Old Grizzler and helps make them heroes in Haranshire. PCs also gain 150 XP each for freeing Snagger.

Dealing with the hostage problem places the PCs in a classical conundrum. The problem is that there is no obvious solution. The orcs won't hand the dwarf over unless they receive believable guarantees that the PCs will go away and leave them alone. For their part, the PCs want the kidnappings to end and the victims safely returned. The PCs need to find out how the orcs are involved in the kidnappings; surely they can't be the ultimate instigators? The answer must lie below, and that means getting past the orcs. So long as the Bloodskull tribe remains, the kidnappings and murders will continue. The orcs aren't going anywhere voluntarily, and while their priests survive they won't surrender or parley beyond a demand that the PCs go away and leave them alone. In the end, the parley will probably fail—in which case the hostages' only hope lies in prompt use of a *hold* or *sleep* spell on the orc holding the hostage, a *web* or *stinking cloud* to disable the threatening party, or something of the kind. Clever negotiation and planning, taking into account the possibility of treachery on the orcs' part, should be rewarded with an XP bonus.

After The Dust Settles

If the PCs wipe out the orcs in a single strike, using no more than a single shot from the *wand of frost* they should possess, award 1,000 XP as a bonus for each character. This is a fine achievement.

If the PCs have prisoners, captured by using *sleep*, *hold*, *web* spells, etc., then apart from the leaders the other orcs know rather little. They know about the illithids, of course, and they believe that they serve Gruumsh's will by passing on hated humans and demihumans to their fate below. Even underlings are unlikely to speak of this, spitting in the PCs' faces instead. A *charm* spell might get an orc to talk, but apart from describing the illithids there is little new the orcs could tell the PCs. They do not venture into the underdark.

If PCs don't get any chance to interrogate orcs, there is minimal evidence to suggest that the orcs are behind the kidnappings, and some evidence which shows that the menace must lie further downwards (the *potions of domination*). Snagger, if asked, remembers Jelenneth and says she talked to him of making a break for freedom but was taken below before they could get a chance. At the end of area 4, a passageway slopes further on downwards. When the PCs begin to explore it, a small group of deep gnomes appear to melt out of the rocks around them. They are dressed in plain brown and gray clothing, and there are about a dozen of them. They bear short swords and their leader stands, arms crossed before her chest. She is clearly an old gnome, and any spellcaster among the PCs can see easily the aura of magical power heavy in the air around her. She says in halting Common, "I think we should have a little talk about what you're planning to do, don't you?"

The PCs now need to sit down, talk with the Svirfneblin, and get their strategy right. They are about to learn much that they probably would rather not know. Their discussions with the deep gnomes form the introduction to Book II.

Haranshire

d100	Grasslands	Moors
01–20	1d4 Farmers	1d2 Shepherds
21–40	1d3 Merchants	1 Shepherd
41–70	No encounter	No encounter
71–80	1d4+2 Goblins	1d4+1 Gnolls
81–90	1d4 Wild Dogs	1d4+2 Wild Dogs
91–95	1 Wild Boar	1d3+2 Wolves
96–00	1 Snake, Poisonous	1d2 Ogres

d100	Thornwood	Hardlow Woods
01–20	1d3+2 Wolves	1d4+2 Wolves
21–30	1 Skunk	1d2+2 Worgs
31–40	1 Mountain Lion	1d2+2 Dire Wolves
41–50	1 Black Bear	1d4+4 Goblins
51–60	1 Brown Bear	1d3+2 Gnolls
61–70	1d4+4 Goblins	1d3+3 Orcs
71–80	1d3+3 Bloodskull Orcs	1d3+3 Hobgoblins
81–90	1d4+1 Bugbears	1d4 Goblins riding Dire Wolves
91–00	No encounter	No encounter

d100	Other Woodland	Rivers[1]
01–20	1d4+2 Foresters	1d4+1 Farmers
21–40	No encounter	1 River Barge[2]
41–60	1d4+2 Wild Dogs	1d2 Giant Frogs
61–70	1 Wild Boar	1d2 Killer Frogs
71–80	1 Snake, Harmless	1 Giant Eel
81–90	NPC Ranger[3]	NPC Ranger[3]
91–00	1 Snake, Poisonous	1d4+1 Goblins

d100	Eelhold	Blanryde Hills
01–20	1 Giant Eel	No encounter
21–40	1d3 Giant Eels	1d4+4 Goblins
41–50	1 Skyfisher	1d4 Ogres
51–60	1 Nixie[4]	No encounter
61–90	No encounter	No encounter
91–00	NPC Ranger (Shiraz)[4]	1d4+1 Gnolls

d100	Patchwork Hills	Forested Patchwork
01–20	1d4+4 Goblins	1d2 Aarakocra
21–30	1 Shepherd	1d2 Giant Eagles
31–50	1d2+1 Farmers	1d3 Bugbears
51–60	1 Mountain Lion	1d2 Giant Weasels
61–70	1 Large Spider	1d2 Giant Badgers
71–80	No encounter	1 Owlbear
81–90	1 Snake, Poisonous	1d4 Blood Hawks
91–00	1d3+3 Wild Dogs	1d3+1 Wolves

d100	Halfcut Hills	Shrieken Mire
01–20	No encounter	1d4 Lizard Men
21–30	Militia[5]	1 Giant Lizard
31–40	No encounter	1d4 Frogs, Poisonous
41–50	1d3 Merchants	1 Giant Dragonfly[6]
51–60	1d4 Goblins	1 Giant Sundew
61–70	No encounter	1d4+2 Muckdwellers
71–80	1 Mountain Lion	1 Snake, Poisonous
81–90	1 Ogre	1 Snake, Constrictor
91–00	1d4+1 Wild Dogs	1d2 Ghasts

d100	Great Rock Dale	Garlstone Mines
01–10	1d4+2 Orcs	No encounter
11–20	1d4+4 Goblins	No encounter
21–30	1d4 Bugbears	No encounter
31–40	1d4+2 Gnolls	1d4+2 Giant Rats
41–50	1d2+2 Lizards, Giant	1d2 Giant Weasels
51–70	No encounter	No encounter
71–80	1d4+2 Wild Goats	1d4 Wild Dogs
81–90	1d4+4 Wild Dogs	1 Snake, Harmless
91–00	1d4+1 Snakes	1 Black Bear

d100	Thornwood Keep Dungeons	Underground Passageways
01–10	No encounter	1d4+4 Giant Rats
11–20	No encounter	1d4 Giant Bats
21–30	1d4 Giant Rats	1 Gelatinous Cube
31–50	No encounter	1d4+3 Bloodskull Orcs
51–60	1d20 Bats, Normal	1d2+1 Fire Beetles
61–70	1 Snake, Poisonous	1 Beetle, Bombardier
71–80	No encounter	1d4+2 Goblins
81–00	No encounter	No encounter



[1]On a river or within 100 yards of one.

[2]Barge with 1d2 merchants and 1d4+2 rivermen (1st-level fighters).

[3]Consult Gazetteer for details of which ranger is closest to exact area of encounter (Kuiper, Garyld, or Shiraz).

[4]See Gazetteer entry for the Eelhold.

[5]1d4+1 1st-level fighters from Parlfray's Keep.

[6]Only in summer, otherwise re-roll.

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Night Below

Book I
The Evils of Haranshire

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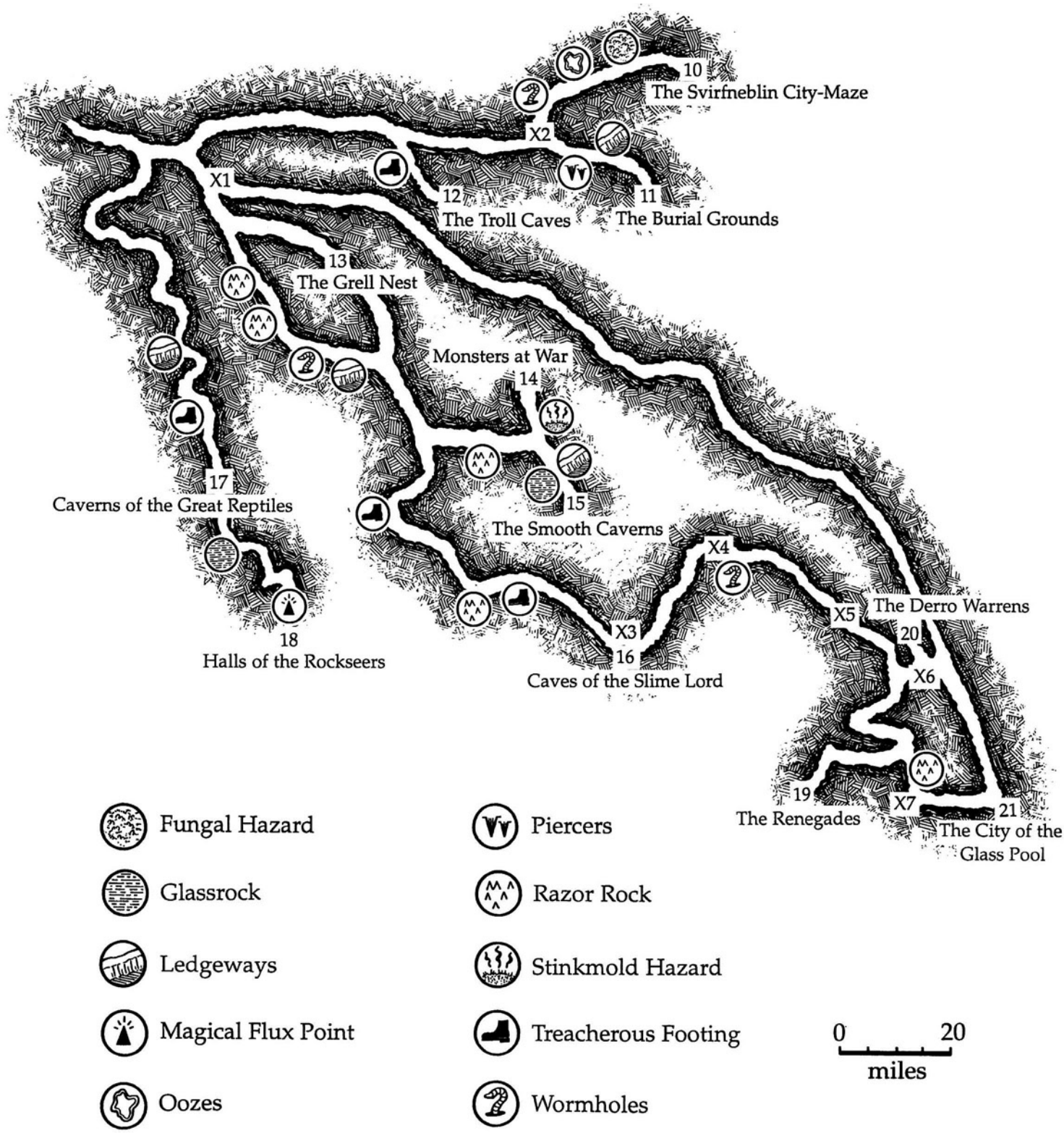
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Night Below

Book II
Perils of the Underdark



Strategic Underdark Map



Advanced Dungeons & Dragons®

Night Below

Book II

The Perils of the Underdark

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Into the Deep Dark



This introductory chapter covers two topics. First come the discussions the PCs have with the Svirfneblin they encountered at the conclusion of Book I. Second is an overview for the DM detailing how the campaign progresses through the locations and events covered in this book, culminating in the assault on the kuo-toan stronghold, the City of the Glass Pool.

Talking to the Svirfneblin

The spokeswoman for the deep gnomes here is Carmeneren, a 13th-level priestess of Callarduran Smoothhands, the Svirfneblin creator deity. A general note on Svirfneblin abilities occurs later in this chapter, but stats for individual deep gnomes are not given here, for they should not be required; they will not fight with the PCs, and the PCs should most certainly not harm them. Note that PCs cannot use spells such as *ESP* to learn what Carmeneren truly thinks and feels at any given time, due to her innate *nondetection* ability. However, a simple test with *know alignment* (or the equivalent) reveals that the gnomes are neutral shading to neutral good in alignment.

Carmeneren will want to know what the PCs have done to date. Clearly, they must have wiped out the Bloodskull orcs in the caverns above, or they would not be here. Carmeneren knows that servants of evil lie further below the orcs, and she knows something about that deeper evil. If the PCs use a "we'll tell you what we've done if you share some confidences with us" approach, the old gnome is happy to give them some information. She does so in any event when they have recounted their story.

Carmeneren says that the orcs the PCs have killed serve a much deeper and more malignant evil. The deep gnomes have seen prisoners taken from the orcs down to darker, deeper places which lie far below where the PCs now stand. "We do not know all that lies below, but we know much. Others have been before you, and failed to deal with the deeper evils. We are afraid that you, too, will fail and that those below will be moved to strike upwards, and find us, and kill us all. If you are not clever and wise, you could bring destruction on my people as well as losing your own lives."

The gnomes stand silently for a short time, then the priestess offers some more information and a suggestion to the PCs. "I will not tell you what I know without some evidence that you are worthy of it. I will tell you now, though, that the accursed illithids are among those behind the bringing of surface spellcasters into the depths. Behind them stand enemies yet more powerful and dangerous. Now do you accept what I say when I wonder aloud about your strength and fitness to face such enemies and not bring destruction on yourselves and upon us? Before you can face such strength and might, you should prove yourselves in other ways here in the depths."

This should give the PCs pause for thought. Mind flayers are enemies the PCs can hardly face at this time. Carmeneren offers a time for reflection here. She suggests to the PCs that they return to their homes or base in the surface world, make full preparations with equipping themselves and the like, and return to this place in a week's time to consult with her further. "Then you can reflect fully upon my words. If you return later than this, the illithids may learn of the destruction of the orcs, and you might find an ambush set for you. From watching closely, we do not expect them to return for a while yet." If the PCs need more time, Carmeneren says that 12 days is the longest it would be safe to wait.

After this brief discussion, the PCs should return to Milborne, equip themselves to the hilt, and plan on a long stay below ground.

Dungeon Master's Strategic Overview

This book contains two distinct campaign phases. The first of these allows the PCs to pursue treasures, magic, and monsters throughout the caverns of the underdark. In this way, they can acquire sufficient experience and magic for the second campaign phase, assailing the City of the Glass Pool.

In the first phase of the campaign, the PCs should be allowed (indeed encouraged) to return periodically to the surface world to regroup, re-equip (with spell components, etc.), train to gain experience levels, and the like. The deep gnomes keep watch over the paths the illithids take and should be able to warn the PCs if there are any mind flayers in the orc caverns blocking their route back home. During their periodic returns to the surface world, the PCs should once, and once only, find two illithids in the orc caverns (**Map 9** on **Mapsheet 2**) and have to fight them to escape back to the surface. The DM should not use this encounter until the average PC is 5th to 7th level. Otherwise, the PCs are free to move between the surface world and the underdark as they please.

The PCs' relative freedom of movement ends once they assault the City of the Glass Pool. Before that point, they should collect every experience point they can—they'll need it! Once their assault has begun, however, the way back may be sealed off with powerful enemies, as detailed in the chapter "The City of the Glass Pool." PCs should be able to find places to rest and recuperate in the underdark, though how secure these will be depends on whether they have met and befriended the Rockseer elves.

The Svirfneblin, if asked, can tell the PCs that they are certain that there are other conduits into the underdark down which kidnapped spellcasters and others are taken into the depths. These are not shown on the strategic map, as the PCs will not find them in any event. The Svirfneblin seek to impress on them that the answer to the problem is to deal with it at the source. Trying to wipe out the surface servants of evil alone is pointless; these are only the small fry and can easily be replaced by new recruits. The PCs have to aim for the heart of darkness, deep in the underdark.

Lastly, the map on the inside front cover of this book is a strategic-scale map showing the major locations of the underdark. Cavern complexes that are individually mapped on **Mapsheet 3** are shown on this map with numbers (10 through 21) that correspond to map numbers for these caverns. There are also a number of specific areas (labelled X1 through X7) where some particular feature of importance, or some clue, can be found by alert player characters. These maps and detailed points are dealt with in the following chapters:

- **The Gnome Lands.** This is the home territory of the PCs' new allies, their burial grounds, and the lairs of some nearby trolls (**Maps 10, 11, 12**).
- **Perils of the Long Path.** These locations lie between the PCs and the route they are most likely to take to the City of the Glass Pool (**Maps 13, 14, 15, 16**).
- **Scales before the Elves.** Highly dangerous reptilian enemies stand between the PCs and contact with the elusive Rockseer elves (**Maps 17, 18**).
- **The Derro at War.** Two groups of derro await the PCs; one implacably hostile, one with which the PCs may be able to negotiate (**Maps 19, 20**).
- **The City of the Glass Pool.** The citadel of the kuo-toa (**Map 21**). The king's throne room is shown, enlarged, on **Tactical Map #3** on **Mapsheet 4**.



Returning to the Deep Gnomes

Suitably rested, re-equipped, and refreshed, the PCs should now return to the deep gnomes.

Again, Carmeneren speaks for her people. She repeats her concern about the PCs bringing down destruction on the deep gnomes if they meddle foolishly but notes that others have been here before and failed to deal with the menace. If asked about them, she says that they perished far below, but that signs of them may still have been left behind. She then explains the situation of the deep gnomes.

The Svirfneblin are not numerous. They are not strong enough to deal with the evil enemies below. They have been holding a keen watch, and they have learned much. They have been waiting for adventurers from above to find their way to them, so that they can help them with information. "We can also give you food and fresh water when you need it, though perhaps you will not like the taste of our fare," she smiles. "If you must come back to us because you are badly hurt, then I can heal you. However, if you are followed you will bring death to my people. I have to be able to trust you not to make such a mistake. Do you see my problem?"

The PCs should see that the old gnome, who looks suddenly weary and almost fearful, has a good point. Carmeneren is much happier to have her people watch out for the PCs and to have them report what they have seen. The Svirfneblin scouts always maintain a watch in the uppermost passages and tunnels (between the entrance point and the spot marked X1 on the strategic map). They have filled waterskins and food (preserved fungi, yum!) which they give to the PCs (but thoughtful PCs should think of offering something in return; something as simple as pots and pans would be useful to the gnomes, and much appreciated).

If all goes smoothly during this parley, then Carmeneren has a first test for the PCs. If they are successful, then the gnomes help them with more information. Not far from the caves of the Svirfneblin are caves infested with trolls. The PCs would be doing the gnomes a useful service if they eliminated this threat. This is the first test for the PCs. When they agree, proceed to the next chapter; if not, they are on their own down here.

Svirfneblin Abilities

Svirfneblin have many special abilities, mostly devoted to stealth, which enable them to survive in the intensely hostile environment of the underdark. All deep gnomes radiate *nondetection*, as per the 3rd-level

wizard spell, and all have the innate ability to cast *blindness*, *blur*, and *change self* once per day. They can freeze in place, standing absolutely still for long periods, making them 60% undetectable by any observer, even one with infravision. As a result, they surprise opponents 90% of the time; they are only surprised in turn on a roll of 1 on 1d10. Svirfneblin have a base Magic Resistance of 20% and gain an additional +5% per level beyond 3rd; in addition, they gain a +2 bonus to saving throws vs. poison and +3 to all other saving throws. Of course, like all gnomes they are superb at detecting unsafe stonework and determining slopes, depth, and direction underground. Their combat abilities, if needed, are fully described in the *MONSTROUS MANUAL*™ tome; DMs wishing to flesh out deep gnome culture should consult PHBR9, *The Complete Book of Gnomes & Halflings*.

Role-Playing Note
Do not play these deep gnomes as jokey figures of fun. They are emphatically not "tinker gnomes" or the more frivolous kind generally. The Svirfneblin are serious, grave little folk who do what they must to survive in an intensely hostile environment. While they have a sense of humor, it is a cynical one. They are smart and insightful, and cannot easily be duped or taken advantage of. Carmeneren in particular should be a grave, considered figure of authority, to be treated with respect—after all, she commands more magic than all the PCs put together at this point.

The Passage Systems

As a general note for the whole of this underdark level, passages have a width of 5 to 40 feet unless otherwise noted. This is variable at different points. When a tactical encounter ensues (or is about to ensue), the DM should roll 1d8 and multiply the result by five to determine the width of a passage section. Likewise, ceiling height is 5 to 30 feet (1d6 x 5). Hazards are indicated within passage sections on the DM's strategic map by symbols which are explained on **DM Reference Card 3**. These same symbols are also used to denote hazards within the cavern and cave systems shown on later maps for this underdark level.

Dungeon Dressing
This very extensive passage and cave network is one of limestone. There are patches of moss, lichens, albino fungi, phosphorescent fungi, and the like on walls from time to time. Likewise, along the passages the PCs may encounter small albino cave worms (no more than an inch or so long), moss-eating beetles, centipedes, slugs, small albino spiders, and similar fauna. Some passageways descend into flooded areas which PCs may wish to explore (using *water breathing* spells and potions, air-filled bladders, or other methods). These flooded areas never lead to anywhere of significance and are populated by giant albino eels, crayfish, and the like; only wandering monster encounters (from the Aquatic subtable on the inside back cover) occur in such places. Exceptions are noted in relevant chapters.

Needless to say, all underdark areas are unlit, unless otherwise noted. The temperature is a fairly constant 45 degrees Fahrenheit and varies hardly at all from place to place. While this is chilly, characters provided with cloaks by day and sleeping blankets by night should be able to cope. PCs wearing barbarian briefs and chain mail bikinis, however, may suffer from hypothermia unless they invest in some heavy furs.



Wandering Monsters
The DM should use the Wandering Monsters tables on the inside back cover of this book for random encounters in the underdark. Encounter checks should be made every four hours, with a 1-in-6 chance of an encounter occurring. The DM should, of course, be judicious about such encounters. A heavy encounter should not be inflicted on a PC party in desperate need of rest, low on hit points and spells. Note that there are also some locations where specific, scripted encounters with monsters take place. To avoid overkill, the DM should consider skipping wandering monster encounters immediately prior to the PCs entering these areas. Finally, there are some locations where the frequency of such encounters is different from the norm, and the specific changes to the normal rules are detailed in each case.

Maps 10, 11, and **12** on **Mapsheet 3** show the cave layouts here. There are three main cave systems and two detail points (X1 and X2) in this area.

Here, the PCs are faced with important decisions. Some actions which may benefit them in the long run will also alienate their newfound gnome allies: the PCs must balance the need to keep the deep gnomes friendly against some valuable treasure and later alliances. Wiping out the trolls wins them the friendship of the Svirfneblin, but keeping it means they must pass up the useful magic hidden in the interdicted chamber beyond the Svirfneblin tombs. Decisions, decisions . . .

The Svirfneblin City-Maze

This baffling network of twisting passages, secret doors, and dead ends (part of which is pictured on **Map 10**) is home to the Svirfneblin. The PCs will only be allowed to visit this place if they have won the deep gnomes' trust, and even then they will only see a small fraction of the city. This is the gnomes' ultimate refuge, and they prefer not to reveal too much to characters who might be captured by illithids or worse and tortured into revealing all their secrets. All the tunnels and rooms here are gnome-sized, no more than 4' high and often only half that wide, making them cramped by human standards.

If the PCs get into serious trouble during their explorations, they may try to come to the Svirfneblin for help. Carmeneren is a powerful priestess, with major access to Healing spells and minor access to Necromantic ones, and her magic could save their skins. However, the ever-wary Svirfneblin fear that the PCs might be followed by whoever has dealt them such damage and that it will come to finish them off and wipe out the Svirfneblin as well. In this first phase of the campaign, the PCs should be allowed once, and only once, to take shelter with the deep gnomes. They must be seriously damaged and in true need of the help of a 13th-level priestess to justify this. The gnomes will not permit a second recourse to their priestess's skills. In terms of game balance, this is fair enough: Carmeneren can bestow such boons as *heal*, and the PCs only get this benison for free once.

If the Svirfneblin at any point have reason to think that their enemies have discovered the whereabouts of their lair, they immediately evacuate the site through secret escape tunnels, leaving all the entrances to the city-maze sealed behind them. They then scatter, only to rendezvous again far away at a prearranged, long-prepared spot, where they found a new city. Should PC negligence cause this event, the DM may wish to penalize the character(s) responsible (requiring an extra 10% to 20% XP to reach the next level should do the trick).

The Burial Grounds

The entrance to the long passageway leading to these catacombs intersects the passage to the Svirfneblin city-maze at point X2. The entrance is hidden by a sculpted stone door, perfectly flush with the wall of the passage, and a *hallucinatory terrain* spell centered on the door. *Detect magic* shows the existence of the *hallucinatory terrain* but does not reveal the secret door itself; this must be searched for normally. Because of the *hallucinatory terrain*, PCs will not be able to stumble across this door through simply checking for secret doors; not even an elf can chance upon it by accident. A *true seeing* spell would reveal it, though a Find & Remove Traps roll is still necessary to discover the trick of opening it. Once the PCs find **Player Handout 15**, they can backtrack to this spot and search this general area until they find the door.

1. Trapped Door
A stout wooden door here is locked (–10 to Pick Locks chances) and has a plaque with lettering in Gnomish, Dwarven, and Common, reading "Disturb Not the Noble Dead." A *glyph of warding* (cast at 13th level, for 13d4 points of chill damage) protects this door. The passageway beyond is very dusty, though old (gnome-sized) footprints are just visible on a successful Tracking proficiency check.

2. Tombs of the Warriors
The cavern complex here has clearly been worked, and a dwarf or gnome PC can see that it is gnomish handiwork. The side alcoves are sealed stone tombs: each contains the skeleton of a single Svirfneblin warrior with his nonmagical armor, favorite weapon, and one personal item (usually a piece of jewelry worth 5d6 x 100 gp). PCs should heed the injunction and not disturb these tombs. Not only will it upset their allies, but good-aligned PCs simply should not engage in wanton grave-robbing.

3. Altar of Callarduran
A statue of the Svirfneblin deity stands behind a plain stone-slab altar, its hands crossing its chest as if in a posture of shielding or denying access. The statue is some 10 feet tall, and if it is "attacked" in any way (chipped, splashed with acid, etc.), the culprit is affected as per a *cause critical wounds* spell (for 3d8+3 points of damage). The statue has the same spell immunities as a stone golem. On the altar is a miniature stone statuette of



Callarduran, which has a large, flawless ruby (value 5,000 gp) clutched in its hands. Any attempt to take this results in the large statue animating (with automatic surprise, unless the PC has already taken suitable precautions) as a stone golem and immediately striking the thief. Once the statue has animated, the *cause critical wounds* effect no longer occurs.

> **Stone Golem:** AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8 (fist); SA can cast a *slow* spell on any opponent within 10′ (once every other round), attacks with surprise; SD immune to weapons of less than +2 enchantment, healed fully by *transmute mud to rock*, ignores all other spells except as noted; SW *slowed* for 2d6 rounds by *transmute rock to mud*, *stone to flesh* causes it to lose its immunities to damage-inflicting attacks for 1 round; SZ L (10′ tall); ML fearless (20); Int non (0); AL N; XP 8,000.

If this statue is destroyed, then Carmeneren will know it immediately and arrive with a large force of Svirfneblin to investigate. The PCs should have time to get well away before the gnomes arrive, but clearly they can expect absolutely no help from the deep gnomes if they steal this treasure and defile their burial chambers (the gnomes will use *commune* and the like to identify the trespassers, so lying will benefit the PCS not one whit).

4. Tombs of the Priests
These tombs are identical in appearance to those in area 2, but they hold the skeletons of Svirfneblin priests and priestesses of note. Each body has with it a personal item worth 6d8 x 100 gp, with a 10% chance in each tomb for a magical weapon, shield, or miscellaneous priestly magical item (DM determination, but eschew anything better than +2 enchantment).

5. Tombs of the Wizards
Svirfneblin wizards are a rare breed indeed, and only one of the prepared tombs here has a skeletal occupant. There is no magical treasure other than a magnificent (gnome-sized) robe which is impervious to decay. It is made of blue silk, with gold threading, and has 20 moonstones sewn into it (value 4,000 gp).

6. Hidden Portal
The secret door here has a *glyph of warding* laid on it (explodes for 13d4 points of fire damage when opened). Having excavated their burial chambers, the gnomes were mortified to find the interdicted chamber (area 8) beyond, which they had not been able to detect; the glyph and the statue of Callarduran are to protect against anything emerging from there as much as to prevent access to it.

7. Multiple Trap
The gnomes have placed further defenses at the entrance to the chamber. The first layer here is a *wall of stone* which, if successfully *dispelled*, explodes in a 20-foot-radius spray of acid causing 6d6 hp of damage (saving throw vs. wand for half damage). Beyond this is a door with a further *glyph of warding* (13d4 points of chill damage) and finally a smooth stone surface—the wall of the interdicted chamber. This is normal stone and can be bypassed by a *dimension door*, *teleport*, or *pass-wall* spell or (eventually) by simply breaking through it using axes, picks, etc. This latter takes 30 PC-hours of work. A PC with a Strength score of 16 to 18 counts as two people for purposes of this work, one with exceptional Strength (18/01+) counts as three, and any PC with a Strength penalty (Str 7 and below) counts as half a person. The DM should make wandering monster checks with double normal frequency since monsters may be attracted by the noise (unless the PCs can *silence* the area for the duration of the work). There is a 15% chance that the creatures attracted will be angry Svirfneblin.

8. Interdicted Chamber
This chamber was created by a sorceress as a retreat location for herself during the period of stasis (and great vulnerability) endured while becoming a lich. However, the place has clearly never been used. As befits its purpose, this chamber is wholly detection-proof. No magic whatsoever can reveal its existence, nor scry into the area, and no divination spells function inside the chamber. Ceiling height is 30 feet.

The chamber is guarded by two iron golems which stand in the positions shown on the map. These animate and attack anyone entering the chamber; as soon as there are no PCs within the chamber (and no attacks are being directed into the chamber) the golems return to their watch posts. They regenerate 2 hp of damage per day but are otherwise normal iron golems.

> **Iron Golems (2):** AC 3; MV 6; HD 18; hp 80; THAC0 3; #AT 1; Dmg 4d10 (fist); SA breathes poison gas (10′ cube, once every seven rounds), Str 24; SD immune to poison, damaged only by +3 or better weapons, immune to most spells (electrical attacks *slow* the golem for 3 rounds, magical fire repairs one hp per HD of "damage"); SZ L (12′ tall); ML fearless (20); Int non (0); AL N; XP 13,000 each.

If the PCs defeat the golems, they may examine the chamber more carefully. It is clearly artificially excavated, since it has perfectly smooth walls, each adorned by a black arras. It is very comfortably furnished as a huge study/living chamber, and the air is surprisingly fresh and clean. *Detect magic* reveals that the whole area radiates abjuration and alteration magic. Dominating the chamber is a crystal coffin atop a stone pedestal, 10 feet above which hovers a 6" diameter bronze sphere. The sphere radiates invocation/evocation magic if this is checked for.

The crystal coffin has a hinged lid which is *wizard locked* (cast at 18th level). It has the consistency of *glassteel* and is wholly resistant to all forms of magical attack. Any attempt to open the coffin activates the bronze sphere, which attacks at once (any attack directed at the sphere also activates it). The bronze sphere is AC –2 and has 30 hit points; it can cast the following magical effects, one per round (roll 1d6 to determine):

Roll	Effect
1	*lightning bolt* (9d8)
2	*magic missiles* (5d4+5)
3	*cone of cold* (9d4+9)
4	*wall of ice*
5	*ice storm* (3d10)
6	*wall of force*

The sphere continues to attack until destroyed, or until all living creatures have left the chamber. Spell effects are cast at 9th level. If attacked by magic (for example, by *heat metal*), the sphere has 35% magic resistance and saves as an 18th-level wizard. Destroying it earns 1,400 XP

The hidden cache of wizard's magic can be found inside the coffin. A secret panel is set into the northern end of the coffin, and if gently slid open it reveals a sunken alcove some 12" x 24". This holds two caskets and a slim wooden case, 21" x 3" x 3".

The first casket holds three plain golden rings, all magical: the first is a *ring of free action*, the second a *ring of regeneration*, and the third a *ring of shooting stars*. The second casket holds fine gems and pearls worth a total of 35,000 gp. Among these are a deep red stone and a pale lavender stone; *detect magic* reveals that these are magical. They are *ioun stones*, respectively increasing Dexterity by 1 point and absorbing up to 31 levels of spells (of 4th level or below) cast at the stone-user. The case holds an ornate dark wooden wand, banded with gold filigree and a pair of unique milky moonstones with red striations. This is a *wand of magic missiles* with 71 charges remaining. Even if all the charges are expended, the wand is of such exquisite workmanship that it is worth 2,500 gp. Lastly, the case also holds—wound around the wand—an emergency escape policy the sorceress prepared for herself: a scroll with two *teleport* spells.

The PCs may well wonder exactly who the sorceress was who prepared this retreat for herself and why it was never used. This is left unspecified here, since it isn't related to the main campaign storyline; the DM is at liberty to embellish her history as he or she sees fit. She may have died long ago, or she may still be active as one of the campaign world's main villains. She may even be a famous hero of the realm who repented an evil past or whose evil streak has gone thus far undetected.

Disturbing the Dead

If the PCs learn of the treasures beyond the gnomes' burial ground, they may ask for permission to explore here. They will be refused. Carmeneren is fearful of having burial grounds disturbed by blundering PCs and doesn't know what they may, or may not, disturb. Svirfneblin guards are then posted at point X2 and the PCs will have to disable them (*hold person*, etc.) to gain access.

If the PCs come here and take the sorceress's treasures, then the gnomes will find out after a delay of 10+1d20 days. If they did not ask for permission, Carmeneren suspects the PCs and uses *detect lie* to check on their truthfulness. The PCs must give an absolutely honest account of what they have done and why they did it, swear an oath never to enter the burial grounds again, and make an offering of gems in the burial grounds of not less than 10,000 gp value to placate the angry priestess. Even so, the Svirfneblin remain doubtful of the PCs' integrity for some time to come. If the PCs refuse to make this offering, or if they raid the sorceress's treasures after being refused permission to do so, or if they despoil the gnomish graves, then they become *persona non grata* with the gnomes and receive no help from them in the future. The PCs should try to stay in the good books of the little folk at this time, for they still have information that will be of value to the characters.

The Troll Caves

Map 12 shows this area. The problem posed for the PCs here is a simple hack-and-slash exercise. The trolls here hunt and eat anything they can get, including each other. There are two separate communities of trolls, permanently at war with each other, but the PCs cannot exploit this fact (the trolls hate outsiders just as much as they hate each other). There is also a small community of troglodytes which predate the trolls; the trogs try to avoid the PCs and, since they are no threat to the gnomes, the PCs have no need to attack them. On the other hand, troglodytes are chaotic evil in alignment, and the PCs may choose to wipe them out before they become a major problem.

Tactical Notes
This is a simple task for the PCs, though it will probably take them several strikes to polish off the trolls (they should not return to the surface after every attack; with the Svirfneblin close by, they can rest safely in a nearby side-passage or side-cavern before returning to the fray). The trolls respond to decimation of their numbers by withdrawing into their "heartland" caverns (area 5 for the Topknots and area 10 for the Slaverers), placing guards at the entrance passages to their forwardmost caverns. At any given time, 25% of the trolls in any particular location will be asleep (except at the guard posts at areas 1, 2, 6, and 7). If the PCs retreat from combat, the trolls pursue them for 1d4+4 rounds, breaking off pursuit if they do not catch them in that time. Stats for normal trolls are given under area 1 below and can be used for normal trolls encountered hereafter.

The caverns of the trolls are filthy, unkempt, and reek of the body stench of their occupants. Gnawed bones (of everything the trolls have been able to get their claws and teeth on) litter the rocky, cluttered ground. The bones have teeth marks, and the marrow has generally been sucked out of them. Troll filth pollutes the caverns. Entering them should be extremely distressing for PCs with olfactory sensibilities.

The Topknots

These trolls have one distinct feature; each has a thick tuft of hair which protrudes straight upwards from the crown of its head; hence their tribal name. This pack is less numerous than its Slaverer enemies, but its dominant shaman-leader is a freak two-headed troll and the other trolls are generally tougher than most, allowing them to make up in individual strength what they lack in numbers. This group is also smart enough to use water from the pool in area 5 to deal with fire if it is used against them. They possess about a dozen waterskins and hollowed-out small rocks which can hold some 2 pints of water each and use these to douse flames if they can (this does not affect burning oil, of course).

1 and 2. Topknot Guards
There are two trolls on guard at each of these locations at any given time. They are ever vigilant. If they see any sign of enemies, one runs at once to the junction between areas 3, 4, and 5 to rouse the other trolls of the pack. Only if at least one-third of the trolls from this total number are slain or overcome, or if a Morale check is failed, will one or more trolls flee to area 5 to summon the shaman-leader (of whom the other trolls are very afraid).

Trolls (4): AC 4; MV 12; HD 6+6; hp 44, 40, 33, 32; THAC0 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite); SA severed limbs attack, can throw stones (10–20 lb, 60′ range, 1d8 damage); SD regenerate 3 hp per round (starting 3 rounds after first injury); SW fire and acid damage cannot be regenerated; SZ L (9′ tall); ML elite (14); Int low (5); AL CE; XP 1,400 each.

3. Farmer Trolls
This cavern is thick with green-gilled fungi (poisonous to humans and demihumans) which the trolls eat to supplement their carnivorous diet when they can't get enough meat. There are six trolls here. Five are normal trolls (44, 41, 32, 31, and 27 hp), but the sixth is an unusual specimen: larger than most (10′), with mottled ash-gray skin and surpassing strength and toughness (+1 to all damage rolls, +1 to saving throws, 50 hp, THAC0 12, XP 2,000). This troll screams and yowls at such extraordinary volume that spellcasting is effectively impossible within 20 feet of it for spells which have a verbal component (the spellcaster can't hear himself or herself speak, throwing off the precise intonation required).

4. Sinkhole Trolls
A further four Topknot trolls lair here (hp 42, 40, 37, 35). They are smart enough to try to drag dangerous enemies to the 60-foot-deep sinkhole here and dump them down it. Any PC struck by both claw attacks in the same round must make a Strength check or be clutched fast by the troll and dragged towards the sinkhole. A grabbed character is only subject to biting attacks by the troll which has grabbed him or her, but these are made at a +4 attack bonus (and Dexterity bonuses for the PC are negated). The victim is dragged toward the sinkhole at a rate of 30 feet per melee round, plus 5 feet per point of Strength below 14. Such a PC is 50% likely to have either his or her shield arm or his or her weapon arm trapped and useless (roll any die: even = shield arm, odd = weapon arm). If the grappling troll is damaged by another PC in melee, make a Morale check for that troll. If it succeeds in the check, it ignores the damage and continues dragging. If it fails, it drops the PC it has grabbed and attacks the PC who damaged it instead. A PC dumped down the sinkhole takes normal falling damage (6d6) unless he or she has immediate access to *flying*, *levitation*, or *feather fall*. Worse still, the trolls have learned that when they dump victims down the hole, drop rocks on them, and then eventually collect the remains (the trolls can clamber into and out of the hole), the meat is agreeably tenderized. Dropped rocks cause 1d12 points of damage per hit and gain a +4 bonus on the attack roll.

5. Cavern of the Shaman
Greezelet, the tyrannical chieftainess of the Topknot pack, is a powerful and brutal two-headed troll and a third-level shaman of Vaprak (a vengeful deity detailed in DMGR4, *Monster Mythology*) as well. She has a tiara of human and demihuman teeth bound into silver around

each forehead (worth 50 gp each). Once summoned to battle, she does not retreat. She has a bodyguard retinue of four large trolls (hp 42, 39, 37, 36).

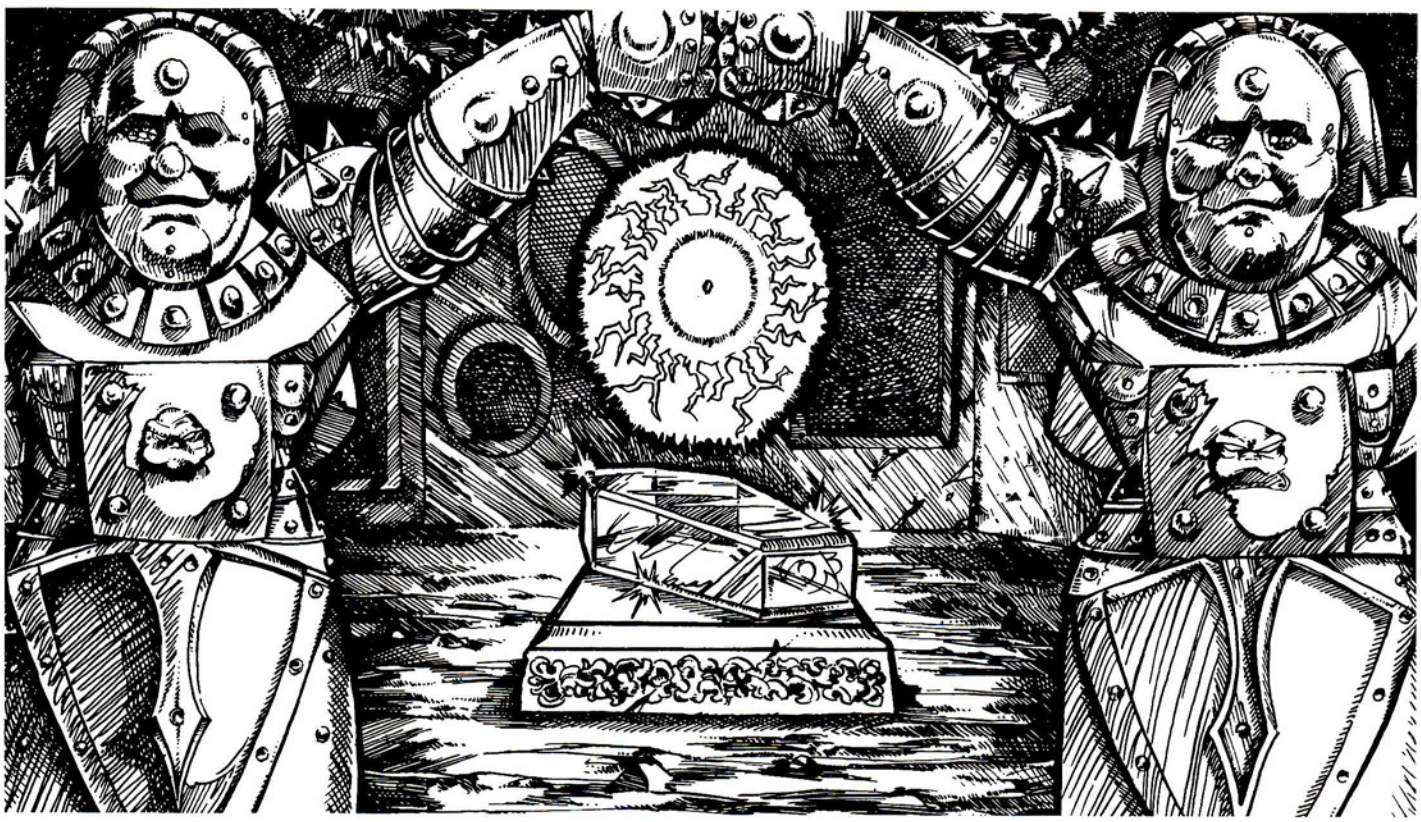
Greezelet, two-headed troll Shaman: AC 4; MV 12; HD 10; hp 57; THAC0 11; #AT 4; Dmg 1d4+4/1d4+4/1d12/1d12 (claw/claw/bite/bite); SA spells; SD spells, surprised only on a 1, regenerate 1 hp per round (starting 3 rounds after initial injury); SW fire and acid negate regeneration; SZ L (10); ML fearless (20); Int average (9); AL CE; XP 4,000. Spells: *curse, darkness; barkskin.*

The treasure accumulated by the pack has been collected by the despotic Greezelet in this cavern. Two mangy wolf pelts and a silver fox skin hang on the western wall of the cavern; the wolf pelts are worth only 10 gp each, but the silver fox skin is worth 1,000 gp if intact (careless use of a *fireball* spell or burning oil in this cave will ruin it). The remainder of the pack's treasure is stashed beneath a pile of rocks on the south wall of this chamber; it has been taken from other trolls, the troglodytes, a pair of illithids the trolls were lucky enough to overcome, and some foolish dungeon delvers who perished at their hands. The trolls have 940 sp, 500 ep, 1,800 gp, 755 pp, a mother-of-pearl inlaid silver casket (worth 600 gp) containing rings and baubles worth a total of 2,000 gp, and a pair of fine platinum bracelets set with aquamarines and turquoise (worth 3,000 gp for the pair). A *dagger* +2 nestles among this largesse; likewise two flasks of holy water and a sturdy iron scrollcase containing a scroll of the priest spells *prayer, meld into stone, cure critical wounds,* and *conjure animals* (scribed at 11th level).

The Slaverers

These trolls take their delightful name from the fact that they have an inbred tendency to compulsive drooling, so that green-yellow mucus-flecked spittle runs down over their chins and drips to the ground more or less constantly. This pack has no leader and fights amongst itself as much as it attacks anyone else. But for this internecine warfare, they would probably have wiped out the Topknots *and* the Svirfneblin by now; as it is, they offer less organized opposition to the PCs than their less numerous Topknot brethren. At any given location, save for the guard points, 25% of the trolls will be asleep at any one time.

6 and 7. Slaverer Guards
Two trolls stand guard at each of these points at all times. Take stats from areas 1/2 above, except that these guards have 38, 36, 30, and 28 hit points.



8. Cavern of Spears
This cavern has long (up to 4 feet), thin roseate-white stalactites in profusion; the trolls here, while dumb, are just smart enough to snap off an armful and throw them as spears (ranges 2/4/8, damage 2d6 apiece). They will use this strategy if a fire-based attack forces them to shrink back from melee or if bottlenecked so that not all can enter melee at any one time. Note that, if a spear misses a PC, there is a 50% chance that it may hit another troll if one is in the way (a successful attack is required for it to hit). The seven trolls here have 37, 34, 32, 31, 30, 22, and 19 hp. They have a total of 1,300 sp, 1,400 ep, and 4,500 gp in treasure, and the largest of them (the 34 hp specimen) has a gold bracelet (value 400 gp) which it has stuck through its right ear as a bizarre, dangling ornament.

9. Crayfish Cavern
This area holds a further eight trolls (41, 40, 35, 32, 31, 30, 27, 19 hp). The pool here is 15 feet deep at its deepest point, and rock crayfish swim into it from a network of maze-like passages and sunken caverns east of the mapped area. The trolls hunt them by the simple expedient of leaping in and trying to rip them apart. Sometimes, it even works.

Unfortunately, this diving activity has given these dumb trolls one noteworthy point of tactical acumen. They once chased a Svirfneblin in here and into the pool, holding her under until she drowned. They enjoyed this game so much that they attempt to do the same with PCs, given the chance. Use the same rules for being grabbed by a troll as for area 4 above, with the result of a successful grab meaning that the PC is dragged 30 feet towards the pool. An immersed PC suffers the usual chance of drowning (see the "holding your breath" rules in Chapter 14 of the *Player's Handbook*; assume that all trolls have a minimum Constitution of 23 and thus can hold their breath for longer than PCs can!).

The trolls have a total in treasure of 800 cp, 1,400 sp, 800 ep, 3,300 gp, 155 pp, and a handful of minor treasure trinkets and baubles worth a total of 1,000 gp. At the bottom of the pool are some of the deep gnome's belongings: a *dagger* +2 and a green crystal flask (value 50 gp) with a *potion of polymorphing*, together with a scattering of coins (75 gp and 10 pp). The DM may choose to have a PC diving for this confronted by a giant crayfish. The dagger is marked with gnomish runes and, if it is returned to the deep gnomes, they restore it to the victim's family. The whole Svirfneblin community then becomes more positively disposed to the PCs as a result, rewarding them with a fine, blue-green gem worth 1,000 gp (this counts for XP also).

Giant Crayfish: AC 4; MV 6, swim 12; HD 4+4; 33 hp; THAC0 15; #AT 2; Dmg 2d6/2d6 (pincer/pincer); SA ambush (–2 penalty on opponent's surprise roll); SZ L (9' long); ML elite (13); Int non (0); AL N; XP 175.

10. Cavern of Disease
There are four trolls here, and this cavern is a desperately unhealthy place. The pool (12 feet deep at center) is infested by an aquatic cave otyugh which collects here all manner of detritus and filth from other caverns, moving it along the submerged southeastern passageways. Not even the trolls are immune to the diseases this thing brings in its wake, and as a consequence the trolls which lair here have a severe pulmonary disease. This weakens them so that their hp totals are not high (27, 25, 24, 22 hp), but they have a spectacularly gruesome special attack which compensates for this. Each is capable of forgoing its biting attack for a round in order to spit a thick glob of truly repulsive phlegm at any opponent within 30 feet. If struck, the victim must make a successful Constitution check or contract lung rot (lose one point each from Strength, Constitution, and Dexterity every 48 hours; MV rate reduced by 10% every 48 hours, due to increasing shortness of breath; PC dies if any physical stat reaches zero; *cure disease* reverses the process of the disease, allowing lost points to be regained at the same rate they were lost, and *heal* eliminates the infection and restores the losses). Whether the disease is contracted or not, the victim has to make a saving throw vs. wand or be blinded for 1d4 rounds.

These trolls are shunned even by their fellows but nevertheless have been able to accumulate a goodly cache of treasure from their many victims (gnomes and adventurers) over the years. They are also cunning enough to have hidden it away behind some rocks in the southwestern corner of the cavern, though it can automatically be found if the place is searched. In total, the trolls have 800 cp, 500 sp, 1,800 ep, 4,400 gp, 1,100 pp, and small jewelry items worth a total of 4,500 gp. A *footman's mace* +2 and a *shield* +2 can be found among the rocks and coins. Finally, an Intelligence check made during the search will, if successful, cause the PCs will notice a small gray leather pouch which contains a fine sprinkling of crystalline powder—two applications of *dust of disappearance*.

If any PCs are fool enough to venture into the foul, murky pool in search of yet more treasure, the DM may set the otyugh upon them.

Aquatic Otyugh: AC 3; MV 6; HD 8; hp 48; THAC0 13 (11 on bite attack vs. grappled opponents); #AT 3; Dmg 1d8/1d8/1d4+1 (tentacle/tentacle/bite); SA bite is 90% likely to infect victim with the same pulmonary disease as described above, can grapple any opponent hit by both tentacles for automatic 1d3+1 damage per round; SD never surprised; SZ L (7' diameter); ML elite (14); Int low (5); AL N; XP 1,400.

11. Troglodyte Caverns
There are, in total, 44 troglodytes in these caverns, led by a single chieftain. They are disorganized and wretchedly

afraid of the trolls, who have them more or less pinned down here. The troglodytes are in poor physical condition, for their food supply is very low, and they have poor morale. Thirteen of them employ javelins; the rest fight with natural weaponry.

Troglodytes (43): AC 5; MV 12; HD 2; hp 11 (x10), 8 (x10), 6 (x10), 5 (x13); THAC0 19 (16 with javelin); #AT 1 or 3; Dmg 2d4 (javelin) or 1d2/1d2/1d4+1 (claw/claw/bite); SA ambush (–4 penalty to opponents' surprise rolls), stench (opponents who fail a saving throw vs. poison lose 1d6 points of Strength for 10 rounds); SD chameleon ability; SZ M (6' tall); ML average (9), drops to unsteady (7) if chieftain is slain; Int low (6); AL CE; XP 120 each.

Troglodyte Chieftain: AC 5; MV 12; HD 6; hp 32; THAC0 15 (12 with javelin); #AT 1 or 3; Dmg 2d4 (javelin) or 1d2/1d2/1d4+1 (claw/claw/bite); SA ambush (–4 penalty to opponents' surprise rolls), stench (opponents who fail a saving throw vs. poison lose 1d6 points of Strength for 10 rounds); SD chameleon ability; SZ L (7' tall); ML steady (12); Int low (7); AL CE; XP 650.

What little treasure these monsters have is cached in the middle of the west wall of area 11, behind a cairn of small rocks. Here the PCs find 1,150 cp, 2,200 sp, 560 ep, 850 gp, and a fine pair of (nonmagical) gold bracers set with bloodstones (value 1,200 gp).

After the Trollkill

When the PCs have completed their work, Carmeneren clearly regards them with rather more respect. While a successful Wisdom check allows a PC to see that she is still slightly diffident, she does have two pieces of information for the PCs.

First, the gnomes take the PCs to the point marked X1 on the strategic map (see inside front cover). There is a junction passage here, but it is disguised with a very powerful spell, an improved permanent *illusionary wall* which is actually semi-substantial. This illusion hides the northern direct route to the City of the Glass Pool which the illithids take to avoid the much more perilous southern route. Carmeneren invites the PCs to stare at the illusionary wall. Each character should attempt a saving throw vs. spell at a +4 bonus. If successful, a PC still sees the solid stone, but it is subtly different from the surroundings. Tactile exploration makes the PC feel as if he or she were touching a thick, gelatinous substance which "gives" slightly, but even when the PC knows the wall is illusory, he or she cannot bring himself or herself to move through it. This continues to be true even if a spell such as *true seeing* is used at this point later, when the PCs have gained more experience levels and can cast this spell. It also reflects the multiple *antipathy* spells placed along the passageway beyond, repelling all non-evil creatures. Carmeneren explains that this is where the illithids come. Experiencing this very strong and disturbingly strange magic should be unsettling for the PCs.

Carmeneren gives the PCs **Player Handout 12** at this point. This is a map of the long passage leading down to the City of the Glass Pool. Carmeneren says again that an earlier party of adventurers took this route and perished. She does not know how far they got; the gnomes did not deal directly with them. This map also marks the extremely perilous southernmost route to the lair of the "great reptiles"; the gnomes know that some kind of evil dragon or dragon-like creatures lair here but not the type (for the DM's information, it is a behir and a shadow dragon; see the chapter "Scales Before the Elves").

Carmeneren suggests the following tactics. The PCs should explore the central path right up to the City of the Glass Pool and gain all the strength they can. They might even consider returning at that time to deal with the dragons. "But I am not sure I would advise that, though I sense they both have powerful magic, and they certainly possess great treasures," she says thoughtfully. At this moment, one of the younger gnomes pipes up.

"But it is what is beyond them that might be really worthwhile," he says. Carmeneren silences him with a look like thunder. The gnomes do not know what lies beyond the reptiles, but they have sensed very strong magic and very secure barriers against their own attempts to explore and detect this area (DM's note: this is the home of the Rockseer elves). If asked specifically about this, she says only that the gnomes truly do not know what lies beyond—there is something, something powerfully magical and seemingly not evil, but the gnomes cannot learn what it is. A Wisdom check allows a PC to detect that Carmeneren is troubled by what this might be.

"Then, when you come at last to the kuo-toan city, you will first meet the *Diregund*," she hisses. All the gnomes suddenly look hostile, aggressive, and vengeful at this point. A query reveals that "Diregund" is the Svirfneblin term for Derro. "Destroy them all, and then come back to me, and I will tell you more," she says. She looks as if she really means it. This old, helpful, kindly gnome has real hate in her eyes when she speaks of the Derro.

Gnome Talk

If there is a PC gnome in the party, he or she may be able to wheedle out of the Svirfneblin just why they hate Derro so much. No other PC will be able to get at the true story. A gnome who makes a successful Charisma check with a –2 bonus modifier to the die roll (add a further –2 bonus if the dagger found in area 9 of the troll caves has been returned to the Svirfneblin) will hear the truth from Carmeneren. This particular group has an unusual creation mythology.

It holds that the Derro Powers are the sworn enemies of Callarduran Smoothhands and have ever tried to destroy him and his realm, by the most evil and deceitful means imaginable. Many, many legends are told about this, and gnome stories go on for ages, so the PC is in for some down time here. The gnome PC should be fed well (and not just on fungus), wined, and made to feel like his or her deep cousins have really accepted him or her.

The DM should then pick a time, later in the campaign, when the PCs have just won a hard-fought victory. This can't be scripted; it depends on the drama and closeness of the situation. Judge it by when your players almost collapse with relief after a famous victory, but it should be before they have met any Derro. If they meet the Svirfneblin again, and relate their heroic deeds, now comes the killer punch. The priestess wants to see the gnome PC alone. After fine food and wine, Carmeneren gives the PC a drink of Gogondy, the special wine of the deep gnomes they give only to their most trusted friends (see the Svirfneblin section in PHBR9, *The Complete Book of Gnomes & Halflings*, for more on "the finest wine in the world"). Accepting this drink essentially make the PC a member of the Svirfneblin community. The old priestess then produces, with due pomp and circumstance, a truly fine magical item. This should be a +3 magical melee weapon appropriate to the PC's class, and it also has the properties of a *ring of protection +1*. In addition, Derro attack rolls are at a –2 penalty against the weapon user. She lets the character examine the item but not take it yet. In return for this fine gift, reserved for the Svirfneblin's champion through the generations, Carmeneren wants the gnome PC to voluntarily accept a *quest* spell from her.

Carmeneren asks the player-character gnome to attack Derro whenever possible and never to offer them succor or alliance. This is not a kamikaze, "kill them on sight" proposition. However, once in combat the *quest* prevents the gnome PC from fleeing combat unless his or her hit points are reduced to below one-half his or her normal maximum. It means absolutely that any form of alliance with Derro is utterly repellent to the gnome PC (a significant liability later in the campaign). But the magical weapon is so beautiful and so powerful . . . Carmeneren asks the gnome to decide whether to accept the weapon, and the *quest*, on his or her own. She does not want other PCs involved.

If the PC doesn't want to accept the *quest* and offers a good reason (he or she doesn't want to constrain the actions of other PCs, his or her friends and trusted fellow adventurers, etc.) Carmeneren looks disappointed but does not hold this against the PC. However, she withholds the weapon in this case, as it is the appointed tool of their champion. A PC who accepts the *quest* becomes this generation's champion for the Svirfneblin community (+4 bonus to all reaction rolls involving deep gnomes).

Once the PCs are ready to venture along the long central route, proceed to the next chapter.



The PCs should have **Player Handout 12** to guide them through this stretch. The Svirfneblin can add some comments to those notes marked on their map. These concern the first choice the PCs have to make; they can either attack a grell nest or take a physically hazardous path which bypasses this. The problem with the latter route is that each time they return to the surface without dealing with the grells, they have to go over and over this unsafe ground. In the long run, it's a better move to try and deal with the grells. The specific underdark hazards of the dangerous passageways are detailed on **DM Reference Card 3**. Be cruel. Wandering monster checks are made with twice normal frequency when PCs are in this area.

The only monster-infested area which the PCs must enter is the slime caverns. Everything else here is optional. However, sidetracking earns experience, treasure, and clues.

The Grell Nest

The caverns of the grells are shown in **Map 13**. What the Svirfneblin do not know is that the grell live in an uneasy truce with a deepspawn. The grell hunt for meat for the monster, which in return agrees not to consume them. The grell come back with gnome, troglodyte, lizard, eel, and anything else they can get their tentacles on (including the occasional adventurer over the years) and give some to the bloated horror that lurks on the margins of their caverns.

Grells are highly dangerous due to their multiple paralyzing attacks. PC priests should have *remove paralysis* spells stacked up for use, but if the players can't figure that out for themselves, be merciless and let them learn from experience. What's more, the old patriarch of the hive—the only reason why the deepspawn hasn't dared to consume all the grell for supper by now—is a rarity, a spelluser of power and altogether a formidable enemy. The PCs have their work cut out here. The grell are intelligent, and after a first raid they take precautions against any further attacks.

The caverns and passages here have ceiling heights of 21 to 30 (20+1d10) feet. They are lit by small iridescent nodules of a luminous mold cultivated by the grell for that purpose; these are scattered at irregular intervals over all passage and cavern walls. Note that many specific areas here are dangerous because of the razor rock hazard (see **DM Reference Card 3**). Since grell fly, this doesn't bother them at all—indeed, it makes an excellent defense against intrusion.

When the PCs are some 100 yards from the entry point to the grell caverns, a successful Intelligence check allows them to see that a clear scratch mark has been made on a passage wall, pointing diagonally downwards. A small fragment of paper hangs from a rock at the spot the arrow points to, as if some message had been left here and later removed. The PCs may find the missing message in area 9, if they get that far!

Location Key

1. Soldier Guard
There is a single soldier grell on lookout here; it attacks any intruders it sees. It holds a *lightning lance* in four of its tentacles, leaving six free for paralyzation attacks in melee; the lance has 10 charges. A PC proficient with the spear or javelin may use this weapon, but at a –2 penalty to attack rolls.

> **Soldier Grell (1):** AC 5 (body) or 4 (tentacles); MV fly 12 (D); HD 5; hp 31; THAC0 15; #AT 8; 1d4 + paralysis x6 (tentacles)/3d6 (*lighting lance*)/1d6 (bite); SA touch from tentacle paralyses target for 5d4 rounds (saving throw vs. paralysis at +4 bonus to negate), automatically hits paralyzed prey each round, ambush from above imposes –3 penalty to opponents' surprise rolls, *lightning lance* (saving throw vs. spell for half damage); SD immune to electrical attacks; SZ M (4' diameter); ML champion (15); Int average (10); AL NE; XP 3,000. Note that any successful attack on a tentacle disables it but that only attacks to the body are subtracted from the grell's hit point total. A grell's bite attack will only be directed at paralyzed prey.

2. Soldier Guard
There is another soldier grell guard in this cavern, identical to the one in area 1 except that it has 22 hit points and its *lightning lance* has 12 charges.

3/4. Great Cave Eel
This area is home to a huge, cunning old cave eel which has survived innumerable fights with grell, as its scarred and pitted leather-hard skin testifies. It has, over the years, developed an immunity to paralyzation. The eel lurks below the water in area 3 and leaps to attack anything within 5 feet of the pool (walking or running along the edge or flying or levitating above it). It attempts to grab anything it catches in its jaws and drag it underwater, retreating to area 4 to feed (it retreats here in any event if it loses half or more of its hit point total). On a successful attack roll of 17 or better the eel succeeds in locking its jaws on a character and automatically drags him or her underwater (the eel is surpassingly strong). Such a character suffers automatic bite damage on every successive round (unless he or she happens to be AC –7 or better), in addition to possible drowning damage. The grell, being well aware of the eel's habits by now, always fly along the northern wall of area 3. Finally, the eel can use a constriction attack in addition to a bite attack,

though it cannot constrict a victim in its jaws. A PC targeted by a successful constriction attack must pass a Dexterity check or be caught in the eel's coils for automatic damage thereafter.

Huge Cave Eel: AC 5; MV 6, swim 12, lunge 6; HD 10; hp 54; THAC0 11; #AT 2; Dmg 2d4+2 (bite)/2d6 (constriction); SA automatic damage, drowning; SD immune to paralysis; SZ H (25' long); ML champion (16); Int animal (1); AL N; XP 3,000.

The eel has a good store of treasure in area 4, taken from grell it has eaten over many years. Four gold rings (total value 2,500 gp), a *lightning lance* with four charges remaining, and two especially fine diamonds worth 5,000 gp apiece can be found here.

5. The Hive
This complex chamber contains most of the grell colony: seven adults (hp: 29, 27, 26, 25, 22, 22, 17, 15) together with three young (2 HD each, 8 hp each; their bite does 1d2 and their tentacles a single hp of damage per successful attack, with a +8 bonus to saving throws vs. paralysis). The young cluster in the far southeastern corner of the cavern and do not attack unless attacked themselves. None of these grell have *lightning lances* or individual treasure.

6. Philosopher and Phalanx
A philosopher grell guards the approach to the Patriarch's lair, aided by two soldier grell (37 and 25 hp) armed with *lightning lances* (13 and 16 charges).

Philosopher Grell: AC 0 (*ring of armor*; see below); MV fly 12 (D); HD 7; hp 32; THAC0 13; #AT 11; Dmg 1d4 + paralysis x10 (tentacles)/1d6 (bite); SA as common grell, spells as 2nd-level wizard; SD immune to electrical attacks, spells; SZ M (4' diameter); ML champion (15); Int exceptional (15); AL NE; XP 5,000. Spells: *charm person, sleep*.

The philosopher's AC 0 is due to the special *ring of armor* it wears on one of its tentacles; this magical item (value: 5,000 XP) is identical to *bracers of defense* except that it will not function in connection with any other form of protection (armor, magical cloak or bracers, etc.), although Dexterity bonuses do apply. This small silver ring can only be found after a very thorough search; it would just fit the little finger of an elf, gnome, or halfling.

7. Champion Philosopher
The grell which lairs in this cavern is old and wise. It has spellcasting talents above normal for a philosopher, and it would (in the natural course of events) grow to replace the Patriarch at the latter's eventual death. It attacks remorselessly. The champion philosopher is similar to the philosopher in area 6 except that it has AC 4/5 (body/tentacles) and 44 hp, casts its spells (*magic missile* x2; *stinking cloud, web*; *dispel magic, lightning bolt*) as a 6th-level wizard, and is worth 6,000 XP.

8. The Patriarch of the Grell
This brooding evil squats atop a columnar pillar of rock that protrudes some 10 feet from the surface level. This pillar, flecked with orange and yellow, is a flux point (and thus radiates alteration and divination magic if checked for; see page 45 below for more details on this). Around the pillar is scattered the treasure the grell colony has collected during the patriarch's lifetime; if PCs attack with area spells such as *fireball*, the treasure may suffer. While the grell is atop this pillar, it gains 15% magic resistance and has the spellcasting abilities of a 7th-level wizard. Hence it will not move from this spot voluntarily.

Patriarch Grell: AC 10; MV 0; HD 9; hp 57; THAC0 11; #AT 0; Dmg 0; SA spells; SD immune to electrical attacks, spells; MR 15%; SZ G (30' diameter); ML fanatic (17); Int supra-genius (19); AL NE; XP 12,000. The grell can cast the following spells as a 7th level-wizard: *burning hands* (tentacles), *magic missile, phantasmal force, shield* (employed to negate *magic missile* attacks); *darkness 15' radius, invisibility* (x2); *dispel magic, slow*; *Evard's black tentacles*.

The treasure of the grell is good, since they have survived for many years and taken many Svirfneblin, adventurers, dungeon delvers, and even some illithids from time to time. Scattered around the throne-pillar of the Patriarch are 1,100 sp, 970 ep, 8,200 gp, 2,540 pp, and gems and jewelry worth a total of 18,000 gp. Two rosy quartz flasks (worth 100 gp each) contain potions (2 doses in each) of *extra-healing* and *water breathing* and a fine platinum scrollcase (worth 500 gp) contains two scrolls of priest spells: the first with *prayer, cure critical wounds*, and *heroes' feast*; the second with *flame strike, blade barrier*, and *negative plane protection* (all scribed at 12th level). Still better, an ornate silvered *shield +3* can be found among the glitter of coins and jewels. There are, alas, also many bones (picked clean) of human and demi-human victims of the grell littered among the treasures.

Tactics and Strategy

The PCs will surely have to back off and return another day at some stage. When they do, the grell will have taken precautions.

The Patriarch places any surviving soldier grell in areas 1 and 2. As many grell as possible are made *invisible* by the Patriarch (at the rate of two per day). The grell

try to lure PCs back to areas 7 and 8 and into range of the Patriarch's *slow* and *Evard's black tentacles* attacks (a devastating combination if the PCs rush in *en masse*). A phalanx of three or so will retreat right in front of the Patriarch while others funnel back and around the large rock mass to re-emerge from the east and attempt to surround the PC party. After the PCs have killed at least half of the grell in one or more attacks, forget any further Morale checks: these monsters realize that they're up against enemies who are going to show them no mercy, and they fight to the death.

9. Lair of the Deepspawn
The PCs do not need to enter this cavern; they can progress onwards without hazarding the enemy here. The deepspawn does not aid the grell in any manner. It simply remains here, with its bloated brooding presence dominating a chamber which is sinister enough in itself. The cavern is strewn with bones and remains, with a distressing detritus of decomposing body parts floating in the pools here like some horribly dismembered rag doll. The floor surface is very rocky and also littered with coins and treasures (movement reduced by 25%). This deepspawn has not produced any spawn of its own for some time, having but borderline fecundity, but it is an implacable opponent. It relentlessly pursues PCs who enter its cavern, only giving up if faced with a passageway too narrow for it to enter.

> **Deepspawn:** AC 6; MV 6, swim 8; HD 14; hp 71; THAC0 7; #AT 6; Dmg 3d4 x3 (bites)/1d4+1 x3 (slaps); SA can cast *hold person* once every three rounds, constriction (1d4, then 1d4+1 each subsequent round); SD *ESP* and *water breathing* at will, *heal* (self) once per day, immune to all poisons; SZ H (14' diameter, 20' tentacles); ML champion (15); Int genius (17); AL CE; XP 12,000.

Treasure is littered all through the deepspawn's cavern. In coins, there is a total of 750 sp, 900 ep, 4,500 gp, 2,100 pp, and small gems to a total of 4,400 gp. A silvered mirror here radiates enchantment/charm magic if tested. A wizard gazing into this gains 1d4 points of Charisma for 8 hours; the mirror is usable once per day (XP value: 1,000). A steel flask holds two doses of *potion of invulnerability*. Finally, the PCs can find a torn piece of paper; give them **Player Handout 13** at this time.

Monsters at War

The PCs now have the chance to mop up some easier prey, groups of quaggoths and hook horrors who are constantly at war with each other. This should be fairly simple hack-and-slash fare for the PCs, but the rewards include the magical sword *Finslayer* and a glimpse of the elusive Rockseer elves. Nothing is entirely as simple as it seems . . .

Caverns here (depicted on **Map 14**) are entirely unlit. Ceiling height fluctuates between 10 and 30 feet from cavern to cavern. Moss and lichen growth is especially abundant here. The whole area is very damp, and significant stretches of passage and cavern have the treacherous footing hazard (see **DM Reference Card 3**). This does not affect the quaggoths and hook horrors, since they are used to this domain and have adapted to it. In each given location (save for guard posts), 25% of creatures are asleep at any given time.

Location Key

1. Quaggoth Guards
Four quaggoths always maintain a vigilant guard here. Hook horrors often take the circuitous route from area 9 to make sneak attacks here; thus the quaggoths are ever-watchful. These guards are always expecting trouble and hence are only surprised on a roll of 1 on 1d10. They carry stone-headed axes. At any sign of creatures approaching, or if attacked without warning, these guards yell and scream furiously. This has a 50% chance per round of alerting the main body of quaggoths in area 2, who swarm to the attack.

> **Quaggoths (4):** AC 6; MV 12; HD 2+2; hp 17, 14, 12, 10; THAC0 19; #AT 1; Dmg 1d6 (stone axe); SA berserk rage (if reduced to 25% of hp total or below, gain +2 bonuses to attacks and damage); SD immune to poison, infravision (120'); SZ L (7'); ML champion (16); Int low (5); AL N; XP 175 each.

2. Quaggoth Pack
A total of 16 quaggoth (hp: 16x4, 14x4, 12x4, and 10x4) with a jald occupy this cavern. The exceptionally powerful and heavily muscled jald wields a two-handed stone axe. The cavern itself has little of note or interest, save for the half-devoured body of a large cave lizard the quaggoths have recently captured.

> **Quaggoth Jald:** AC 5; MV 12; HD 3+3; hp 25; THAC0 16; #AT 1; Dmg 1d8+1 (two-handed stone axe, Strength bonus); SA berserk rage (if reduced to 25% of hp total or below, gains +2 bonuses to attack and damage rolls); SD immune to poison, infravision (120'); SZ L (7½'); ML champion (16); Int low (6); AL N; XP 270. The jald wears a gold-buckled leather belt worth 150 gp.

3. The Larder
This cavern contains moss, lichen, and fungal growth in abundance. The entire surface of the pool here is covered with a thick white scum (nonphotosynthesizing algae) and, as a result, is well stocked with small eels and other fish. The quaggoths protect this area zeal-



ously, since the food supply here is absolutely vital to their survival. Twelve quaggoths are here at any given time (hp 14x4, 12x4, 10x4).

4. The Thonot's Pack

The chieftain of the quaggoths is known as a thonot. The DM should note that the *Monstrous Manual* describes thonots as psionic quaggoth; in this nonpsionic campaign the thonot is treated as a shaman. DMs preferring the psionic variety should consult the *Monstrous Manual* entry. The quaggoths retreat to this cave if their numbers are progressively reduced by a series of assaults against them. There are 40 normal quaggoths here (hp 17x10, 15x10, 13x10, 11x10), two very powerful jalds (hp 27, 26), and the thonot himself. He is a scarred, huge (9′ tall) brute who has learned to use a two-handed sword he acquired from an adventurer slain many years past (his bracers derive from the same defeated NPC party). The jalds will always fight beside their chieftain. The quaggoths are just clever enough to stage a fighting retreat to lure attackers into this large cavern where they can be counterattacked from all sides. The thonot always casts spells before wading into melee: first *prayer*, then *darkness* to disable fighters, and others as the DM sees fit, depending on the situation. If the PCs are carving through the ordinary quaggoths before him, the thonot may well charge to the attack. Finally, there are six entirely noncombatant young quaggoths (hp 4 each) in the southwestern alcove. Good-aligned PCs should not slay these creatures; they are children, and they are not evilly aligned. A hefty XP penalty should be debited for harming them.

> **Thonot (Quaggoth Chieftain):** AC 3 (*bracers of defense AC 3*); MV 12; HD 6+6; hp 41; THAC0 13 (10 with *two-handed sword* +2 and Strength bonus); #AT 1; Dmg 1d10+4 (*two-handed sword* +2, Strength bonus); SA berserk rage (if reduced to 25% of hp total or below, gains +2 bonuses to attack and damage rolls), spells; SD immune to poison, spells; SZ L (8′); ML fanatic (17); Int low (7); AL N; XP 2,000. Spells: *darkness* (x2); *silence 15′ radius*, *spiritual hammer*; *prayer*. Str 18.

The thonot wears a pair of fine gold bracelets set with small pearls (value 2,000 gp apiece). The quaggoths' treasure can be found in the easternmost alcove of area 4, concealed beneath a pair of hook horror carapaces which the quaggoths have kept as trophies. The PCs can find 700 cp, 2,000 sp, 1,200 ep, 4,450 gp, 820 pp, and minor jewelry items and nick-nacks worth a further 2,000 gp.

5. Cavern of the Spectre

The pool here contains the bones of an evil thief captured long ago by the quaggoths and ripped limb from limb. Her bones were thrown into the pool. The evil of the thief, and her rage at her fate, were sufficiently

intense that she became a spectre. The spectre is torpid, and filled with lassitude, but in the presence of good-aligned creatures or quaggoths becomes roused to fury and attacks implacably. A sign that there may be something untoward here is that quaggoths never enter this cavern, however desperate.

Spectre: AC 2; MV 15, fly 30 (B); HD 7+3; hp 29; THAC0 13; #AT 1; Dmg 1d8 + energy drain (touch); SA touch drains 2 levels; SD immune to nonmagical weapons, immune to *sleep*, *charm*, and *hold* spells, cold-based magic, poison, and paralysis; SW can be Turned, holy water inflicts 2d4 damage per vial, *raise dead* destroys instantly if spectre fails a saving throw vs. spell; SZ M (5'); ML champion (15); Int high (14); AL LE; XP 3,000.

Some of the thief's belongings still lie at the bottom of the pool amongst her bones, where a daring PC can find them by diving. A pair of elegant *boots of elvenkind*, unharmed by long submersion, has a fine ruby (value 5,000 gp) hidden in a small secret compartment inside the heel of the right boot. Also at the bottom of the pool is the thief's *dagger +3* and a platinum brooch with carnelians and a star sapphire (value 6,500 gp).

6. Guard Post
Four quaggoths stand guard here, exactly as per area 1 (hp 18, 15, 11, 10).

7. Abandoned Quaggoth Cavern
Part of the quaggoth tribe once laired here but has withdrawn to area 2 due to the constant hook horror attacks.

8 and 9. Horror Lurks
Three hook horrors lurk, hidden, at each of these locations at all times. Their response to the appearance of any sentient creature is that two rush to attack, while the third retreats to the nearest large cavern (area 10 or 11) to summon reinforcements. The hook horrors are aggressive and regard anything that comes their way as a potential source of food. They are fewer in number than the quaggoths, and less fecund, but their multiple attacks can dish out startling damage totals, as the PCs may well discover to their cost.

Hook Horrors (3 per location): AC 3; MV 9; HD 5; hp 37, 31, 29, 27, 24, 18; THAC0 15; #AT 3; Dmg 1d8/1d8/2d6 (hook/hook/bite); SA if both hooks hit same target in a round, beak attack automatically hits on that and each succeeding round until at least one hook is dislodged; SD keen hearing (suffer no combat penalties from blindness or complete darkness, chance of being surprised only 1-in-10); SW hunt and navigate by hearing, therefore vulnerable to *silence* spells; SZ L (9' tall); ML steady (12); Int low (5); AL N; XP 175 each.

10. The Grand Cavern
The entrance to this cavern from area 9 is a hazardous one, for it involves crossing a narrow rock ledge. Either side of the ledge is a 60-foot-deep crevasse with sharp, splintered stalagmites littering its floor. The hook horrors in this cavern are adept at moving at least two of their number into position to fight on this ledge. If any two attacks (claw/claw/bite) on a PC are successful while the PC is meleeing with a hook horror on this ledge, that PC must make a Dexterity check. Failure means that the horror has successfully pushed the PC into the crevasse. Damage is 6d6 for the 60 feet fall, plus 2d6 points for impalement on the stalagmites. If this results in a PC losing half or more of his or her current hp total, then the PC must make a saving throw vs. death magic. Failure means that the PC dies from massive shock, even if his or her hp total is above zero. This is dangerous territory!

The 15 hook horrors in this huge cavern (hp 33x5, 29x5, 23x5) are smart enough to spread out in groups of two or three to avoid area attacks and wait their chances to assail PCs entering their home. They close to melee range and attack ferociously as soon as the possibility presents itself.

11. The Hook
On the far east wall of this cavern is a strange, black, hooklike protrusion of rock. It has the appearance of the beak of a giant bird of prey. This is a magical flux point, though the PCs will not be able to use this unless they have been taught to do so by the Rockseers (see page 45). It radiates alteration and divination magic if *detect magic* is employed. The horrors half-worship this, in some dim instinctual way, and as a result the eight hook horrors in this cavern (hp 35, 30, 28, 26, 22, 21, 17, 15) fight with unusual ferocity (+1 to attack and damage rolls, ML 18, +100 XP for each horror defeated here).

12. The "Chieftain" of the Horrors
Two exceptionally large hook horrors (hp 39, 37; both +1 to attack and damage rolls, ML 18, +100 XP each) lair here together with what appears to be a huge (11' tall) specimen. This "chieftain" which currently dominates the horrors is in fact a rakshasa. It came to these caverns searching for its wayward brother rakshasa in order to kill him (see "Caves of the Slime Lord," later in this chapter). Unable to find the fugitive so far, the rakshasa lairs here and uses the horrors to assail dungeon delvers foolish enough to enter its domain. It has cultivated the belief among the horrors that the "hook" in area 11 is a sign that they are favored by a Power and that itself, the chieftain, is the earthly representative of that Power. Since it can employ showy magic, this charade has worked well so far. To date, the rakshasa



has managed to acquire a fair cache of treasure and magic which it has persuaded the horrors to yield up as offerings to the hook-deity (and taken for itself).

Rakshasa: AC –4; MV 15; HD 7; hp 29; #AT 3; THAC0 13; Dmg 1d3/1d3/1d4+1 (claw/claw/bite); SA limited *ESP*, illusions, spells; SD spells, immune to spells below 8th level and to normal weapons, weapons with +1 or +2 bonuses do half damage; SW instantly slain by a hit from a *blessed* crossbow bolt; SZ M (7'); ML average (10); Int very (12); AL LE; XP 3,000. Spells (as 7th-level wizard or priest, as applicable): *curse, darkness* (x2), *magic missile* (x3), *sleep; detect invisibility, stinking cloud, web; dispel magic, fireball*. The monster has a gold neckchain with a highly distinctive serpent-swallowing-its-tail motif; the eyes of the snakes are tiny bloodstones (value 750 gp).

In combat, the rakshasa dumps a *fireball* on intruders, follows up with *stinking cloud* targeted at fighters rushing to melee, and then assaults spellcasters with *magic missile* attacks. As soon as it attacks, the illusion of its being a hook horror disappears for the PCs, but the horrors are so in awe of their "shaman" that they actually don't realize the illusion has been dropped.

The rakshasa is cowardly. If reduced to 10 hp or below it pleads for mercy, offering its treasure and information about other areas of the underdark in return for its freedom. The DM should consider what it might know about other areas. The rakshasa will lie if it can get away with it (it may be lawful, but humans and demihumans are not creatures it deems worthy of honest dealings), and it does not know a great deal (otherwise it would have found its brother, the hated quarry of a family feud of spectacular complexity, by this time). If spared, it flees the area and does not return.

The treasure the rakshasa has been able to sequester from its horror servitors is good and will well reward the PCs' efforts. Concealed beneath a canopy of quaggoth skins are ornate wooden coffers with 5,000 sp, 8,000 gp, and 3,000 pp. A fourth coffer contains small gems, a fine pair of diamonds, a small wooden box with two ivory-hilted ornamental gilded daggers, a tiny miniature golden gong with bloodstones, and like ornaments and trinkets with a total value of 22,000 gp. Last but not least is a gem-hilted silvered long sword in an emerald-encrusted scabbard. This sword is named *Finslayer*. It immediately converses with any good-aligned PC warrior by telepathy. It chooses a NG-aligned PC for preference; a ranger over a fighter. If there is no NG warrior, it chooses a LG one, preferring rangers over fighters over paladins (it likes to be in control, and paladins are resistant to being controlled). Failing this, it converses with a CG warrior, again preferring rangers over fighters. If there is no good-aligned warrior in the group, the blade does not converse and acts as a simple +1 magical long sword in the hands of a neutrally-aligned character. In the hands of any evil character, it functions as a cursed *long sword* –3.

Finslayer

Finslayer is a *long sword +3, +4 vs. aboleth and Drow, +5 vs. kuo-toa*. It is of NG alignment and has an Intelligence of 17 and an Ego of 20. It converses by telepathy with its wielder and by speech to others if it deems this necessary. It is a special purpose weapon: its special purpose is to slay kuo-toa. Needless to say, it will always attempt to control its owner if he or she tries to flee from combat with such beings. It also has a healthy hatred of Drow and aboleth.

The weapon has the following primary powers: *detect invisible* within 10', *detect secret doors* within 5', and *detect magic* within 10'. Its exceptional power is to cast *strength* on its user once per day (duration: 18 hours); this power is only usable if the sword-user is of NG alignment. The sword's special purpose power (also usable only by a NG warrior) is to *confuse* kuo-toa struck by it for 2d6 rounds (saving throw vs. spell to negate). Finslayer speaks Common, Drow, and Kuo-toan. In addition, the user of Finslayer will find that the weapon does not adhere to kuo-toan armor and that he or she is immune to the effects of a *symbol of insanity* cast by a kuo-toan priest.

Finslayer has a personality. It is mildly sarcastic and has a definite devotion to an "up-and-at-'em" approach. However, the DM should not overdo this. Finslayer is intelligent and can be reasoned with. If there are kuo-toa within striking distance, but there is a very good tactical or strategic reason for heading some other way, the sword can be persuaded out of plunging headlong into a fight. On the other hand, if players are dithering about endlessly planning the fine details of an attack on the City of the Glass Pool, Finslayer can be used by the DM to say, "Come on! Let's go and turn them into fish fillets NOW!"

Finslayer regards its owners differently depending on their Intelligence and experience level. Add these together and consult the table below to work out what the sword really thinks of its user.

Intelligence + Experience	Sword's Opinion
14 or below	"He makes a cute pet."*
15–18	"He's got a lot to learn."
19–22	"If he sticks with me, he's going places."
23–26	"We're in business!"
27+	"Fin-bodied filth, your day of judgment is at hand!"

* This may be modified if the warrior's Charisma is poor to "well, he makes a reasonably housetrained pet."

Finslayer's occasional comments should reflect its opinion of its owner. Do not allow the PCs to start appealing to the intelligence of this weapon. To be sure, it's distinctly more intelligent than most of them are, but that intelligence is rather narrowly focused; it's no tactician or strategist. Among other things, the sword has no sense of Etiquette and is unable to grasp the concept of gender or distinguish between male and female characters; its use of personal pronouns (he, she, it) is therefore quite random. Its strength lies in finding kuo-toa and cutting them to ribbons, and then (when it is satisfied that all kuo-toa have been slain) it will develop a definite liking for cutting aboleth into small, fillet-sized chunks.

Finslayer's History
This sword was created by a wizard some 400 years ago. It was crafted specifically for a ranger with an unusual racial enemy—kuo-toa. This ranger, Pajarifan, was renowned for his subterranean and underdark exploration and fought many battles with both kuo-toa and Drow. He perished some 375 years ago, and Finslayer has not known another owner since, merely drifting from one treasure trove to another. The DM should modify details of Pajarifan to suit the circumstances of the exact campaign setting (for example, it may have known mythic heroes of the past and have biting comments to make about them).

The Smooth Caverns

Map 15 shows these caverns. They allow the PCs plenty of opportunities for gaining experience points, but they also contain some useful treasures. Notably, the *lifestone* should benefit the PCs in the short term at least.

It is clear to any dwarf or gnome PC that these caverns are neither wholly natural nor worked by tools—nor do they look like dwarven or gnomish work. Cavern and passage walls are fluted, semi-sculpted, and have scalloping almost to ceiling level. Overall, the impression gained is that this area looks as if it was churned, as if giant magical hands smoothed the contours and edges of the rock. The existence of significant areas of the glassrock hazard emphasizes this. The glassrock is bottle-green, with sworls of milky white and red as if someone has poured the thinnest of lines of pigment into the molten green glassrock as it cooled and took solid form. There is an eerie beauty to these caverns, but also something sinister about them. This is not a natural place, and the magic which crafted it is unknown to the PCs. The ceiling height throughout is an almost uniform 40 feet, another highly unnatural feature. A faint alteration magic radiates in the entire area.

Ropers and xorn have both been attracted to these caverns by the gems within them, and there are tough encounters ahead for the PCs.

There is an *antipathy* spell in the entire area of these caverns, against gnomes of all kinds. PC gnomes are unlikely to be able to enter here. They have to make a saving throw vs. spell for every new cavern area they try to enter. One failure means they cannot enter these caverns; they simply refuse to do so. A character who makes a successful saving throw still loses 1 point of Dexterity each round he or she remains in the area (the ability score cannot drop below a minimum of 3). A gnome PC may have to be left on guard outside (time for a wandering monster encounter, of course!). The original sculptors of these caverns wished to keep the deep gnomes out of their gem-rich home, and the *antipathy* affects all gnomes.

1. Pillar Chamber
This extraordinary edifice has a series of pillars (almost 30 in all) rising from a smooth rock ledge some 6 feet above general "ground" level. These 8-foot pillars look like elegant, smooth, fluted stone vases, but they appear almost as if something more complete and fully-formed was about to grow from them when the cavern was in some way frozen in time. Two of the "pillars", however, are ropers which have learned to disguise themselves and, because of the magic of the place, are 75% likely to be indistinguishable from the other pillars. They are cunning enough to have trapped prey over the years by feigning such appearance.

Ropers (2): AC 0; MV 3; HD 10; hp 51, 44; THAC0 11; #AT 1; Dmg 5d4 (bite); SA ambush (–2 to target's surprise rolls), adhesive strands cause target to lose ½ total Strength 1d3 rounds later (saving throw vs. poison to resist; the loss is cumulative for multiple strand attacks and lasts for 2d4 turns. Trapped prey must inflict 6 points of damage on a strand or make a successful Open Doors roll to break free); SD invisible to infravision (same body temperature as surroundings), chameleon ability, immune to electrical attacks, half damage from cold-based attacks; SW –4 penalty on saving throws vs. fire-based attacks; MR 80%; SZ L (8', smaller than most); ML champion (15); Int exceptional (16); AL CE; XP 10,000 each.

The first of these ropers has 185 pp in its gut. The second has a fine collection of gems (14 in all) with a total value of 15,000 gp.

2. Chamber of Stars
The seven pillars surrounding the large central one here are similar to those in area 1, but each sprouts a seven-pointed stone star at the tip. There are no dangers here save for the glassrock hazard, which covers the entire chamber floor.

3. The Cyst Chamber
An enclosing curved wall protects another of the curious 8-foot-tall pillars here. This pillar is more complex than those encountered before. It looks as if some human-like form is just beneath the rocky skin surface of the pillar, struggling to emerge almost as a butterfly might from a chrysalis. The torso is sensed as much as seen; it is slender, elegant, with very long hands and fingers and a very angular face. But these details can only really be seen in the mind's eye. There is, again, something faintly disturbing about this place. Any elf or half-elf PCs will find this pillar particularly unsettling. It does not radiate evil, but there is something rather uncomfortably fascinating about it.

Again, a pair of ropers has learned that lurking in the positions shown on **Map 15** is an advantageous tactic, and they attack as soon as PCs enter. These 10 HD ropers have 41 and 38 hp respectively. One has 65 pp in its guts and 500 gp value in gems, the other has 200 pp and 11 gems including a star sapphire (total value 8,000 gp).

4. The Swirl Maze
The sides of the "maze" walls here are 15 feet high, so it is possible to fly or levitate over them and thus avoid having to traipse the whole way through. In the heart of the maze waits a 12-foot-tall stone tree, nobbled and irregular in shape (as if crafted by someone who'd never seen a real tree and had only cave formations to go by). The "tree" is formed of very tough (*glassteel*) roseate crystal and sprouts gems as if it were bearing fruit. The whole structure radiates alteration and elemental (earth) magic, if checked. The gems—fine bloodstones!—can in fact be picked (the tree will grow more, but the process is very slow, taking several years). The PCs can take 5d20, each worth 100 gp. Unfortunately, other creatures snack on the gems here and object to the PCs interfering with their delicacies. One such creature immediately surfaces and attempts to vary its diet to the metals and gems the PCs have with them already. It is extremely hungry and, unless immediately placated with a generous offering, attacks. It does not negotiate unless reduced to half its initial hit point total, opting for hit-and-run attacks as it phases through the walls, floor, or even roof.

> **Xorn:** AC –2; MV 9, burrow 9; HD 7+7; hp 45; THAC0 13; #AT 4; Dmg 1d3/1d3/1d3/6d4 (claw/claw/claw/bite); SA ambush (–5 penalty to opponents' surprise roll); SD immune to fire and cold, half damage from electricity and edged weapons, can phase through stone at will; SW instantly slain by *phase door* when passing through stone, stunned and flung back 30' by *move earth*, AC lowered to AC 8 by *stone to flesh* or *transmute rock to mud*, suffers 1d10+10 points of damage from *passwall*; SZ M (5' tall); ML champion (16); Int average (9); AL N; XP 4,000.

5. Sunken Passages
Substantial areas of the terminal passages are flooded, as shown on **Map 15**. Passages slope down, and then upwards again to the chambers beyond; at some points the tunnels are completely flooded. Large sections of the floor of these passages are glassrock. A pair of crystal oozes lurk in the waters.

> **Crystal Oozes (2):** AC 8; MV 1, swim 3; HD 4; hp 25, 19; THAC0 17; #AT 1; Dmg 4d4 (acid); SA paralyzing poison (saving throw vs. poison to resist), dissolves wood, cloth, and flesh; SD immune to acid, cold, heat, or fire, 75% invisible in water, blows from weapons only cause 1 point of damage per strike; SZ M or L (one is 6', the other 9'); ML average (10); Int animal (1); AL N; XP 420 each.

6. Submerged Chamber
The floor here is entirely covered with water (5' deep); there is nothing of interest in this room.

7. Storoper Cavern
Most of this cavern is submerged, but lurking in the small dry area to the north is a storoper, hungry and predatory.

> **Storoper:** AC 0; MV 1; HD 6; hp 33; THAC0 15; #AT 6; Dmg paralysis + charm (tentacles) or 5d4 (bite); SA as ordinary roper, except that twice per day its strands may inject a paralytic poison that compels victims to fight to aid the storoper (the poison takes effect after 1 round and lasts for 10 turns); SD as ordinary roper, except that its stony exterior gives the storoper total immunity to normal missiles; SZ M (5' tall); ML champion (15); Int high (14); AL CE; XP 6,000.

The storoper has the remains of a victim in its gut. There isn't very much of him left, but among the grisly pieces are a platinum-coated *dagger +2* together with a pair of fine gems (value 2,000 gp apiece) and a slim platinum tube. This contains a scroll of wizard spells scribed at 9th level (*invisibility, knock, dimension door, fly*) and a torn page. Give the PCs **Player Handout 14**.

8. The Cavern of Brilliant Gems
This is an astonishing sight. Water laps gently at the rising floor here. The cavern walls are perfectly smooth, and gems litter the waterline like pebbles on a beach. The PCs can gather up a total of 60 gems, worth a total of no less than 50,000 gp. They are exquisitely crafted, perfectly polished and smooth, the work of master gemcutters.

The single 8-foot-tall statue here should be a real shock to the PCs. This is a perfectly-formed image of a Rockseer elf. The DM should review the MONSTROUS COMPENDIUM® entry for the Rockseers found in the

8-page booklet included in this box and describe this statue to the PCs accordingly; the figure is quiet and grave, the palms of its hands upheld before it and a look of sadness bordering on resignation on its face. The statue is a magical flux point and radiates divination and alteration magic if tested for. Any elf PC will know intuitively that this statue is not Drow work. The hands of the statue hold a single plain stone, perfectly smooth, with fine blue striations. This radiates strong necromantic magic. This is a Rockseer *lifestone*. It has the following powers if worn: it allows the wearer a saving throw vs. death magic against all energy drain attacks (and adds +4 to such saving throws if one is normally allowed anyway), grants *protection from evil* to the wearer, and (if worn by a spellcaster) permits the casting of *dispel evil* once per week (spell powers are cast at 12th level).

Unfortunately, a pair of 10 HD ropers has made this cavern their home, and they will be delighted to encounter a traveling meal (that is, a PC). The ropers here have 57 and 31 hp respectively, but no treasure inside them.

Furthermore, after the ropers have been defeated, there is a 20% chance every round that the PCs remain here (gathering gems, etc.) that 1d2 xorn appear and attack. However, no more than six xorn (in total) will arrive. The DM may reduce this number if only part of the PC party is in this cavern, to ensure a tough but fairly balanced fight.

What Is This Place?

It's likely that the PCs may return to the Svirfneblin and tell them what they have seen here. The gnomes marked this place on the map they gave the PCs as somewhere to avoid because of a nest of ropers. The gnomes admit they have never entered the caverns, due to the *antipathy* effect, relying instead on the descriptions of passing adventurers. At the description of the statue of the elf, they become quite animated and a hubbub breaks out. Gnomes mutter things like "It's true then!", "Elves crafting rocks! What next? flying pigs? dwarves that don't smell?", "Why haven't we ever seen them then?", and the like. They clearly know something. Carmeneren gestures the deep gnomes to silence. She says that the Svirfneblin know of no subterranean elf race save for the Drow, and she does not know the meaning of what the PCs have found. Period. She is clearly unwilling to speak further. If shown **Player Handout 14**, she shrugs her shoulders and says she can say nothing about some scrap of paper written by someone she has never seen.

The PCs can only extract more information if one of them has befriended a Svirfneblin, or if a PC gnome has accepted the *quest* spell from Carmeneren, and then only after a successful Charisma check. The PC will then be told that the gnomes suspect that there is some unknown subterranean race, clearly very magical and not evil, beyond the caverns known to be occupied by the "great reptiles" (the behir and shadow dragon). To find out more, the PCs would have to enter that perilous area.

At this stage, the PCs have the option of pressing on toward the City of the Glass Pool or making for the reptiles. The second option is covered in the following chapter.

Special Event

If the PCs discover the statue at area 8, then the following event should occur to a PC (preferably an elf) at some later stage, after a delay of a day or two at least, while the PCs are moving through some passageways. The PC sees a very tall (7'), extraordinary pale Rockseer elf simply melt out of the stone of the passage wall, look at the PC rather quizzically, and just melt right back into the stone again. No other PC sees this, but if *detect magic* is employed the area where the elf appeared radiates faint alteration magic for 1d4+4 rounds after the elf has vanished. There is no portal where the elf appeared, however.

Caves of the Slime Lord

The catacomb and passage system here is shown on **Map 16** on **Mapsheet 3**. This is a dangerous and bleak place. It is the site of a long-abandoned temple to Juiblex (see DMGR4, *Monster Mythology*, for more on this horrid deity) and is home to all manner of slimes, oozes, puddings, and such horrors. A pair of desperate renegades is also hiding out here. A rakshasa ruhk has fled here to escape the rakshasa hunters pursuing it (see the description earlier in this chapter of the hook horror's leader for one such pursuer). Threatened and desperate, the ruhk will see the PCs as a source of magical items it might be able to take and use to protect itself and make a final escape. It is a dangerous enemy indeed. The other occupant trapped in these caves is a human wizard, Kranin. He escaped from his illithid guards along the long passageway to the City of the Glass Pool and botched a *teleport* spell while frantically fleeing his pursuers. Kranin survives because he managed to recover his regenerating scroll (see below), enabling him to summon monsters and bring invisible stalkers to serve him; thus, he has managed to fend off the hazards of the caves to date. Unfortunately, Kranin is paranoid at the best of times, which these definitely aren't. When he discovers PCs in his area, he'll be desperate to take all the magic he can from them, hoping against hope that he might find a spellbook on a PC wizard with the longed-for *teleport* spell, or maybe *wings of flying*, or anything to get him out of here fast. He might end up negotiating, but he'll certainly try to bludgeon the PCs into submission as a first option.

The cave system here has both irregular (natural) and

worked, smoothed areas. The latter are wholly different to those in the preceding section (that is, those shown on **Map 15**). The surfaces of these smoothed areas are rippled and fluted and seem always to be mildly slimy to the touch. The point marked X3 on **Map 16** is a *wall of stone* that looks exactly like the surrounding rock but is not slimy to the touch; the wizard Kranin sealed the original 5′ x6′ x8′ entrance between area 1 and area 5 to keep the rakshasa ruhk in area 7 at bay. Ceiling height varies from 10 to 30 feet unless otherwise noted, and (of course) the entire area is pitch dark.

1. Double Jeopardy
A group of six piercers clusters hungrily among the stalactites which crowd the chamber wall here. The PCs may see them and walk on the opposite side to avoid them, which is exactly what the lurker attached to the ceiling opposite the piercers hopes they will do. If the PCs get into melee with the lurker, there is a flat 10% chance per meleeing PC per round that someone gets within range of a piercer attack as the piercers move to drop on to any PC on the margins of a combat with the lurker.

Piercers (6): AC 3; MV 1; HD 4; hp 24, 23, 20, 19, 18, 16; THAC0 17; #AT 1; Dmg 4d6 (impalement); SA surprise; SZ M (6′); ML average (9); Int non (0); AL N; XP 420 each.

Lurker: AC 6; MV 1, fly 9 (B); HD 10; hp 61; THAC0 11; #AT 1; Dmg 1d6 (constriction); SA ambush (–4 penalty to opponent's surprise roll), automatic damage (1d6 per round), suffocates entrapped victim in 1d4+1 rounds; SD trapped target can only counterattack with short weapons already in hand when encircled; SZ H (20′ diameter); ML champion (16); Int non (0); AL N; XP 2,000.

None of these creatures has any treasure, but impaled on one piercer is **Player Handout 15** (the DM should damage the handout sheet accordingly). In addition, the lurker is protecting a clutch of 20 eggs (hence its superior Morale). These eggs, which resemble a small clump of rocky fungi on the ceiling, can be sold for 900 gp apiece if the PCs can find someone to sell them to (wizards and alchemists will usually oblige). The eggs are due to hatch in 1d6+6 days. For a week or so, the young lurkers (1 HD) will look like small rocks, but they should be sold before the end of this duration or they become hard to train (half value thereafter).

2. Cavern of the Obal
This cavern is even more dangerous than the entry cave. Covering the ceiling here is a profuse growth of stalactites, some 6 feet in length or more. They have an oddly fibrous appearance and look almost organic in form.

There's a good reason for this. The stippled area on the map is covered by a huge ceiling-dwelling fungus which has macrocelial projections which look exactly like stalactites (80% indistinguishable). These can be unleashed like tentacles to attack prey below. The fungus also releases spores (area of effect equal in size to the ceiling area of the fungus). PCs caught in the cloud of spores must make a saving throw vs. poison; failure means that the PC is blinded for 1d4+4 rounds, though the spores are otherwise harmless. Individual tentacles can be hacked away, but the obal's fungal body has so many of them that there are always more to take their place; thus the effective number of attacks the fungus has is determined only by the space available to it.

Obal: AC 5; MV 0; HD 12; hp 57; THAC0 9; #AT 8 + 1 additional per PC in area of effect; Dmg 1d4 each ("tentacle"); SA spores; SD half damage from cold- and fire- based attacks, immune to paralysis; SZ H (50′ diameter); ML champion (16); Int low (5); AL NG; XP 4,000.

The obal is not aggressive but defends itself if attacked. It lacks any means of communication, so unless the PCs have access to *ESP* or *speak with plants* it cannot warn them about the black pudding that lurks in the eastern half of this cavern, waiting to attack PCs distracted by the obal. Although hungry and aggressive, the pudding does not pursue characters who retreat towards area 3, having been *fireballed* by Kranin in the past. It attacks as soon as the PCs are thoroughly committed to melee with the obal.

Black Pudding: AC 6; MV 6; HD 10; hp 61; THAC0 11; #AT 1; Dmg 3d8 (acid); SA acid dissolves metal and all organic matter; SD immune to acid, cold, poison, divided in two by *lightning bolts* and blows from weapons; SZ L (7′ diameter); ML fanatic (18); Int non (0); AL N; XP 2,000.

A small cluster of treasure can be found in the western half of the cavern here, bequeathed by the obal's previous meals. The PCs can find 550 ep, 1,200 gp, 840 pp, and an ornate platinum bracelet set with five moonstones and a pearl (value 2,000 gp). A dwarf PC can see that the item is some kind of dwarven work (it is actually a Derro bracelet), though that PC is certain that he or she hasn't seen anything quite like it before.

3. The Hidden Wizard
An invisible stalker guards the entrance to this cavern; it has instructions to attack anything that enters. The wizard here is *invisible*, and as soon as the stalker begins fighting he casts his *monster summoning* spell to summon a pair of giant wasps, which appear in the cavern the

next round. The wizard becomes visible after this summoning, of course. The wizard has a second invisible stalker as a bodyguard, making this group of enemies a formidable one for the PCs.

Invisible Stalkers (2): AC 3; MV 12, fly 12 (A); HD 8; hp 27, 36; THAC0 13; #AT 1; Dmg 4d4 (vortex); SA surprise; SD invisibility; MR 30%; SZ L (8' tall); ML fearless (20); Int high (13, 14); AL N; XP 3,000 each.

Giant Wasps (2): AC 4; MV 6, fly 21 (B); HD 4; hp 20, 16; THAC0 17; #AT 2; Dmg 1d8 ((bite)/1d4 + poison (sting); SA poison sting causes 5d6 points of damage and 2d6 hours of paralysis on a failed saving throw vs. poison; SZ M (5' long, 10' wingspan); ML fearless (20); Int non (0); AL N; XP 420 each.

Kranin, 12th-level human Wizard: AC 6 (*ring of protection +3*, Dexterity bonus); MV 12; hp 35; THAC0 17; #AT 1; Dmg 1d6+3 (*quarterstaff +3*); SA spells, charmed servitors; SD spells, charmed servitors; SZ M (5'4"); ML unsteady (5); AL NE; XP 7,000 (if slain) or 3,500 (if he surrenders). Str 9, Dex 15, Con 14, Int 18, Wis 15, Cha 8. Spells: 4/4/4/4/4/1. Currently memorized: *detect magic, magic missile; invisibility; protection from good 10' radius, suggestion; confusion, polymorph other; shadow door, wall of force.*

The wizard wears crystal lenses (*eyes of infravision*) over his eyes. Kranin also has a unique regenerating scroll which bears the spells *fireball, invisible stalker,* and *monster summoning IV*. When a spell is cast from this scroll, there is a 90% chance that the spell will reappear on the scroll after 1d4+4 days. Currently, the *fireball* spell is expended. The 90% chance is decreased by 5% for each level the wizard is below that needed to cast a sixth-level spell (thus, a 7th-level wizard using this scroll would have a 35% chance of finding that a spell cast from it would be gone forever). He also has a *bag of holding* which is detailed below.

Kranin will try to use *confusion* to disable the PCs and turn them against each other, making it easier for his creatures to pick them off. He is very reluctant to use his *magic missile* attack, since it's the only major non-area effect damaging spell he has left. He prefers *polymorphing* a fighter who gets close enough to threaten him in melee. If pressed, he tries to escape with *shadow door* if possible. Only if the chips are really down will he surrender.

If the PCs are getting the rough end of this combat, Kranin will demand their surrender. What he wants, desperately, is a *teleport* scroll to escape. Nothing else really matters. If the PCs are getting wiped out here, their best bet is to surrender and to leave two of their number hostage with Kranin while they go hunting for what the wizard wants. The DM should then modify the treasure hauls in later encounters to throw up the desired item. Of course, the PCs may already have a *teleport* scroll (from the interdicted chamber), in which case Kranin takes it and *teleports* away at once.

Finally, Kranin has a *bag of holding* which the PCs acquire if they are lucky enough to kill him. The illithids removed Kranin's spell books from this bag, but it still contains 3,000 pp. The bag has a capacity of 500 lbs. and has been enchanted so that it makes saving throws against fire- and cold-based attacks with a +4 bonus. It is also wholly waterproof; when the drawstrings are fastened no water can enter the interior of the bag, making it an excellent protection for traveling spellbooks.

If Kranin surrenders, he sobs and snivels and says that all he wants to do is to get out of this hellish place. He absolutely cannot be trusted (he is evil, after all) and deserts as soon as he thinks he can escape to safety. However, he is intelligent and experienced enough to know that here in the underdark there is safety in numbers. He might be persuaded to help the PCs for a short time if it's his only option, but he will not go to the City of the Glass Pool. He needs a spellbook to memorize spells from, of course. Kranin knows little of the underdark; he was kidnapped in an area adjacent to Haranshire, disabled by a *hold person* spell, and knocked unconscious. When he woke up, he was in the hands of illithids (and still shudders at the memory).

4. The Oozing Pool
The PCs must pass this way if they do not find and dispel the *wall of stone* at point X3. Unfortunately, the flooded passageway area is home to a quartet of crystal oozes.

Crystal Oozes (4): AC 8; MV 1, swim 3; HD 4; hp 25, 22, 19, 14; THAC0 17; #AT 1; Dmg 4d4 (acid); SA paralyzing poison (saving throw vs. poison to resist), dissolves wood, cloth, and flesh; SD immune to acid, cold, heat, or fire, 75% invisible in water, blows from weapons only cause 1 point of damage per strike; SZ M (6'); ML average (10); Int animal (1); AL N; XP 420 each.

5. Side-Cavern
This area is devoid of monsters or treasure.

6. The Pudding Basin
There is a central depression in this chamber, with gently sloping edges dropping some 10 feet from the surrounding area. The central area radiates faint conjuration/summoning magic if tested. Nothing happens here until the PCs have entered area 9. After they have entered that malign shrine, there is a 15% chance every round that a black pudding appears here; if so, it at once starts moving towards the shrine, attacking anything in its path.

7/8. The Ruhk's Lair
This cavern is watched over by a renegade rakshasa ruhk, which sleeps in area 8 in an igloo-shaped den it has built for itself from rocks and stones. The creature has managed to avoid being eaten by slimes and oozes so far, but only just (it has driven off black puddings with *magic missile* attacks). Exhausted and frightened, the ruhk flees in terror at first sight of the PCs, taking refuge in its cairn. If pursued, it fights back desperately with its spells; if reduced to 12 hp or below, it surrenders and begs for mercy abjectly. Due to its innate illusion power, it appears to PCs as an old, half-starved hermit with a long grey beard.

The ruhk has only one bargaining chip; a scroll-message (**Player Handout 16**) it took from the body of a priest it found to the south (an area where, after seeing a Derro patrol, it no longer ventures). This is hidden inside its cairn, where the PCs may find it if they slay the ruhk in combat. The ruhk also has, hidden in its cairn, other items taken from the body and offers these as well in return for its freedom. If the "hermit" is told by the PCs that they have killed a rakshasa wearing a similar brooch to the one the ruhk wears, it will be overjoyed and present them with all its hoard, telling them that the rakshasa was an old enemy. It asks to know a relatively safe way out and makes its escape. It will not return.

Rakshasa Ruhk: AC –5; MV 18; HD 8+16; hp 47; THAC0 11; #AT 3; Dmg 1d6/1d6/1d6+1d4 (claw/claw/bite); SA spells, limited *ESP* allows the ruhk to assume a form the PCs will find nonthreatening; SD spells, immune to spells below 8th level and to normal and +1 weapons, weapons of +2 or +3 bonus inflict half damage; SW instantly slain by a hit from a *blessed* crossbow bolt; SZ M (6½'); ML unsteady (5); Int exceptional (15); AL LE; XP 7,000. Spells (as 9th-level wizard): *burning hands, detect magic, magic missile, sleep; detect invisibility, ESP, web; dispel magic, suggestion*. The ruhk wears a gold neckchain in the form of a uroboric serpent with bloodstone eyes (value 1,750 gp).

In the ruhk's cairn the PCs can find (in addition to **Player Handout 16**), a suit of *chain mail +2*, a *shield +2*, and a *necklace of prayer beads* which has the following special beads remaining: *blessing, curing, karma* (one of each). Finally, there are 200 gp and 200 pp here, and a small velvet pouch containing two very fine star sapphires (value 5,000 gp each).

9. Shrine to Juiblex
This area radiates strong (chaotic) evil if tested for. The walls of this chamber are decorated with strange, serpentine shapes which seem to move—or, rather, to ooze and slither—as the viewer looks at them. This is disconcerting, and any good-aligned PC will feel extremely queasy in here (save vs. spell or be affected as per a *curse* spell). Dominating the chamber are two irregular, but huge, stone pillars which look like enormous oozes cast into stone and a kidney-shaped altar which is smooth, greasy, and very slippery to the touch (should anyone be brave or foolish enough to actually touch it). In the middle of this altar is a 5-foot-tall idol of Juiblex in the form of an irregular column of slime. The statue has five glaring red eyes; each of these is a superb ruby (value 5,000 gp). These can be chipped away from the stone, but as soon as the PCs make any offensive gesture (trying to take the gems, casting a spell such as *protection from evil*, pouring holy water on the altar, etc.) the chamber comes alive and attacks them.

The pillars animate as gray oozes and attack the PCs. The idol animates, its red eyes flashing, and obscene mouth-like shapes bubble from the surface of the stone and spew two mustard jellies into the room. These initial forces may be augmented, both by the appearance of black puddings from area 6 and from the walls of the chamber, where the serpentine forms churn and writhe; there is a 15% chance per melee round that a slithering tracker will emerge from the wall to strike. These animations stop if the PCs defeat all the opponents in the chamber. Lastly, if the PCs spend more than ten consecutive rounds in melee, the entire ceiling becomes coated in a huge green slime and all PCs underneath are subject to attacks from dripping slime.

Juiblex Idol: AC –1; MV 0; HD 5; hp 30; THAC0 15; #AT 4; Dmg 1d8 (spits acid); SA acid adhesion; SD immune to acid, cold-based attacks, and nonmagical weapons; MR 33%; SZ M (5' high); ML fearless (20); Int non (0); AL CE; XP 2,000. The acid spat out by the idol is thick and gelatinous, and there is a 50% chance per hit that it sticks to a PC and cause a further 1d4 hp of automatic damage for a further 1d4 rounds. It cannot be dissolved by water, but oil or alcohol removes it in one round.

Gray Oozes (2): AC 8; MV 1; HD 3+3; hp 20, 19; THAC0 17; #AT 1; Dmg 2d8 (pseudopod); SA corrodes metal; SD immune to spells and to fire- and cold-based attacks; SZ L (12'); ML fearless (20); Int animal (1); AL N; XP 270 each.

Mustard Jellies (2): AC 4; MV 9 or 18; HD 7+14; hp 44, 38; THAC0 13; #AT 1 or 2; Dmg 5d4 (pseudopod); SA acid (dissolves wood and organic matter, including flesh), lethargy vapor (characters within a 10' radius of the jelly must make a saving throw vs. poison each round or become lethargic and move at half normal speed for 2 rounds; the effects are cumulative), division (the jelly can divide into two parts, doubling its movement rate to 18; each part has half the hit points possessed by the jelly at the point of separation and can attack separately); SD transparency, immune to normal weapons and electrical attacks, half damage from cold-based attacks, *magic missile* spells cause

growth (the jelly gains hits points equal to the "damage" rolled); SW cannot climb walls or ooze through cracks; MR 10%; SZ L (12' across); ML fearless (20); Int average (10); AL N; XP 4,000 each.

Slithering Tracker: AC 5; MV 12; HD 5; hp 25; THAC0 15; #AT 1; Dmg 0 + paralyzation (touch); SA touch paralyzes target for 12 hours (saving throw vs. paralyzation to resist); SD transparency (5% chance of being detected), totally silent; SZ S (3' long); ML fearless (20); Int average (10); AL N; XP 975 (each).

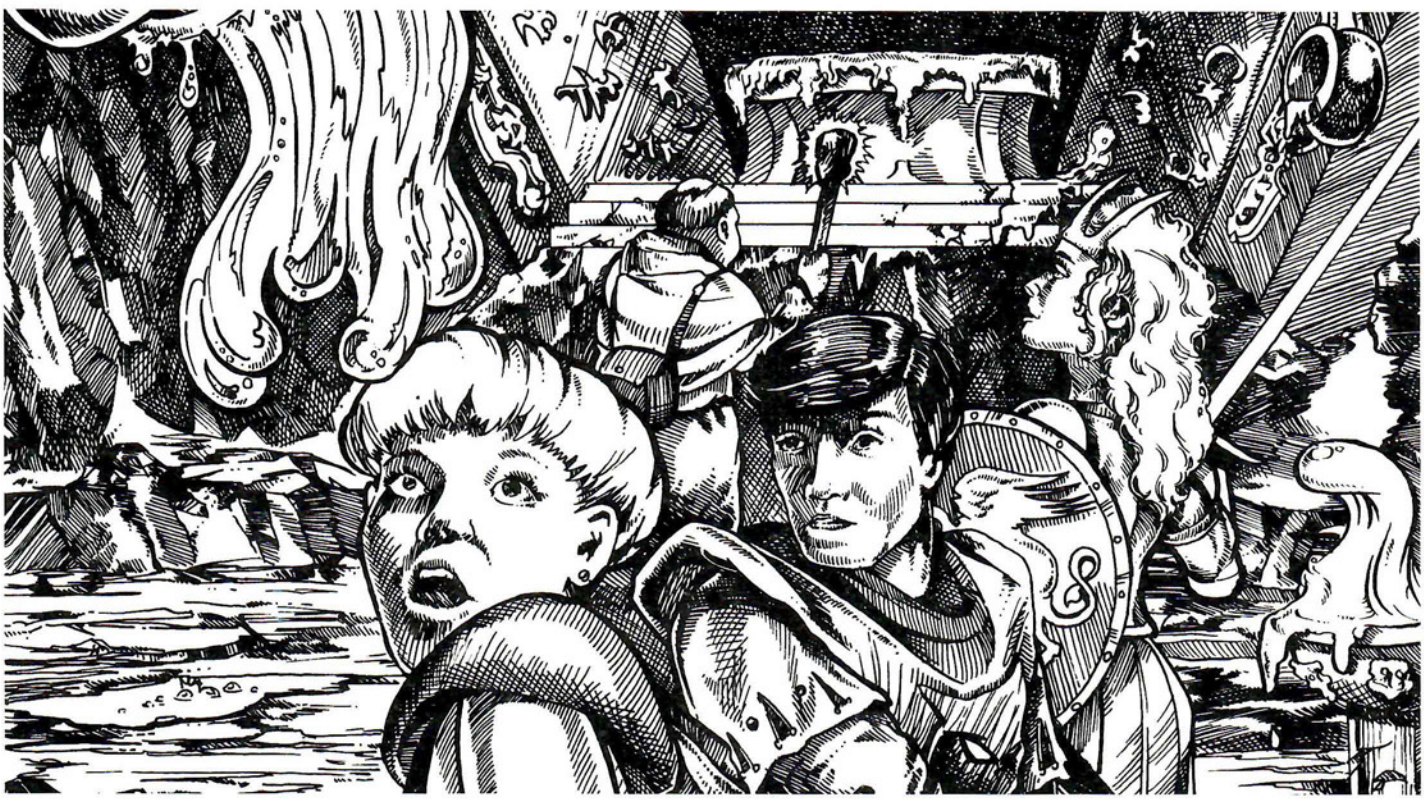
Huge Green Slime: AC 9; MV 0; HD 6; hp 40; THAC0 15; #AT each PC once per round; Dmg special (dripping slime); SA dissolves metal, victims turn to slime in 1d4 rounds; SW *cure disease* kills a 5' patch of the slime; SZ H (120' x 240'); ML fearless (20); Int non (0); AL N; XP 3,000.

Black Pudding (from area 6): AC 6; MV 6; HD 10; hp 50; THAC0 11; #AT 1; Dmg 3d8 (acid); SA acid dissolves metal and all organic matter; SD immune to acid, cold, poison, divided in two by *lightning bolts* and blows from weapons; SZ M (6' wide); ML fearless (20); Int non (0); AL N; XP 2,000 (each).

If the PCs destroy all opponents here, the altar cracks down the middle, revealing a fine cache of diamonds inside it. Good-aligned PCs should now conduct rituals (use of holy water, etc.) to finally destroy the shrine, gaining a bonus of 2,000 XP apiece if they do so. There are a dozen of the diamonds, each worth 5,000 gp and bearing a curse. Anyone possessing any of the diamonds for more than 24 hours must make a saving throw vs. spell. Failure means his or her skin begins to turn greasy and slimy. The cursed diamond(s) cannot be got rid of after this time, save by a *remove curse* spell (if this spell is cast, the diamonds lose their accursed property, but one spell is needed per diamond). After 1d4 days, the cursed PC will try to escape the company of his or her fellows and find some dark, hidden subterranean lair. The PC then falls asleep, and after 1d4+1 more days is transformed into an olive slime creature. Once the cursed PC falls asleep, both *remove curse* and *cure disease* are needed to save him or her. After transformation, the PC is lost permanently (unless a *limited wish* or *wish* is employed).

The Next Step

From here, the PCs can go on to the City of the Glass Pool or backtrack and take on the behir and shadow dragon. In either case, this is a good time for them to return to the surface world, train to gain experience levels, re-equip, and consider their options. They may delay this until they have scouted the margins of the City, but they should certainly retire and recoup before launching any fullscale assault on that dire place.



This chapter details two locations. First, there are the large caverns of the behir Azzuzir and its arch-enemy, the hated shadow dragon Fandruzsch. There is excellent treasure here, but the risks are great. Shadow dragons, particularly, are very dangerous opponents indeed. Beyond these creatures lie the caverns of the Rockseers, the enigmatic elves of the depths.

The DM has to check the script for these areas especially carefully. The shadow dragon, especially, is a lethal opponent. Don't pull punches. He has a fine treasure haul and the PCs shouldn't get it without earning it. Realistically, the PCs have little chance of success here unless they use *negative plane protection* spells to soak up the utterly destructive effects of the dragon's breath weapon. If they don't, they're probably all going to die! The DM should read the MONSTROUS COMPENDIUM entry for Rockseers in the 8-page booklet included in this box carefully in preparation for role-playing these elves.

Caverns of the Reptiles

These caverns, shown on **Map 17** on **Mapsheet 3**, are huge natural chambers with domed ceilings between 80 and 100 feet high. The cavern floors are very rocky (movement reduced by 20%); both stalactites and stalagmites grow in profusion here. Fungal growth is profuse, and the caverns are very damp. They are also wholly unlit.

1. Azzuzir's Cavern

The huge behir which lairs here is exceptional. It is old, but still strong, and more intelligent than most of its kind. It retreated from the surface world long ago, and for many years preyed on Svirfneblin, kuo-toa, and other underdark denizens for a food supply. Finally, among the adventurers it snared came one with a magical food supply of his own. Now the behir no longer has to maraud around the place, for it gets hot dinners delivered to it at regular intervals (details below).

The behir is well aware of the proximity of Fandruzsch nearby. The shadow dragon is a latecomer, having laired here for but thirty years or so, and the behir regards itself as having first right of occupation. Nonetheless, Azzuzir is afraid of the dragon and does not understand why it has not been attacked. Even after so many years, it still lives in fear of Fandruzsch.

The first reaction of the huge behir, once it senses the PCs are present, is to attack. If reduced to half its hit point total or below while three-quarters or more of the PCs are still up and fighting, the behir may (Morale check) consider suing for peace. It can actually converse in very crude Common. It knows enough to utter one- or two-word messages, such as "stop fight," "talk," "give treasure," "help . . . kill . . . dragon," and the like. The behir offers the PCs some of its treasure in return for their killing its reptilian rival. It offers the PCs three of the magical items it took when it slew two of the NPC party from whom the PCs have presumably, by now, recovered some journal entries (**Player Handouts 13–16**). It slew the fighter Arkanse and the elven fighter/wizard Sushina and has their magical items here (together with the remains of their bodies, but it has feasted on them far too much for *raise dead* to be an option).

This offer could be to the advantage of the PCs. It would enable them to go on and fight the shadow dragon with most of their hit points and spells remaining and with some extra magical items. It saves them the possibility of the behir killing any (more) of them. PCs lacking any sense of honor could also return to kill the behir after battling the shadow dragon (the behir will still be weakened, since it regains only 1d4 hp per day from natural healing). On the other hand, PCs who kill the behir now get *all* its magical items, as well as a chance to rest and recover spells before facing the shadow dragon. The PCs can opt for either course of action.

There is also a definite possibility that if the PCs make a deal with the behir, fight the shadow dragon, and come back desperately weakened (low on spells and hit points, with several of their number unconscious or dead) that the behir will renege on the deal and attack them. The PCs have to weigh matters up and come to their own decisions. One additional benefit of cutting a deal with the behir is that it can describe Fandruzsch in such a way ("black," "dark," etc.) that clever PCs can guess that it is a shadow dragon. This information could save the PCs' lives if they plan accordingly.

> **Azzuzir, Venerable Behir:** AC 1 (wears a *ring of protection* +3 on one talon); MV 15; HD 14; hp 89; THAC0 7; #AT 2 or 7; Dmg 2d4/1d4+1 (bite/constriction) or 2d4/1d6 x6 (bite/talons); SA lightning bolt once every ten rounds for 24 points of damage (saving throw vs. breath weapon for half damage), constriction (can direct 6 talon attacks against a constricted subject), swallows human-sized prey whole on a natural attack roll of 20 (victim loses 1/6 of its starting hp total each round, dying by the end of the 6th round); SD immune to electrical attacks and poison, +3 bonus on all saving throws (*ring of protection* +3); SZ G (50' long); ML champion (15); Int average (10); AL NE; XP 9,000. Int 13.

The behir's treasure is piled up in the southeastern corner of this huge cavern. It has acquired a great deal



of wealth since it took up residence here, and its hoard has been supplemented by the items the vanquished NPCs left behind. Very strangely at first sight, the treasure is mixed up with the bones of a fair number of small pigs! (A suitable proficiency check may allow PCs to identify the skeletal remains). Coinage totals are 4,400 cp, 5,800 sp, 3,200 ep, 7,200 gp, and 2,500 pp; there are also gems and minor jewelry items with a total value of 12,000 gp. The following magical items lie among this largesse: *plate mail +2, shield +1, bastard sword +1 flametongue, elven chain +2, long sword +2,* a *wand of fire* with 12 charges, and a *helm of underwater action*. Some of the bones of their previous owners are littered throughout the pile also. The behir's victims carried a traveling spell book and three potion bottles, but these (alas) have been consumed by lightning. Only the last page of the wizard's spellbook, bearing the spell *wall of force*, remains.

There is also a small ceramic pig, some 4" long, which radiates alteration magic if tested. This pig is, effectively, a permanent *create food* spell. Once every five days, on command, it creates a roasted pig (reasonably small, but agreeably filled with chestnut stuffing!) to appear nearby, providing enough food for up to 20 people. Azzuzir has grown rather fond of stuffed pork, but now lucky PCs should find this a useful supplement to their food supplies. Lastly, there is a silver potion bottle here which contains one dose of a *potion of good dragon control*. This is the reason Fandruzsch doesn't attack the behir. The dragon senses some dragon-controlling magic here and is afraid lest the behir can control him; he does not know that the item is only useful for controlling good-aligned dragons. Such an item should, in theory, be destroyed by good-aligned XPs. If they do so, the PC who argues most strongly for destroying this item gains 1,000 XP and other PCs in clear stated agreement earn 500 XP each.

2 and 3. Caverns of the Shadow Dragon

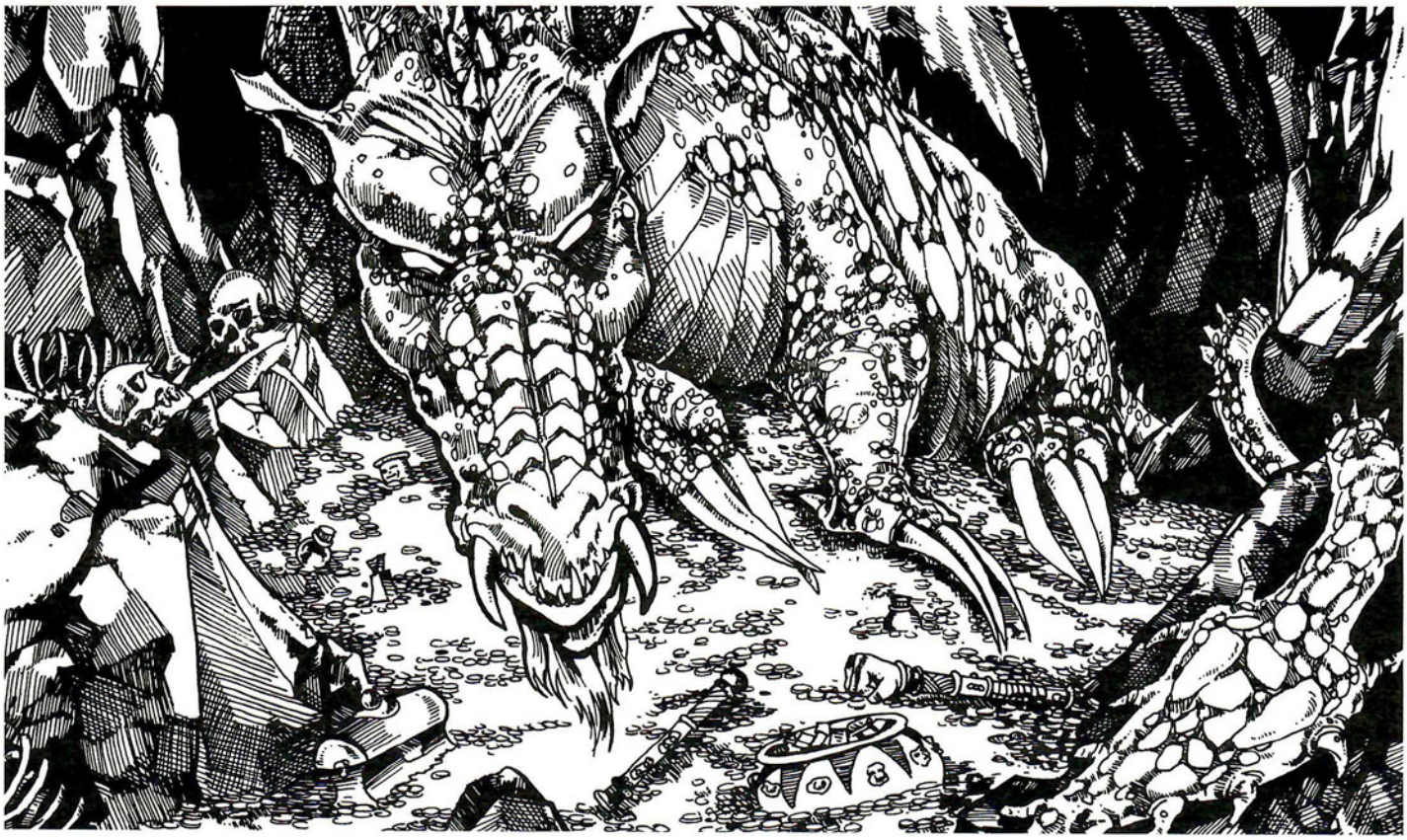
Fandruzsch, a mature adult shadow dragon, is asleep only 5% of the time, and even when he is, the PCs will not be able to surprise him. Fandruzsch has used a *find familiar* spell and, since he is a dragon with friends in low places, his familiar is a quasit. When the dragon sleeps (in area 3), the quasit is ever-watchful in area 2. The quasit does not fight but remains ever invisible, hidden but ready to telepathically warn its master of any intruders come to disturb his slumber. If awake, the dragon is 90% likely to be at the junction of the two caverns here and 10% likely to be at the steeply sloping sides of the pool in area 2, using his claws to fish carrion and fish out of the pool for a feast.

Fandruzsch, Mature Adult Shadow Dragon: AC –7; MV 18, fly 30 (D), jump 3; HD 15; hp 76; THAC0 5; #AT 3 or 1; Dmg 1d6+7/1d6+7/3d6+7 (claw/claw/bite) or breath weapon; SA breath weapon (see below), spells, fear aura (75′ radius, targets who fail a saving throw vs. petrification at a +1 bonus suffer a –2 penalty to attacks and damage); SD spells, Hide in Shadows (70%), immune to energy drain, detect invisible and hidden creatures (70′), *clairaudience* (140′), familiar; SW *negative plane protection* negates the breath weapon's level drain attack; MR 35%; SZ H (40′ body, 35′ tail); ML champion (16); Int genius (17); AL CE; XP 18,000 (reflects magic resistance from imp). Special abilities: *mirror image* (1d4+1 images) thrice per day, *dimension door* twice per day. Spells (cast as if 13th level): *find familiar, magic missiles; alter self, web; protection from good 10′ radius, protection from normal missiles; fumble* (x2); *darkness*.

The shadow dragon's breath weapon is a cloud of blackness 40′ long by 30′ wide and 20′ high; characters caught in the cloud are blinded for 1 round and reduced to ¼ their current HD/level (½ on a successful saving throw vs. breath weapon) for 4d4+1 turns, with appropriate THAC0s and hp. Spells lost by this reduction must be rememorized. The loss from multiple breath weapon attacks is cumulative. A *lifestone* adds a +4 bonus to the saving throw roll and improves the result: a character with the *lifestone* who fails his or her save loses ½ his or her levels, not ¼; on a successful save the *lifestone* actually negates the level drain.

Quasit: AC 2; MV 15; HD 3; hp 15; THAC0 17; #AT 3; Dmg 1d2/1d2/1d4 (claw/claw/bite); SA toxin on claws causes the loss of 1 point of Dexterity per hit for 2d6 rounds (a successful saving throw vs. poison negates this penalty), blast of *fear* (30′ radius, once per day); SD immune to cold, fire, lightning, and nonmagical weapons (except those made of cold iron, which do normal damage), regenerate 1 hp per round, saving throws as 7 HD monster; MR 25%; SZ T (2′ tall); ML average (9); Int low (5); AL CE; XP 2,000. Special abilities: the quasit can turn *invisible*, *detect good*, and *detect magic* at will, as well as polymorph itself into giant centipede and frog form. Once per week it can *commune* with the lower planes.

Fandruzsch does not waste time. He does his best to kill anything that enters his lair. If warned by the quasit, he begins by using *alter self* to assume a truly horrific semi-fiendish form (that of a huge, snaky dragon-tanar'ri) to deceive his enemies, following this up with his various *protections* and then *mirror image*. He always breathes as a first attack, then uses *magic missile* to assault anyone casting spells at him. With *fumble* to disarm or at least delay his attackers, he then opts to fly to



the attack, thus gaining four claw attacks in addition to his bite on the round in which he lands. If sore pressed, he uses *dimension door* to get behind the PCs (typically by blinking into area 2) and unleashes either his breath weapon yet again or another *fumble*, whichever will serve him better. Note that, just to make things harder on the PCs, he can renew his *mirror images* not once but twice. He will not pursue them into area 1, however, fearing the dragon-control magic he senses there. However, if PCs have killed Azzuzir and destroyed the potion, the shadow dragon will chase them as far as physically possible. This is an 18,000 XP monster with a major treasure hoard, and the PCs are going to have to fight with every last breath they have to overcome this pitiless brute and take what he has.

If the PCs are victorious, award an additional 2,000 XP bonus to the PC striking the killing blow (divide this equally if two or more PCs struck in the final round). The quasit serving the dragon disappears at his death, and the PCs will probably never be aware of its presence. They are left with the splendid treasure haul of the dragon piled up in area 3. Much of this is in coinage; PCs wishing for more readily transportable loot can trade with the gnomes for gems at a 1.1/1 ratio, but then they only gain XP for treasure value carried back in the surface world.

The monetary haul in the treasure hoard is 32,000 cp, 33,500 sp, 41,000 ep, 35,400 gp, 8,500 pp, and gems and jewelry items and trinkets with a total value of 42,000 gp. The following items can also be found here: a suit of dwarf-sized *plate mail +3*; a suit of gnome-sized (and nonmagical) leather armor, a *shield +1, +4 vs. missiles*, a *footman's mace +3*, a pair of *bracers of archery*, an *amulet versus undead* (8th level), a *robe of blending*, a *rope of climbing*, and a scroll of wizard spells scribed at 16th level: *antimagic shell*, *magic missile*, and *Otiluke's freezing sphere*. Lastly, there is a holy symbol here, which should be the same as that worn by a priest in the PC party; if there is more than one, give preference to LG over NG, and to NG over CG, and to CG over any nongood alignment. This holy symbol is beautifully crafted and has a tiny pendant of platinum hanging from it. If the PC priest dutifully prays to his or her patron Power for a period of seven full days (during which time no other activity is permissible), the pendant will grow on the final day into a locket which springs open and reveals a tiny *book of exalted deeds* (*eyes of the eagle* or a very powerful magnifying glass will be needed to read this). This work is of such an inspiring nature that not only does the priest gain a point of Wisdom and an experience level from reading it, in the normal

way, but he or she is subsequently protected as per a *phylactery of faithfulness* for the next three months and three days.

4. Grab Point

Nearly a mile south of the shadow dragon's caverns, the passageway comes to an end. The small chamber at the end of the tunnel radiates faint alteration magic but cannot be breached in any manner available to the PCs. If the PCs enter this area, then an event transpires which takes place before the PCs have any time to react whatsoever. Elven hands, long and slender, reach from the walls and grab any elven PCs. Hands also grab any PC bearing a *lifestone*. If there are no elven PCs, and no one has the *lifestone*, the elves will take any demihuman other than a dwarf; and, finally, if there are still no candidates they will take a neutral good PC or then anyone of lawful alignment. Having taken their victim(s), the hands are gone. The victim is drawn through the stone and simply vanishes! The PCs cannot breech the barrier in any manner whatsoever (save for a *wish*, which they don't have). They have lost a party member, or perhaps more than one!

The PCs can try one of two possible courses of action. One is to use magical scrying. A viewing spell such as *clairvoyance* reveals nothing, although *true seeing* or *true-sight* shows that area 4 is a portal of some kind. *Augury* suggests the best course of action is to wait. *Commune* suggests the same thing, though the PC's patron Power is irked at being asked (this is not an affair of pressing concern to a Power) and may demand some minor sacrifice or service to atone. Other magical enquiries should be adjudicated by the DM, but give the same impression: wait. This actually means "wait for quite some time."

The other possibility is to return to the Svirfneblin and tell them what happened here. The deep gnomes are intrigued. If the PCs are still on good terms with them, they may be able to persuade a group of the deep gnomes (with an apprentice priest) to come with them to inspect the area. Upon examination, the gnomes regard the barrier at area 4 with reverence and state that this is very powerful earthy magic, beyond even the gnomes' ability to deal with. The Svirfneblin say there is a very powerful barrier here and they cannot bypass it. Carmeneren may cast a suitable divinational spell if the PCs are getting very worried and downhearted, and advise them to return to this spot a week after their friend(s) vanished. This allows the other PCs time for a side-adventure or two of their own, or simply to rest, regain spells, and recover while waiting for their friends.



The Halls of the Rockseer Elves

These caverns are shown in **Map 18** on **Mapsheet 3**; locations are detailed below, followed by notes for the Rockseers' interactions with their "guests."

These chambers are exquisitely sculpted. Every wall bears frescoes and murals of the finest handiwork. Most of the patterning is abstract, swirling glyphs and arabesques with curved, wonderfully angular forms. Sculptures of rock and glassrock seem to stand everywhere. Ceiling height is a uniform 20 feet. The Rockseers have crafted internal dividing walls, generally 1 foot thick, and there are even some small areas completely cut off without doors or windows (the Rockseers simply use their *meld into stone* and *stone walking* talents to exit and enter these). Ceilings are smoothed, and while many bear the same abstract patterning as the walls, the ceilings of some halls have warm, vivid paintings which almost take the breath away. Most of the halls are unlit, though the artisans and wizards sometimes like a pearly, soft gentle glow to work by (this *continual glow* is a muted form of *continual light*, like the more familiar spell in every way except in the intensity of the light produced). Magical wards protect this entire area; it cannot be scried, nor can it be entered by a non-Rockseer using *passwall*, *teleport*, *dimension door*, or the like, and the stone cannot be affected by transmuting spells (*stone to flesh*) or *disintegrated*. There is no way in (save for a *wish* or *limited wish*) unless the Rockseers wish it so.

Ability scores are not given for any of the elves, save for their chieftain and the youngblood Darafayen. They will not be needed, since the PCs will not be fighting these elves, nor will they figure in other combat situations.

1. Entrance Chambers
The enclosed stone bubble within the walls here is a flux point (see page 45), from which the elves can travel to other areas of the underdark. There are always guards here, 1d4+2 warrior-thieves (of 4th/5th level) or thieves (levels 4+1d4). This guard point is always staffed by a phalanx of Rockseers with stone quarterstaves, and wizards favor this location for casting divination spells. With all this activity, this is as close to being a boisterous location as anywhere in the halls. Young Rockseers come to listen, wide-eyed, to the guards' tales of the terrible monsters in the world outside and the wizards sometimes cast illusions of umber hulks, bulettes, and like horrors to send the youngsters running. This is also the place where Rockseers gather to drink their powerful fermented fungal mead, an acquired taste if ever there was one. Rockseers have an initially startling tendency to *stone walk* into and out of this hall, and to appear from the bubble, having been foraging for food beyond the halls or returning to give reports of what they have seen in the wider underdark.

2 and 3. Fungi Farms
The Rockseers are adept at farming fungi, and they manage to raise sufficient food here to support their small community. Agriculture is an art form to them. Just like everything else, the fungi form waves and ripples, like sounds given shape; the lines of fungi form curves and arabesques in ways that the inattentive might not see. Climbing fungi grow on the internal walls, increasing the available farming area. The elves tend to the fungi constantly since they depend upon them for not just food but also for making clothing, ropes, fuel, and the like. There are always 1d8+2 Rockseers at work in either cavern.

4. The Artisans' Halls
Gently lit with *continual glow*, these are the workshops of the finer artisans of the clan and their apprentices. Sculpting and gem-cutting work of exceptional quality is everywhere here; stone dragonets (see the Rockseer MC entry) are being crafted for wizards, and one of the oldest female elves here is putting the finishing touches to a *helm of brilliance*, setting diamonds into the helm itself. The elves also work metal here, using magical fire; the air is sometimes smoky above 10 feet or so, with the smoke conducted away through a narrow fissure in the ceiling. PCs are unlikely ever to be allowed more than the briefest glimpses of this fascinating place, unless they perform some major service for the Rockseers.

5. Living Halls
Most of the Rockseers live here. This large area is festooned with elegantly crafted stone benches and seats, and curved couch-beds on which the elves retire to dream. The eastern margins of the halls are usually particularly quiet; youngsters are taught here and disturbances kept to a minimum. The long central partitioning wall has many stone seats around it and table surfaces protruding from it; elves take communal meals here.

6. Halls of the Conclave
These chambers are the almost exclusive province of the chieftain, Aljayera, and his most trusted bodyguards and wizards. Other elves do not enter here unless invited. This is an astounding place, even by the standards of the Rockseers. The walls gleam and shimmer as if mother-of-pearl, and the whole ceiling is covered with a huge painting showing the Rockseers descending into the deepest parts of the world, through forests of brilliant crystal,

milky stalactites, scalloped and swirling rock masses, and even through the fires of a volcano. The scale of the work is staggering; it clearly took scores of years to create. Aljayera's throne is in the northeast part of this hall, a simply crafted stone chair some 9 feet in height. Beside it stand two towering masses of rock, pillars reaching virtually to the ceiling. These are quiescent 24 HD earth elementals, each with maximum hit points, capable of inflicting terrible damage with their blows (8d8). They animate if Aljayera (or any of the resident senior wizards; those of level 15+) will it, or if any violent action or attack is made upon any Rockseer within the hall.

7. Water Hall
The Rockseers take fresh water from this chamber, with its superbly sculpted stone waterfall down which water drips from an aquifer high above into the deep pool here. The elves protect the purity of the water fiercely; hence, there are no living creatures in the pool.

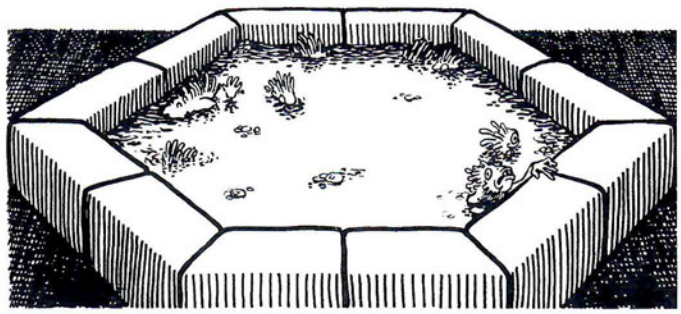
Characters of the Rockseers

In dealing with these elves, two NPCs are of major importance. One is Aljayera, the chieftain of the Rockseers; the other his rebellious young advisor, the wizard Darafayen.

Aljayera, 18th-level Rockseer Wizard: AC –6 (*bracers of defense AC 2, ring of protection +4*, Dexterity bonus); MV 12; hp 55; THAC0 15 (10 with *quarterstaff +5*); #AT 1; Dmg 1d6+5 (*quarterstaff +5* with powers of a *wand of steam and vapor*, also casts *acid storm**); SA spells; SD spells, 90% resistant to *sleep, charm, hold,* and *web* spells, immune to petrification; SW suffer –1 saving throw penalties against Elemental Air magic; MR 67% vs. Elemental Earth magic; SZ L (7′ 7″); ML fanatic (17); AL N; XP 20,000. Str 12, Dex 18, Con 14, Int 19, Wis 19, Cha 15. Spells: 5/5/5/5/5/3/3/2/1 (as DM determines, but he has spells such as *ESP* and ways of compelling PCs to be truthful with him). Special abilities: *meld into stone, stone walk* (with 10 "passengers"), *stone shape, stone tell,* bonus spells (*Melf's acid arrow, Maximilian's stony grasp**, *acid storm**).

Aljayera has a stone dragonet with the *eyebite* power (see the MONSTROUS COMPENDIUM entry on Rockseers in this box), and he has fully charged *wands of fire* and *frost* and a *helm of brilliance*. This Rockseer is tall and imposing, his white hair braided to the small of his back, and he stands strong and straight. He is nearly 900 years old but has the ageless appearance of most of his kind. His gaze is unblinking and deeply penetrative, and he is direct to the point of rudeness when interrogating others.

Darafayen, 11th-level Rockseer Wizard: AC –3 (*bracers of defense AC 3, ring of protection +3*, Dexterity bonus); MV 12; hp 38; THAC0 17 (14 with *quarterstaff +3*); #AT 1; Dmg 1d6+3 (stone *quarterstaff +3*); SA spells; SD spells, 90% resistant to *sleep, charm, hold,* and *web* spells, immune to petrification; SW suffer –1 saving throw penalties against Elemental Air magic; MR 60% vs. Elemental Earth magic; SZ M (7′); ML champion (16); AL CG; XP 10,000. Str 14, Dex 17, Con 12, Int 19, Wis 16, Cha 12. Suggested spells: *burning hands, detect magic, magic missile, read magic; detect invisibility, glitterdust, mirror image, shatter; dispel magic, invisibility 10′ radius, slow, tongues; Evard's black tentacles, minor globe of invulnerability, stoneskin; conjure elemental, hold monster, wall of stone.* Special abilities: *meld into stone, stone walk* (with 3 "passengers"), *stone shape, stone tell,* bonus spells (*Melf's acid arrow, Maximilian's stony grasp**).



Darafayen owns a *wand of secret door detection* with 38 charges and a lavender and green *ioun stone* which can absorb a further 31 levels of spell attacks of 1st- through 8th-level cast against her. Darafayen is 237 years old and has a reputation for being a brilliant but unusually boisterous and self-willed young wizard. She is prone to wandering off alone into the underdark, a habit sorely frowned upon by her elders, but her odd behavior is tolerated since she often returns with fine gems and accounts of the movements of other creatures. Nonetheless, Aljayera is clearly not enamored of this wilful young elf and often makes cutting rejoinders to her more enthusiastic suggestions and comments. Highly unusually, Darafayen is curious. She is especially intrigued by the tales of surface elves and wishes to find out all she can about them, or possibly even meet one.



Dealing with the Rockseers

This encounter should be role-played with only the player(s) of abducted PC(s) present. It should not take long, so this is a good time for other players to take a break.

When a PC is abducted, it is by Darafayen, who brings him or her to the bubble at area 1. If there is a PC elf here, Darafayen is intrigued. She virtually ignores anything the PC elf says and starts to bombard him or her with questions about his or her race. How do surface elves live? How do they raise their young? What do they do? Do they have great empires? Who are their heroes, who are their enemies? And so on. If no elf has been abducted, Darafayen begins instead to ask the PC what his or her party has been doing—why are they in the underdark? If a PC has the *lifestone*, Darafayen asks to see it, takes it and looks longingly at it, then returns it with an obvious expression of regret. She begins to interrogate the PC concerning how he or she came by it. Let the PC begin the story, so that Darafayen begins to hear of the halls where the item was found. Her eyes grow wide with surprise, and then she looks fearful. At this instant, a Rockseer wizard *stone walks* into the bubble and informs Darafayen drily that she and her "guest(s)" are expected to attend Aljayera immediately (if the PC does not have *lifestone*, this happens just when the conversation is winding down). Darafayen looks rather guilty and exits the bubble with the PC in tow. She guides the PC through the long passageways to area 6, possibly taking the scenic route through areas 3 and 4 (the better for the DM to impress upon the players the extraordinary nature of this place).

Aljayera waits impatiently in area 6, sitting with three senior wizards flanking him; they are silent until Darafayen brings the PC before the throne. The great chieftain-wizard is clearly very angry but controls himself perfectly. Nonetheless, the magnitude of his anger is clear in his words. He berates Darafayen for having brought the "creature" into their halls. If no PC elf is present, one of the other wizards murmurs into the chieftain's ear that it might be best if there was no one to return and tell tales of what has been seen here. Aljayera nods, apparently in agreement (this apparent death threat won't be issued against an elf PC). Another of the elders objects that this would be a breech of courtesy, at which the others look grave. Aljayera then says, reflectively, that the creature's fate depends on whether the stranger can be trusted—whether he or she is honest or not.

The chieftain now demands to know everything about the activities of the PCs. He knows some things already from the activities of his spies; certainly enough to know whether a PC is being wholly truthful or not. In addition, he has magic at his disposal to detect and, if necessary, compel truthfulness.

Allow the player a little time to decide what his or her character is going to say here, but conduct the grilling in real time. Aljayera wants to know also what the PCs plan. The character will have to admit to their plan to assail the City of the Glass Pool and see what menaces lie beyond that; the chieftain will drag this out of him or her. The wizards mutter and look distinctly unhappy at this.

It is now crucial whether the PC has the *lifestone*. If so, Aljayera suddenly breaks off interrogation, sensing the item. He takes it and turns it over in his hands, passing it to one of his wizard-attendants without any obvious sign of emotion. The wizard given the stone looks amazed, delighted, and then fearful, in that order. "You have brought us a dubious gift," the chieftain observes drily. "We have lost the secrets of creating such things. But, then, those of our kind who knew them perished from a curse laid on those other halls. We know better than ever to enter them again. If you have brought anything of that curse with you, you will wish that you had never seen the darkness." Aljayera breaks off to cast a *stone tell* on the *lifestone*, and then orders one of his attendants to *contact other plane* (elemental earth) to try to discover whether there is a lingering curse on the stone. He will retain this stone, not returning it to the PC.

The PC is taken away to the living halls and given some food and water while the divination is in progress. He or she is kept under guard at all times, of course. Trying to fight free should be strongly discouraged: the character has no means of escape. Darafayen accompanies the prisoner and keeps bombarding the PC with questions about the elves of the surface world during this time. After this break, the PC is returned to Aljayera and given the good news that he or she hasn't brought a lingering curse into the Rockseer's halls.

By this stage, the chieftain will know what the PCs have done and what they are planning. If the PC is an elf, he also wants to hear about the world of the surface elves. Despite his calm demeanor, the chieftain is intrigued. Make the player of the elf PC do his or her very best describing the life of elves above; their rituals, beliefs, Powers (Aljayera is intrigued by these), families, and homes.

Darafayen has kept silent until now, but suddenly she asks to be heard by her chieftain. Aljayera nods, but the younger elf makes it plain she wishes to speak with him privately. The chieftain waves his attendant wizards to one side and the younger elf whispers in her chieftain's ear for a few moments. The older elf looks surprised, like one who has heard a good idea from an unexpected quarter. Darafayen returns to the PC's side.

Aljayera motions the PC to come right before him, no more than a yard or two from his throne. He asks that the PC agree not to reveal their existence to anyone. Without such a promise, he or she will not be released. Once the PC makes the required promise, the chieftain cups his hands, and a shimmering shape takes form there. Aljayera holds a sapphire dragon statuette, no more than 10 inches long, of beauty so wondrous that it is almost painful to behold. Every facet of the brilliant little creature shines and shimmers with reflected light, every color of the rainbow in perfect harmony with each other. The thing is unutterably beautiful, and it radiates a deep yearning and longing for something lost. For a second, the chieftain allows the PC to touch it (if there is more than one PC, an elf takes precedence). The sense of longing fills the PC wholly, and the character faints. Any other PC present also falls into a deep slumber at this moment.

The PC wakes up back at the "grab point" (area 4 on **Map 17**) one week after he or she was abducted. Everything that has happened since the abduction is vague and hazy, like events in a dream, except for the crystal-clear image of the tiny statuette and the strong sense of yearning still associated with it. However, he or she is prevented by a powerful *geas* from speaking about anything that occurred in the past week. If the PC is an elf, there is a chance that he or she has a gift from the Rockseers. If the elf brought the *lifestone*, or was abducted with another PC who had this item, he or she gets this gift automatically. Otherwise, this chance is a base 15%, with the following modifiers:

- +5% if the character is a priest or mage
- +5% if the character has Int 17+
- +5% if the character has Wis 17+
- +5% if the character is of neutral (LN, N, CN) alignment
- +0 to 20% depending on the DM's appraisal of how well the elf PC was role-played during the encounters in the halls.

This gift is a spider sapphire of value 10,000 gp. The PC gains XP for this but will not part with this gem. Indeed, the PC feels compelled to hide the gem and keep it to himself or herself, not telling other PCs that he or she has this. It is too precious a secret to reveal. Deep inside it (and only visible to the elf PC) is a tiny image of the dragon statuette. It impresses itself on the mind's eye more than anything else, since it is magically created inside the gem and is perceived intuitively rather than by the senses directly.

After this strange and disturbing encounter, the PCs are ready to move on to the City of the Glass Pool. From the Svirfneblin, they should know that Derro protect the margins of the city. This is a good time for them to rest, re-equip, and make plans during a return to the surface world. The Rockseers will be encountered again later in this campaign if the PCs retrieve the sapphire dragonet from the Derro outside the city.





This chapter details two clan of Derro in violent conflict. The larger clan serves the kuo-toan/illithid alliance of the City of the Glass Pool. Their savants have been controlled using *potions of domination*, and the other Derro slavishly follow their savants' orders. The splinter group has defected from this clan and survives in a wholly separate set of caverns and passageways. The defectors are highly suspicious of intruders, but there are strong personal animosities between their savants and those of the dominant clan. So great is this hatred that the defecting Derro will assist the PCs in striking against their fellows, though they will also be ready to stab the PCs in the back subsequently. However, there are two staged encounters which take place before the PCs reach the Derro.

The Wormholes

These are found at point X4 on the strategic map (see inside front cover). The passageways here are 60 feet wide and have the appearance of being cut through a gigantic Swiss cheese. Ceilings and floors are dotted with holes some 4 to 7 feet in diameter. The holes are not a hazard in themselves, being very obvious. If the PCs explore them, they simply find a huge maze of wormholes which endlessly crisscrosses itself (the DM may add a location—say, an umber hulk lair—or a random encounter if he or she wants the additional drama). Obviously, the PCs are going to be attacked by a purple worm here. The DM should attempt to stage this in as crafty a way as possible. Make players anxious by telling them of disconcerting sounds, stones falling from a ceiling hole, rumblings deep in the earth, etc. Wait until their protective spells have run out. Let them progress through almost all of the area (a mile and more in length). Shake your head and mutter "I don't believe it" as you roll some dice, as if the PCs are going to get lucky and get through unmolested. Then the worm strikes from below!

> **Purple Worm:** AC 6; MV 9, burrow 9; HD 15; hp 96; THAC0 5; #AT 2; Dmg 2d12 (bite)/2d4 +poison (sting); SA swallows target whole if its attack roll is 4 or more above the number needed (victim perishes in 6 rounds unless rescued), poison stinger (save vs. poison or die instantly); SZ G (55' long); ML steady (12); Int non (0); AL N; XP 13,000.

The interest value in this monster is a half-digested illithid in its gut. If the PCs cut the worm open, they can find these remains. The illithid wore a gold neck circlet set with moonstones (value 1,200 gp) and has a silver brooch pinned to the remains of its robes. Give the players **Player Handout 17** if they take this. The brooch is a dominator symbol and may be helpful to them inside the City of the Glass Pool.

The Slavers

This encounter should take place at location X5 marked on the strategic map (again, see inside front cover). Passage width here is approximately 20 feet. The PCs encounter a group of slavers returning from the City of the Glass Pool, having taken kidnapping victims to the illithids there. This is a tough NPC party, and the PCs will have a difficult battle with them. The thief Prentyss scouts ahead of the rest some 200 feet, protected by *invisibility*; in the normal course of events she should be able to return to her fellows and bring warning of the PCs' approach, allowing the slavers two rounds of preparation time to cast spells and get into position to waylay the PCs. Note that the thief can automatically *detect invisibility*, so even if all PCs are invisible she will detect them. There is not enough cover, nor side-passages, for a proper ambush, and the NPCs are arrogant enough to think they can overcome the PCs anyway. They fight until two of their number are killed, when they try to flee. Their tactics follow their character descriptions.

> **Groznyj, 7th-level Fighter:** AC –2 (*plate mail +1, shield +1*, Dexterity bonus); MV 12; hp 56; THAC0 13 (10 with *long sword* +2 and Strength bonus); #AT 3/2 or 2; Dmg 1d8+3 (*long sword* +2, Strength bonus) or 1d6+1 (longbow, Strength bonus); AL NE; XP 1,400. Str 17, Dex 16, Con 16, Int 9, Wis 9, Cha 7. Groznyj, a black-haired brute of 6' 4", has a *ring of free action* (conferring immunity to *web*, *slow*, and *hold* spells) and a *potion of extra-healing*. He has 500 gp, 200 pp, and two pearls each worth 1,000 gp in a belt-pouch.
>
> **Farayenel, elven 6th-level Fighter/6th-level Mage:** AC 0 (*chain mail* +2, no shield, Dexterity bonus); MV 12; hp 33; THAC0 14 (11 with *short sword* +2 and elven bonus, 9 with *short bow* +2 plus Dexterity and elven bonuses or with the *short sword* vs. a good-aligned opponent); #AT 1 or 2; Dmg 1d6+3 or +5 (*short sword* +2, *+4 vs. good-aligned creatures*, Strength bonus) or 1d6+3 + special (*short bow* +2, Strength bonus, venom); SA spells, +1 attack bonus with short bow and short sword; SD spells, 90% resistance to *sleep* and *charm*; AL CE; XP 2,000. Str 16, Dex 17, Con 15, Int 17, Wis 10, Cha 12. Spells: *burning hands, detect magic, magic missile, sleep; mirror image, web; dispel magic, fireball*. Farayenel is a broad-shouldered gray elf with a permanent half-deranged grin on her face. She has a scroll of the spells *Melf's acid arrow*, *Melf's minute meteors*, and



minor globe of invulnerability (scribed at 11th level), and her quiver of arrows includes six which are coated with paralyzing venom (save vs. poison or be paralyzed for 1d4+4 turns, after an onset time of 1d4+1 rounds). She wears a gold neckchain set with peridots and bloodstones (value 1,300 gp) and has 200 pp and 500 gp in a belt-pouch.

Haragswald, 7th-level Priest: AC 4 or 1 (*chain mail +1, shield +2* only used after spell-casting); MV 12; hp 48; THAC0 16 (14 with *footman's flail +2*); #AT 1; Dmg 1d6+3 (*footman's flail +2*); SD +3 saving throw bonus vs. mind-controlling spells (due to Wisdom); AL NE; XP 1,400. Str 16, Dex 10, Con 16, Int 9, Wis 17, Cha 13. Spells: *command, curse, darkness* (x2), *fear; aid* (x2), *chant, hold person, silence 15' radius; continual darkness* (x2), *prayer; protection from good 10' radius.* Haragswald is an ugly, hunchbacked, saturnine, verminous little rat of a man. He has a gold medallion in the form of a skull with bloodstone eyes and real (dwarf) teeth (value 1,500 gp) and also five pearls (each worth 1,000 gp) hidden in the lining of his black robe. Haragswald is a priest of the same evil cult the PCs encountered on the surface (Myrkul-Cyric/Nerull/Thanatos), and the DM may revise his spell list to conform to sphere limitations for particular religious adherence. Lastly, he has a pouch with three pinches of *dust of appearance.*

Prentyss, 9th-level Thief: AC 0 (*leather armor +3, boots of striding and springing*, Dexterity bonus); MV 12 + special (*boots*: can leap 30' forward, 9' back, or 15' straight up); hp 25; THAC0 16 (15 with *short sword +1*, 13 with *short bow +1* and Dexterity bonus); #AT 1 or 2; Dmg 1d6+1 (*short sword +1* or *short bow +1*); SA +4 to attack rolls and quadruple damage on backstab, can attack and leap away before counterattacked if wins initiative (2% chance of stumbling), envenomed arrows (paralysis); AL CE; XP 3,000. Str 11, Dex 18, Con 10, Int 15, Wis 15, Cha 14. Thief skills: Pick Pockets (55%), Open Locks (65%), Find & Remove Traps (30%), Move Silently (70%), Hide in Shadows (85%), Hear Noise (45%), Climb Walls (90%), Read Languages (30%). Prentyss is short (5' 3"), fair-haired, and youthful in appearance, with a broken nose. She wears a *ring of invisibility* and a *ring of invisibility detection.* She carries a *wand of magic missiles* with 30 charges. The thief carries 200 pp in a belt pouch and four pearls (value 1,000 gp each) in another pouch, but she also has extra valuables hidden in the hilt of her short sword: two fine rubies (value 5,000 gp each) are carefully concealed therein (Intelligence check or Find Traps roll to detect the screw mechanism which opens to reveal them). She carries six envenomed arrows of the same kind Farayenel has, and she has a *stoneskin* spell active.

Crystenna, 7th-level Wizard: AC 5 (*robe of protection +2*, Dexterity bonus); MV 12; hp 33; THAC0 18 (16 with *dagger +3* and Strength penalty); #AT 1; Dmg 1d4+3 (*dagger +3*); AL NE; XP 2,000. Str 7, Dex 17, Con 16, Int 18, Wis 6, Cha 14. Spells: *charm person, detect magic, magic missile, shield; blur, invisibility, Melf's acid arrow; dispel magic, lightning bolt; stoneskin* (already cast). Crystenna wears lurid purple and silver robes; she is a vain redhead further away from her youth than she likes to think. She has *wands of negation* (13 charges) and *illusion* (12 charges) and a scroll with the spells *dimension door* and *polymorph other,* both scribed at 11th level. She carries only four pearls in a small belt pouch (value 1,000 gp each). She has a *stoneskin* spell running.

Both wizards have traveling spellbooks which contain the spells they have memorized plus 1d3 spells of 1st to 3rd levels (and one extra spell of fourth level for Crystenna) as the DM determines.

If this group has advance warning of the PCs' approach, they will take the following preparations:

- First Round: Farayenel casts *minor globe of invulnerability* from her scroll. Haragswald casts *prayer*. Crystenna casts *blur* on herself.

- Second Round: Farayenel casts *mirror image*; Haragswald casts *protection from good 10' radius*; Crystenna casts *shield* to improve her AC and negate *magic missile* attacks.

When combat ensues, Crystenna uses her *wand of illusion* to create the image of two hefty fighters standing before Groznyj, to distract oncoming PC fighters and hopefully also draw off some spell attacks. Farayenel dumps a *fireball* toward the back of the PC party, ignoring fighters at the front and trying to do most damage to thieves and spellcasters further back. Crystenna casts a *lightning bolt* along one half of the passage amidst the PC party. Haragswald casts *hold person* at an oncoming PC fighter. Groznyj waits to melee, and Prentyss lurks nearby invisibly and waits for an opportunity to backstab. Later attacks obviously depend on the PCs' actions, but after her initial attack Prentyss keeps back from melee rather than risking another backstab and fires paralyzing arrows or *magic missiles* at anyone heading toward her or at front-line fighters. Haragswald will join Groznyj fighting at the front. Farayenel drops back to attack with spells and paralyzing arrows. Crystenna always keeps well away from melee, relying on her spell attacks.

If things go badly for the NPCs, they will try to flee back towards the City of the Glass Pool. Prentyss has *boots of striding and springing* and, since she can become invisible at will, has a good chance of escape. Crystenna

uses her *dimension door* scroll to get a head start and then runs. Farayenel will keep a *web* spell in reserve to cover her escape, if she can. The other two will have a more difficult time escaping, of course.

So, Tell Us What You Know . . .

If the PCs just kill all these NPCs, they garner a fair haul of magic items. If they capture one, however, the captured NPC tries to barter information for his or her release. He or she admits to being a freelance kidnapper who knew from Haragswald's cult that illithids in the City of the Glass Pool pay well for kidnapped spellcasters. The NPC group operates in a locale adjacent to Haranshire. They have taken the same route down here the PCs took (since the PCs have presumably been side-tracking, this is eminently feasible). The gold, pearls, and platinum they possess are their payment for services rendered. Anything more than this, the captive reveals only if offered his or her freedom (or at least having his or her life spared). One of the more intelligent NPCs (Farayenel, Prentyss, Crystenna) remains unworried by threats of violence, remarking knowingly to a paladin PC or a good-aligned priest that she knows that person will not allow her to be killed in cold blood (she may be wrong, of course, but that's what she believes). The DM must make judgment calls about any torture (real or threatened) and other unsavory activities on the part of good-aligned PCs toward their captive(s). A *charm person* spell is the obvious solution to these difficulties.

What the PCs may be able to get out of this group, in addition to information already given, is not extensive, for this is only the kidnappers' second trip here. They know that Derro patrol the margins of the City of the Glass Pool. They take their prisoners to a watch post (marked as X6 on the strategic map), and from there they pass east and south to the city itself. There is another Derro/illithid watch post at the entrance. At the city gates, which are open, they are made to wait by Derro until illithids arrive to take their captives. They are then paid. They have not been given any *potions of domination* and don't even know these exist. They do not know of the alternative southern route which evades the watch-post. They can say that the guard complex at the city gates is packed with Derro. Crystenna and Prentyss have also seen the Ixzan, and either can speak quite colorfully of having seen one of these creatures actually flying above the city (review the MONSTROUS COMPENDIUM entry on Ixzan in the 8-page booklet and describe them accordingly). These creatures have a pool just inside the city gates. What becomes of their captives, the Slavers do not know. They do not know the exact size of the city, but they know that it is fairly sizeable and must contain several hundred kuo-toa at the least. Illithids are present among them, which makes Farayenel in particular rather puzzled, given that the gogglers (slang for kuo-toa) normally hate illithids. They saw no Drow and but one other small party of humans and demihumans. They know nothing of the fate of their captives and have never heard of Jelenneth. They do know that there is a renegade Derro group somewhere which fights their own kind.

Prentyss knows one more crucial detail, and she won't reveal this even under a *charm* spell unless offered a major inducement (for example, a fine gem). Being curious and able to sneak about, she saw the stone pipes leading to the great resting pool (areas 11 and 12 in the city) and briefly considered getting in that way to see what she could loot. This may be a useful scrap of information for the PCs if they do not manage to befriend the renegade Derro and learn about the city from them, so the DM may have Prentyss use this clue as an ace in the hole when begging for her life and liberty. Of course, she can paint a quite moving picture of a pathetic childhood and youth in an attempt to excuse her later misdeeds and win their sympathy.

If the PCs adhere to any bargains struck and free any NPCs, what happens to them depends on what the PCs do. If they release them with no arms or equipment, the NPCs will be killed by wandering monsters. If they release them with normal equipment, they'll try to escape to the surface world (some of them might actually make it!). If the PCs let them go with some magic items left, the NPCs pretend to return to the surface world but actually double back to the City of the Glass Pool, whence they're frog-marched back out with an illithid leading a search party for the PCs (serves the PCs right). This also happens if any NPCs escape. The search party consists of a kuo-toan Captain, two Lieutenants, two 3rd/3rd level Whips, and 10 ordinary kuo-toa. The PCs may prefer to take their prisoners back to the surface world and hand them over to the authorities. The DM may then determine that a relative of yet another abductee hears of this and offers the PCs a goodly sum for recovering his or her lost brother/sister/husband/wife/son/daughter etc., allowing the PCs to gain a new patron contact.

The Watch Post

This is marked at point X6. Within six miles of this point, wandering monster encounters should be taken from the "City Margins" column of the tables on the inside back cover. This position is always protected by a pair of illithids and six Derro, who watch over the junction of passageways here. Ceiling height is 40 feet, passage width is 18 feet at this point, and the area is lit with light globes: translucent crystalline spheres some 8" to 10" in diameter which radiate a faint *continual glow* in a 40' radius (Derro have very poor infravision and need such a light source for



spellcasting and missile fire). The guards are always vigilant and can only be surprised if the PCs take extraordinary precautions (*invisibility 10' radius, silence 15' radius*, and the like). If subjected to a major assault, two of the Derro here try to flee for their lair and summon reinforcements (see "Warrens of the Servitors," below). The illithids, of course, always use their *mind blast* as a first attack. One of them (the larger) enjoys melee, while the other uses its *plane shift* power to despatch victims to one of the more unpleasant Outer Planes (this requires a successful attack roll on its part, and the target is allowed a saving throw vs. spell to prevent the journey).

The larger illithid has a gold brooch set with three pearls (value 3,200 gp); the other has an unusual choker around its neck fashioned of a coral-like roseate rock set with tourmalines and bloodstones (value 2,600 gp). The Derro here all wear a silver brooch with the same design, as shown in **Player Handout 18**. Note that any Derro patrol encountered as a result of a wandering monster check in this general area will all have the same brooches.

Derro (6): AC 3 (Derro scale armor, spiked buckler, Dexterity bonus); MV 9; HD 3; hp 20, 19, 17, 15, 14, 11; THAC0 17 (16 with aklys or repeating light crossbow); #AT 2; Dmg 1d6 + special (aklys) and 1d4 (spiked buckler) or 1d3 + special x2 (poisoned crossbow bolts); SA can throw aklys and retrieve on following round, in melee the aklys's hook has a 1-in-8 chance of pulling opponent off balance (1 round to recover), *enfeeblement* toxin on crossbow bolts (a failed saving throw vs. poison reduces the target's Strength score to 5, imposing a –2 penalty to attack rolls and –1 to damage); MR 30%; SZ S (4'); ML champion (15) while the illithids live, steady (12) thereafter; Int very (13); AL CE; XP 975 each. Dex 16.

Illithids (2): AC 5; MV 12; HD 8+4; hp 41, 33; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA *mind blast* stuns all in area of effect (a cone 60' long and 5 to 20' wide) for 3d4 rounds except on a successful saving throw vs. rod/wand/staff, tentacles extract brain in 1d4 rounds (struggling target) or a single round (charmed or incapacitated victim), spell-like powers; SD spell-like powers; MR 90%; SZ M (6'); ML champion (15); Int Genius (18); AL LE; XP 9,000 each. Spell-like powers (as 7th-level mage, usable once per round, one at a time, –4 to opponents' saving throws): *astral projection, charm monster, charm person, ESP, levitate, plane shift*, and *suggestion*.

The Renegades

The lair of the splinter faction of Derro is shown on **Map 19**. Derro here have the same stats as those detailed above unless otherwise noted. There is always a guard group of 1d4+2 Derro who hide 100 to 400 feet away from the entrance to the lair complex. If they sense any approach, they funnel back to the long north-south passage which joins areas 1, 2, and 3. This is the area where the Derro try to confront enemies, since it offers long lines of fire for their light crossbows. Savants will be summoned from area 4 in the event of a pitched battle; the DM should select 1d2+2 savants from there to join the fray (the rest move to join the chieftain in area 5). Tactics follow the room descriptions.

In each given location, some 25% of the Derro will be asleep at any given time. Ceiling height here ranges from 20 to 30 feet. This area is lit with *continual glow* light globes identical to those at the watch post. These Derro do *not* wear the brooches displayed by their kin to the north. Ordinary Derro have 2d10 gp and 2d10 pp each, with a 50% chance for 1d2 gems with base value 100 gp.

1. Pool Guards
Eight Derro (hp: 22, 21, 20x2, 19, 17, 12, 9) maintain a watchful guard in this especially malodorous cavern. The pool here is filthy and brackish, the water polluted with all manner of effluents (the Derro use it as a latrine). It is also filled with blind, albino worms which are up to 2 feet long and resemble tapeworms with unusually bulbous heads. Unpleasantly, the Derro regard these as a delicacy, especially the youngest and tastiest ones, which the Derro eat by grasping one firmly in the fingers and squeezing upwards to pop the contents of the worm's head into the Derro's mouth. Observing this repellent sight is not likely to be high on the PCs' list of priorities.

2. Guard Post

Ten more Derro (hp: 24, 19x3, 16x3, 12, 11, 8) lurk warily here, guarding a cache of 20 extra light crossbows together with 20 casks; each cask holds 50 bolts.

3. Spider Pack
Ten more normal Derro (hp as above) live in cavern with four giant spider mounts they have trained, taking a cue from their Duergar cousins. A single savant stays here as well.

Giant Spiders (4): AC 4; MV 3, web 12; HD 3+3; hp 20, 19, 17, 14; THAC0 17; #AT 1; Dmg 1d8 + poison (bite); SA poisonous bite (save vs. poison or die); SZ L (8' diameter); ML elite (13); Int low (7); AL CE; XP 420 each.

Derro Savant: AC 2 (Derro scale, Dexterity bonus); MV 9; HD 7; hp 36; THAC0 13; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% of tripping or unbalancing opponent on a successful hit (1 round to recover); SD spells; MR 30%; SZ S (4'); ML

steady (12); Int genius (18); AL CE; XP 4,000. Spells: *affect normal fires, blink, ice storm, invisibility, levitate, wall of fog*. Special abilities: *comprehend languages, read magic*, sagecraft. Dex 18. The savant wears a *brooch of shielding* with 41 hp remaining.

4. Great Cavern

This huge area is home to the bulk of the Derro group, some 24 of the ordinary kind (hp 19x8, 16x8, 12x8), together with savants and two strong lieutenants (and six young, who are effectively noncombatants). This is, obviously, a real nest of Derro and trying to fight here will be a desperately stern test.

Lieutenants (2): AC 0 (heavy Derro scale, buckler, Dexterity bonus); MV 9; HD 6; hp 41, 38; THAC0 15 (13 with *spear +1* and Strength bonus or with repeating light crossbow and Dexterity bonus); #AT 1 or 2; Dmg 1d6+3 (*spear +1*, Strength bonus) or 1d3 + special x2 (envenomed crossbow bolts); SA toxin on crossbow bolts (save vs. poison or suffer 2d6 additional damage); MR 30%; SZ S (4' high); ML elite (14); Int exceptional (15); AL CE; XP 2,000 each. Str 18, Dex 18.

Savants (2): AC 2 (heavy Derro scale, Dexterity bonus); MV 9; HD 7; hp 39, 30; THAC0 13; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponent; SD spells; MR 30%; SZ S (4'); ML steady (12); Int genius (17); AL CE; XP 4,000 each. Spells, 1st savant: *blink, ESP, hypnotic pattern, invisibility, light, minor creation, shadow magic*. Spells, 2nd savant: *blink, cloudkill, hypnotic pattern, lightning bolt, repulsion, shadow magic, spider climb*. Special abilities: *comprehend languages, read magic*, sagecraft. Dex 17. The first carries a *wand of polymorphing* with 12 charges, and the second has a *ring of spell storing* with the following spells: *blink, lightning bolt, spider climb*. Each of these savants has a pearl-set personal jewelry item worth 2,000 gp.

Savants (2): AC 0 (1st savant: heavy Derro scale, *robe of protection* +2, Dexterity bonus) or 2 (2nd savant: heavy Derro scale, Dexterity bonus); MV 9; HD 6; hp 30, 28; THAC0 15; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponent; SD spells; MR 30%; SZ S (4'); ML steady (12); Int exceptional (15, 16); AL CE; XP 3,000 each. Spells, 1st savant: *affect normal fires, anti-magic shell, ESP, levitate, lightning bolt, minor creation*. Spells, 2nd savant: *ice storm, invisibility, levitate, light, ventriloquism, wall of force*. Special abilities: *comprehend languages, read magic*, sagecraft. Dex 17. Each of these savants has a personal jewelry item worth 2,000 gp.

Student Savants (2): AC 3 (Derro scale, buckler, Dexterity bonus); MV 9; HD 5; hp 36; THAC0 15; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponent; SD spells; MR 30%; SZ S (4'); ML steady (12); Int exceptional (15); AL CE; XP 1,400 each. Spells, 1st student: *blink, hypnotic pattern*. Spells, 2nd student: *ice storm, invisibility*. Special abilities: *comprehend languages, read magic*, minor sagecraft. Dex 16. Each has a jewelry item worth 700 gp.

5. Chieftain-Savant's Retreat

This is where the Derro will make their last stand, if matters come to that. The chieftain is always protected by two bodyguards (identical to the lieutenants in area 4, except that their hit points are 43 and 36) and his senior adjutant-savant. He also has as a mount a flying spider of vast size and baleful aspect which has even been trained to accept a harness. The Derro have fashioned serrated metal projections for its mandibles and metal "shoes" for its front feet so that it can deliver stomping attacks when it lands from a flying position. Ceiling height here is 60 feet.

Adjutant-Savant: AC 2; MV 9; HD 7; hp 40; THAC0 13; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponent; SD spells; MR 30%; SZ S (4'); ML steady (12); Int genius (18); AL CE; XP 4,000. Spells: *affect normal fires, blink, ice storm, invisibility, levitate, wall of fog*. Special abilities: *comprehend languages, read magic*, sagecraft. Dex 17. The savant has a scroll with the following spells, inscribed at 12th level: *dispel magic, fly, minor globe of invulnerability*. Rather absurdly, he wears gilded epaulettes on his jerkin (value 200 gp) and has an emerald ring worth 3,000 gp.

Giant Flying Spider: AC 4; MV 9, fly 9 (D), jump 70 feet; HD 5+5; hp 40; THAC0 15; #AT 1 (or 3); Dmg 1d8 + poison (bite); SA poison (bite causes an additional 15 points of damage; saving throw vs. poison to negate), jump (can strike with claws for 1d4+2/1d4+2 damage when jumping upon a target); SD flight; SZ L (10' diameter); ML champion (15); Int low (7); AL CE; XP 1,400.

Renegade Chieftain-Savant: AC –2 (heavy Derro scale, *ring of protection +3*, Dexterity bonus); MV 9; HD 8; hp 50; THAC0 13 (10 with *spear +2* and Strength bonus); #AT 1; Dmg 1d6+5 (*spear +2*, Strength bonus); SA spells; SD spells, +3 bonus to saving throws due to *ring of protection*; MR 30%; SZ S (4'); ML fanatic (17); Int genius (17); AL CE; XP 6,000. Str 18/49, Dex 18, Ch 17. Spells: *cloudkill, ESP, hypnotic pattern, ice storm, levitate, lightning bolt, shadow magic, ventriloquism, wall of fog*. Special abilities: *comprehend*



languages, read magic, sagecraft. The chieftain wears a platinum circlet set with a fine diamond ringed with seven pearls on his brow (value 12,500 gp). The keys to the treasure chests of the Derro are contained inside a locket around his neck, which otherwise appears to be a solid spider-shaped medallion on a silver chain (value 400 gp). An Intelligence check or Open Locks roll is needed to notice the catch mechanism which opens the locket.

The treasure the Derro took with them when they left their clan is sequestered in this chamber in two small wooden coffers. Both have poison needle traps (Type N poison: the victim dies on a failed saving throw vs. poison and takes 25 points of damage even on a successful save). The first contains pouches of pearls and small gems with a total value of 52,000 gp. The second contains some magical items which the Derro cannot themselves use, taken from abductees and slaves. There is a heavy *crossbow of speed* here with a quiver containing 16 *bolts +2*, a *dagger +2 longtooth* which has been specifically enchanted so as to be usable only by gnomes (in other hands it detects as magical but gains no attack or damage bonus), a scroll of priest spells scribed at 12th level (*cure critical wounds, dispel evil, flame strike*), and a single green-fletched sheaf *arrow of slaying (illithids)*.

Tactics and Strategy

On their first encounter with the PCs, the Derro fight. They are strong enough to repulse the PCs, in all likelihood, and the PCs may decide to leave well enough alone, especially since these Derro do not block their direct route to the kuo-toan city. However, the Derro are vindictive and will send patrols to pursue them. A subsequent staged encounter should be with a force of 1d6+3 of these Derro led by one of the lieutenants on a spider steed and accompanied by a savant. Before the renegade party catches up with them, allow the PCs to also encounter Servitor Derro from the rival group, so that they see that some of these Derro wear brooches and some do not (the players should now receive **Player Handout 18** if they have not already done so). From **Player Handout 16** they should have a clue to the fact that there is dissension between the Derro.

If the PCs seek an alliance with the renegades, the following strategy offers the best chance for success: displaying brooches from slain Derro of the rival group, accompanied by an offer to negotiate. If they don't have brooches to display, no deal: the renegades attack. If they do, then the Derro are highly suspicious at first. The PCs have to let them know that they understand the Derro rivalry, and that they are sworn enemies of the master clan (laying this part on thick). The renegade Derro savants then offer to parley with the PCs.

At the start of these fraught negotiations, the savants vent their spleens with respect to the other Derro, abusing them constantly and in extreme terms. The PCs should realize that hating their kindred has become the consuming passion of these Derro. The characters should make it very clear that they intend to wipe out the other Derro (if they've already done so, of course, this script needs amending!). The renegades then offer valuable help.

The renegades can give the PCs a map of the Servitor Derro's lair (**Player Handout 19**). This has important notes on the defenses of that lair. The Derro urge the PCs to kill their kin without mercy. The Derro will not help on the initial strike, saying that they wish to see whether the PCs are good enough to do the job. They offer, however, to assist the PCs in the final destruction of their hated enemies. For this assault they send a force of two lieutenants on spiders, 10 ordinary Derro, and three savants (including the chieftain's savant-adjutant). Their plan is to keep out of melee, look after themselves, then turn on the PCs. The chieftain himself will arrive with all the other surviving lieutenants and savants 1d4+4 rounds after the PCs start to battle the Servitor savants. The PCs should be suspicious regarding this possibility; the Derro are chaotic evil and any pact with them is not wise. Their best bet is to take the map and be grateful. There's nothing to stop them returning and wiping out the renegades in turn, after all.

However, the PCs may be able to learn more than this. Whether they do so depends on how cunningly they court these renegades. The following actions will increase their chances of gaining further information:

- Bringing Derro magic items from the master clan back to the renegades ("we can't use this, we thought you'd like it").
- Bringing back the heads (or bodies, etc.) of slain savants from the rival Derro.
- Bringing slaves to the Derro from the slave pens of the master clan (unlikely for good-aligned PCs, but they might be able to persuade the slaves to accept this as a temporary measure, promising to return and free them later).
- Bringing *potions of domination* back to the Derro for ritual destruction.

What the PCs may learn from the Derro savants is as follows; the DM needs to decide what to feed the PCs, depending on how he or she wishes to advance the campaign, how kindly he or she feels, and how well the PCs have cultivated their new contacts:

- The illithids somehow control the Derro of the Servitor group. Some form of magic was used to warp their

minds and to make them subservient to the illithids. The Derro renegades fear a similar fate.

- The ultimate source of the magical control lies beyond the City of the Glass Pool. Some deeper and darker force is behind the kuo-toan/illithid alliance. The Derro savants, being intelligent, know that the kuo-toa and illithids are deadly enemies. Something, somehow, has changed this, and it must have taken powerful magic to do it.

- There are other Derro deeper into the underdark. They are crazy; they should be avoided at all costs (the chieftain alone knows of Diinkarazan, and he absolutely will not reveal what he knows to the PCs; hence he warns them off meeting any other Derro).

The Derro also have information about the City of the Glass Pool itself (they were, after all, once part of the clan which patrols it). They can give the PCs some rough directions for travel inside the city. However, they regard this as a side-issue. What they want is for the PCs to kill their controlled kin. For the PCs to gain any information about the City of the Glass Pool, the trick is to work on one of the savants—puff him up with compliments, give him a magical item taken from the master clan, and the like. If this is done, and done skillfully, then the savant will draw a rough sketch map of the part of the city which he knows. Give the players **Player Handout 20** at this time.

Negotiating with the Derro requires that the characters be smart; they must be aware of the possibilities for backstabbing and display a sensitivity to how to get information out of the Derro. The DM should make individual XP awards for PCs for role-play here, with a bonus of anywhere from zero up to 2,500 XP for this. Also, the PC party as a whole should receive a 2,000 XP bonus for each piece of information they get out of the Derro (the three points listed above) and another 3,000 XP if they are sufficiently persuasive to get a savant to draw them a map of the City of the Glass Pool. However, all this useful information has a price: once the PCs have entered into any kind of negotiations or alliance with these Derro, the Svirfneblin will no longer aid them in any way.

Warrens of the Servitors

Map 20 on **Mapsheet 3** shows the lair of the Derro clan. At any given time, over half of them will either be on patrol or in the barracks of the City of the Glass Pool; the PCs should be able to deal with these divided forces. However, the clan has defenses, and the PCs should need more than one assault to root them out. Tactics and strategy are dealt with after the location key. Savants have the following stats unless otherwise noted:

Typical Servitor Derro: AC 3 (Derro scale, spiked buckler, Dexterity bonus); MV 9; HD 3; hp 15; THAC0 17 (16 with aklys or repeating light crossbow); #AT 2; Dmg 1d6 + special (aklys) and 1d4 (spiked buckler) or 1d3 + special x2 (poisoned crossbow bolts); SA can throw aklys and retrieve on following round, in melee the aklys's hook has a 1-in-8 chance of pulling opponent off balance (1 round to recover), *enfeeblement* toxin on crossbow bolts (a failed saving throw vs. poison reduces the target's Strength score to 5, imposing a –2 penalty to attack rolls and –1 to damage); MR 30%; SZ S (4'); ML champion (15) while their leaders live, steady (12) thereafter; Int very (13); AL CE; XP 975 each. Dex 16.

Typical Servitor Derro Savant: AC 2 (heavy Derro scale, Dexterity bonus); MV 9; HD 7; hp 36; THAC0 13; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponent; SD spells; MR 30%; SZ S (4'); ML fearless (20); Int exceptional (16); AL CE; XP 4,000. Spells are listed individually. Special abilities: *comprehend languages*, *read magic*, sagecraft. Dex 17. Note that these savants have received some magical tutelage from illithids and have a somewhat wider range of spells available to them than is normally the case. Also, all these savants smell fishy as a result of their regular consumption of *potions of domination*.

Ordinary Derro have 5d10 gp and 5d10 pp apiece, and a 50% chance for a gem of base value 250 gp. Savants have jewelry items with a value of 600 to 1,300 gp (5+1d8 x100). Ceiling height in these chambers is 30 feet, and the area is lit with *continual glow* light globes. Some 25% of Derro in each location will be asleep at any given time. All the Derro wear the brooches the PCs will have already encountered from the servitor Derro on patrol or those at the watch-point (area X6 on the strategic map). Note that losses from patrols (that is, wandering monster encounters with Derro) are not subtracted from the following totals.

1. Trapped Passage
The long, winding passage from the south into the heart of the lair has an unpleasant trap at this point (see area 2). The murder holes in the ceiling are covered with an illusion, so that the ceiling appears solid.

2. Murder Holes
The small cave here has a ceiling height of only 5 feet and is accessed from the sloping passage in area 3. Three wakeful Derro (hp 22, 20, 13) are here at all times. They have a store of 30 rocks of varying size which can be dropped through the 2 foot diameter holes into area 1 below, each striking for 1d8 points of damage (a natural

attack roll of 20 means a direct hit on a PC's head, for double damage). They also have a dozen flasks of thick, tarry oil which they can ignite from a small hooded lamp here, setting light to wads of fibrous fungal material set into the necks of the oil flasks. A hit from one of these missiles causes the flask to break, and the oil is so thick and adhesive that it remains coating a struck PC for 1d4+2 rounds (1d8 automatic points of fire damage per round). A weak alcoholic liquid (a quart of ale or a pint of wine) will wash this off in one round.

3. Guard Chamber
This small cave holds only two Derro guards (hp 21, 19), each with light crossbow, aklys, and spiked buckler. A set of stone steps, clearly cut into the rock, leads upwards to area 2.

4. Crossbow Defense Point
A lethal defense for the heart of the lair has been mounted here. Across the central 30 feet of the 40-foot-wide passage is a wooden barricade structure, along which a total of ten light crossbows are mounted at 3-foot intervals. These crossbows have their release and rewind mechanisms slaved to a single lever device, so that a single Derro can fire a volley of 10 shots at once into the passageway facing south. A second lever reloads the crossbows in a single round; thus, it can fire every other round. Because these bolts are kept in position for some time (the device isn't fired very often), there is no paralyzing venom on the bolts, but a volley from this contraption can inflict serious damage nonetheless, especially on unwary intruders. Because of the spacing of the crossbows, assume that no single PC can be the target of more than five bolts from one volley; otherwise, if the PCs are in the area of effect when a volley is fired, determine targets randomly. Two ordinary Derro (hp 15, 14) and a lieutenant (hp 28) man this device at all times. While standing behind the barricade, they gain a –4 bonus to AC against missile fire. The device can be destroyed by 40 points of damage from suitable spells (*fireball, lightning bolt, acid storm*, etc., but not by *magic missiles*). It takes a *flaming sphere* 2 rounds to ruin the device.

5. Hidden Guards
This chamber is hidden by a secret door which has a pair of eye-holes at approximately 3' 7" from ground level (standard detect secret door chances or Intelligence check with a +4 penalty to notice these). There is always a spy here, and six Derro (hp 19, 16x4, 10) acting as guards. Their favorite tactic is to wait until visitors have been subjected to a volley from the crossbow device, then attack from behind while the device is being reloaded. With well-practiced precision, they duck back out of the main passage or throw themselves prone just as their compatriots fire again, repeating the procedure as needed.

6. Barracks Cavern
This is home to the Derro who patrol the margins of the kuo-toan city. There are ten ordinary Derro here at any given time (hp 15x5, 13x5), lead by a single lieutenant (hp 28) and a savant (hp 24). The savant's spells are *affect normal fires, ice storm, levitate, lightning bolt, paralyzation, protection from normal missiles, repulsion.*

7. Slave Pens
This cavern holds twelve Derro (hp 14x6, 11x6), a lieutenant (hp 24), and two savants (hp 31, 22); the savants' spells are *antimagic shell, blink, levitate, light, lightning bolt, minor creation, shadow magic, ventriloquism* (first savant) and *affect normal fires, hypnotic pattern, invisibility, lightning bolt, repulsion, spider climb*, and *wall of force* (second savant).

Also here are a total of 14 slaves, all women (11 human, 2 elven, and 1 dwarven). Slaves harvest fungi and net the torpid, fat eels which sometimes wander into the pool here from (unmapped) water-filled passages beyond. If they don't catch enough eels, then eel for dinner is off the menu, replaced by fillet of slave instead. All are manacled, and the demihumans have their legs shackled as well. Horribly, the Derro have deliberately lamed the rest so that they can only walk slowly (MV 2) and are incapable of running.

The Derro place so little value upon these slaves that it won't even occur to them to use these poor folk as hostages. If PCs attack in this cavern, the slaves try to crawl away from the combat and seek safety in niches and corners, even diving into the pool. However, 1d4+2 of them are shackled in such a way that they cannot escape their captors and will be within 10 feet of them throughout the battle, making the use of area spells difficult for PCs reluctant to kill innocent noncombatants.

The slaves here are all ordinary folk; none are adventurers. All except the demihumans are *charmed* into believing that they are here as punishment for doing something "bad" (although they are vague as to what it might have been); if returned to their senses, they will desperately want to return to their families and homes. The PCs receive a party bonus of 500 XP per slave escorted to safety but lose 1,000 XP per captive if they make no attempt to do so. If some slaves are unavoidably killed in battle, the DM should not deduct XP, unless their deaths are due to PC carelessness ("oh well, let's *fireball* 'em anyway"), in which case the XP deduction applies. The introduction to the following chapter details some options for getting slaves to safety.

8. Stream Cavern
This cavern has but two skulking Derro in it (hp 22, 9). The cavern is bisected by an underground stream from whence the Derro take fresh water, and the cavern slopes quite sharply from north to south.

9. The Nest of Savants

The savants gathered in this chamber are a formidable group of enemies *en masse*. The PCs will need every magical advantage they can get to survive this fight (*haste, prayer, bless, protection from evil, stoneskin*, etc.).

There are five savants here (hp 41, 39, 37, 32, 22), plus the chieftain-savant. Several of them ride flying spider mounts in this huge cavern (ceiling height is 80 feet). What's more, an illithid messenger is also here, briefing the Derro on their patrol regimens and bringing *potions of domination*. The following are their spell lists and treasures:

#1. Spells: *ESP, hypnotic pattern, magic missile, mirror image, slow, wall of fog*. Treasure: an emerald-set gold neckchain (value 3,500 gp) and two *potions of extra-healing*.

#2. Spells: *affect normal fires, blur, dispel magic, magic missile, slow, wall of fog*. Treasure: two gold bracelets (value 400 gp apiece), a platinum ankle-chain with chrysoberyls and a black pearl (value 6,300 gp), and a scroll of spells: *dispel magic, fly, polymorph other* (scribed at 12th level).

#3. Spells: *blink, ESP, ice storm, levitate, light, minor creation, wall of force*. Treasure: an emerald set into a golden brooch (value 5,400 gp), a pouch with two pearls (1,000 gp each), and 45 pp. Instead of armor, this savant wears *bracers of defense AC 3* for an AC of 0; he also has a *potion of gaseous form*.

#4. Spells: *charm person, Melf's acid arrow, Melf's minute meteors, polymorph self, shadow magic, wall of force*. Treasure: two gold ruby rings (value 1,500 gp apiece) and a *ring of fire resistance*.

#5. Spells: *charm person, ESP, hypnotic pattern, levitate, light, lightning bolt, minor creation*. Treasure: a silvered breastplate impregnated with splintered quartz (reduces AC by 2) and set with ornamental moonstones (value 2,400 gp), a *wand of metal and mineral detection* with 19 charges, an *aklys* +2, and *potions of flying* and *polymorph self*.

Servitor Chieftain-Savant: AC –2 (heavy Derro scale, spiked buckler, *ring of protection* +2, Dexterity bonus); MV 9; HD 8; hp 51; THAC0 13 (5 with *spear* +2, *oil of sharpness*, Strength bonus); #AT 1; Dmg 1d6+14 (*spear* +2, *oil of sharpness*, Strength bonus); SA spells; SD spells, +2 bonus to saving throws due to *ring of protection*; MR 30%; SZ S (4'); ML fearless (20); Int genius (18); AL CE; XP 7,000. This exceptionally powerful Derro has Str 18/00 as well as Dex 18. Spells: *blink, cloudkill, ESP, hypnotic pattern, ice storm, lightning bolt, shadow magic, wall of fog, wall of force*. Special abilities: *comprehend languages, read magic*, sagecraft. The chief-





tain has a *wand of magic missiles* with 44 charges, a *brooch of shielding* with 76 hp of protection remaining, a *potion of fire resistance*, and a flask with five doses of *oil of sharpness* which acts exactly as *oil of impact* save that it confers its temporary bonuses (+3 attack and +6 damage for 1d4+8 rounds) to edged weapons, rather than blunt weapons. He wears a splendid silk robe which has a collar encrusted with fine gems; this has a value of 16,000 gp (but if he is *fireballed* or generally chopped to pieces it loses 30% to 100% of its value). The chieftain also has a pair of gilded keys in a belt-pouch (these open the treasure chests here).

Giant Flying Spiders (6): AC 4; MV 9, fly 9 (D), jump 70 feet; HD 3+3; hp 26, 22, 20, 18, 14, 13; THAC0 17; #AT 1; Dmg 1d8 + poison (bite); SA poison (bite causes an additional 15 points of damage; saving throw vs. poison to negate), jump; SD flight; SZ L (10′ diameter); ML elite (13); Int low (7); AL CE; XP 420 each.

Illithid: AC 5; MV 12; HD 8+4; hp 45; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA *mind blast* stuns all in area of effect (a cone 60′ long and 5 to 20′ wide) for 3d4 rounds except on a successful saving throw vs. rod/wand/staff, tentacles extract brain in 1d4 rounds (struggling target) or a single round (charmed or incapacitated victim), spell-like powers; SD spell-like powers; MR 90%; SZ M (6′); ML champion (15); Int genius (18); AL LE; XP 9,000. Spell-like powers (as 7th-level mage, usable once per round, one at a time, –4 to opponents' saving throws): *astral projection, charm monster, charm person, ESP, levitate, plane shift,* and *suggestion*. The illithid has four *potions of domination* and a platinum neck circlet with pearls, peridots, and a single jacinth (value 13,500 gp). It also wears a dominator symbol (see **Player Handout 17**).

Two fine treasure chests are well protected in this lair. Each has two mechanical traps, which are negated if the correct keys are used to open them. The first is a lethal poison trap which kills anyone pricked by its needle who fails a saving throw vs. poison and inflicts 15 points of damage even if the save is successful, the second a slicing blade on a spring mechanism which strikes outwards and inflicts 3d8 points of damage (1d8+2 if the character ducks in time to avoid the worst of the blow—that is, on a successful Dexterity check).

The first chest contains 12,000 ep, 25,000 gp, and 16,000 pp, all in sacks (each sack holding 1,000 coins), as well as pouches of gems and pearls with a total value of 65,000 gp. The second chest contains a case with six *potions of domination*, each of which is admixed with a *potion of delusion* to appear as *potions of hill giant strength*. Also in the case is a *stone of controlling earth elementals* which will only function if used by a gnome, Svirfneblin, or dwarf; a *robe of vermin*; a *talisman of pure good* with two charges remaining; and a *tome of understanding* which is written in Elvish. If an elf reads this work to gain Wisdom, he or she gains an additional XP bonus of 11,000 to 20,000 XP for the insights into his or her own nature thus garnered (other races gain the Wisdom point but not the XP bonus). Lastly, there is a small coffer, some 24″ x 18″ x 12″, which has complete resistance to magical scrying; no magic, not even a *wish*, can scry what is within it. It also functions as a *bag of holding* with a capacity of 2,000 lbs.

This small coffer is untrapped and unlocked and can be opened easily. It contains an exquisite sapphire statuette of a dragon (see the end of the previous chapter for a detailed description), identical in every feature to the image the Rockseer chieftain showed to the abducted PC(s). At the moment of seeing the dragon, he or she recalls everything that happened in the Rockseers' halls, although the *geas* against speaking about them remains in effect. Furthermore, the character is filled with an overwhelming desire to take this treasure to them. The value of the dragon is 100,000 gp—a treasure indeed, but not one that the PCs will be able to keep against the persistence of the Rockseers' efforts to reclaim it (see below).

Tactics and Strategy

The desperate combat here, of course, is that with the mass of spellcasters in area 9. Playtesting shows that this is exceptionally dangerous. The Derro are not fools; only those with *levitate, potions of flying*, etc., will fight from the air (it's a long way down if your spider-mount happens to be killed out from under you). They do not use up their major offensive spells all at once. Some will use *cloudkill* or *lightning bolt* for starters, but others will try to *dispel magic* in other areas to negate PC defensive spells. Those with *magic missile* always try to stay out of melee and weaken PCs with this spell. The mind flayer uses its *mind blast* and then melees at once, as do the spiders. Playtesting again reveals that a *haste* spell is almost essential for success here. *Antimagic shell* can be a vital defense also for protecting PCs who otherwise might be overwhelmed by magical damage. Players must realize that this is going to be the toughest fight yet; the renegade Derro can appraise them of that. Unfortunately, it's a fight to the finish here. The Derro will pursue fleeing PCs and hunt them down remorselessly. The PCs can withdraw after making a first strike against the guards in the outer caverns and return to deal with the savant nest after resting and regaining spells and hit points, but when they reach the savants the climactic battle is joined and continues until one side or the other is dead.

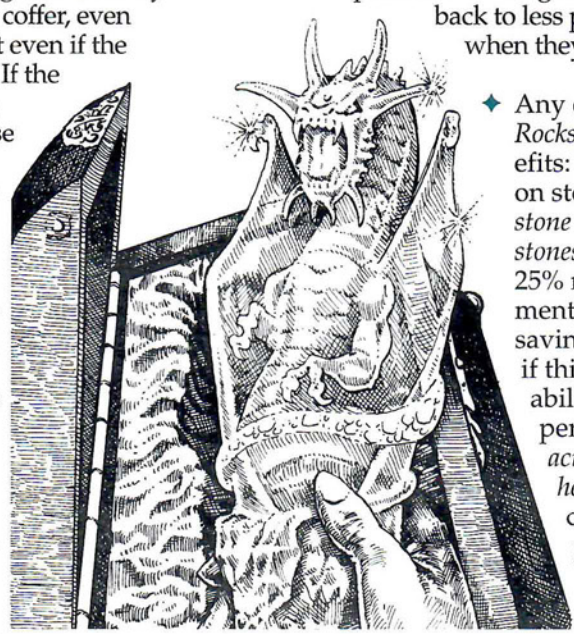
What if the PCs simply do not come here? They could, after all, head down the southern passage to the hidden entrance to the City of the Glass Pool and ignore the Derro lairs altogether. Unfortunately, if they do this then

wandering monster checks are made with double normal frequency, and such an encounter is 50% likely to be with Derro of the Servitor clan, 25% with renegade Derro, and 25% a normal encounter from the "city margins" column on the Wandering Monster table. That is, the Derro will harass them and keep turning up until the PCs turn back and deal with them for once and for all.

After the Derro threat has been eliminated, the PCs have good reason for backtracking. Freed slaves are crying out for safe passage, and PCs who have been among the Rockseers now remember what has happened to them and strongly desire to return the sapphire dragon to them.

Returning to the Rockseers

The Rockseers sense the sapphire dragon's recovery (assuming it has been taken out of its coffer, even momentarily) and come looking for it even if the PCs don't intend to return it to them. If the PCs choose to return to the elves, the Rockseers wait and meet the PCs close by the entrance to their halls. The elves take the sapphire dragon; if the PCs don't intend to give it up, they take it by stealth (using their *stone walk* and *meld into stone* abilities) or by force if necessary (they are accompanied by an archmage whose spells can easily overwhelm the PCs, though she will not kill the PCs if she can possibly help it). A messenger will be sent politely requesting the return of the dragon if the PCs have decided to keep it for themselves. If the PCs don't reply favorably, a *Mordenkainen's disjunction* will be dumped on them and the corridor ahead and behind sealed with multiple *walls of stone*. The messenger will then ask again. Nicely. Unless they all want to die over a 10" statuette, they should hand the dragon over. Just to prove they are not mere bandits, they reward the PCs with 150,000 gp value in gems before departing (the XP reward for this haul is half that of the gems themselves—that is, 75,000 XP).



If the PCs already wanted to return the dragon, and do so freely, then the Rockseers are delighted. The dragon is an heirloom of their tribe, lost to them for centuries, and they had almost abandoned hope of ever regaining it. In addition to the gems mentioned above, they offer the PCs two further benisons, namely:

- Any wizard PC is offered tuition concerning the magical flux points of the caverns. This takes one month and one day. At the end of this time the PC must make an Intelligence check and, if this is successful, the mage can now *teleport without error* between these flux points, taking up to 10 other creatures (of medium or smaller size) with him or her. This tuition does not, however, teach the wizard where all the flux points are; he or she can only travel between those he or she knows. It also does not enable him or her to use the flux point within the halls of the Rockseers without the consent of the Rockseers. A failed Intelligence check means the wizard doesn't master the talent, but he or she can continue the course of tuition and try again after another month and a day (this time with a +2 penalty to the Intelligence check). Two failures mean that the character simply cannot master the techniques required: no further attempts can be made. Learning to master flux points will allow the PCs much swifter travel through the underdark, and in particular it can get them out of the Sunless Sea area and back to less perilous reaches of the underdark when they are in desperate straits.

- Any one elf PC will be given a *robe of the Rockseers*. This grants the following benefits: (i) –1 bonus to AC when standing on stone; (ii) The ability to *meld into stone* thrice per day; (iii) The ability cast *stoneskin* (self only) once per day; (iv) 25% magic resistance against all Elemental Earth spells, and a +2 bonus to saving throws against such spells even if this magic resistance fails. (v) The ability to create a *wall of stone* thrice per week. (vi) The ability to create an *acid storm** once per week. (vii) *Stone-healing*: once per day, the wearer can cure himself or herself of 4d6+4 points of damage; he or she must be touching a solid mass of stone at the time.

Spell effects are cast at the level of the PC wearing the robe. This is a wondrous item, but part of its magic is that the PC wearing it will be unable to cast any spell against, or raise a weapon against, any Rockseer in the future, except in self-defense. This effect is permanent and takes effect as soon as the PC willingly puts the robe on (if it is donned unwillingly, a saving throw vs. spell is allowed to negate this effect). If there is more than one elf among the PCs, then the robe should go to the one who, in the DM's view, has shown the most concern and interest in the Rockseers.

As the Rockseers part from the PCs, the elves wish them well in their dealings with the kuo-toa and say that "the stones say" they will see the PCs again. Now, after resting and planning afresh, the PCs are ready for their great trial and test: the City of the Glass Pool itself.

Map 21 on **Mapsheet 3** shows this fortress. This chapter assumes that the PCs have fought and overcome the Derro guards outside the city. If they have not done so, then these guards will be available to reinforce city garrisons as the PCs weaken the city with repeated strikes, or (worse yet) to ambush PCs returning from the city when they are low on spells and hit points. Strategic notes below cover reinforcements available. The city guards are watchful, and they become doubly vigilant if their outlying guards (the Derro) have been repeatedly attacked.

The PCs must decimate this city to reach the great gates which give admittance to the passageways leading down to the Sunless Sea. Little or no effective opposition can be left behind in the city, or the PCs will have to fight their way through the kuo-toa each time they wish to return to the surface, unless they discover the flux points of the Sunless Sea. Even so, it is an uncomfortable situation leaving a powerful garrison of foes at one's back when one advances. Their best strategy would be to strike against the forces of the City of the Glass Pool in a series of hit-and-run raids. They cannot afford to tarry between attacks: the City holds more exceptional kuo-toa (Whips, Monitors, etc.) than are found in most kuo-toan societies, making the opposition tough indeed.

There are key goals which the PCs must achieve before they have succeeded in this stage of the campaign. One concrete goal is that they must destroy the statue of Blibdoolpoolp in the Glass Pool itself (area 26). Another is that they must slay the Priest-King and all three Dukes of the city. Finally, the PCs must destabilize the remaining kuo-toan society. Kuo-toa are prone to chaos and insanity, and their social organization will collapse if key mechanisms of control are destroyed. Obviously, killing off the Monitors who normally deal with kuo-toa who have become insane is one good way to undermine their society, and many others will occur to devious players.

To monitor the growing chaos, use the Social Collapse Point system described on the back of **DM Reference Card 4**. Specific PC actions are assigned specific SCP (**S**ocial **C**ollapse **P**oint) awards. The PCs must gain a total of 100 SCPs in addition to the main goals listed in the preceding paragraph (destroying the Priest-King, the dukes, and the statue of Blibdoolpoolp); intermediary totals of 50, 60, 70, 80, and 90 also benefit them by weakening the opposition, as detailed on the card. When they have achieved this, the illithids abandon the city and retreat back to the Sunless Sea (that is, if the PCs have not already killed them or forced them to *plane shift* away to avoid certain death). The City of the Glass Pool will be sealed off, and defenses mounted further down in the underdark (this is dealt with in Book III). All that will be left in the city is a number of largely deranged gogglers who offer no serious, organized threat to the PCs.

Strategic Notes

In their assaults on the City, the PCs have the following complications to deal with:

- Slaves. Human and demihuman slaves are kept in the city as laborers and future sacrifices. Good-aligned PCs, in particular, cannot be indifferent to their fate. They have to find ways of ferrying these hapless folk back to safety without disrupting their series of rapid strikes. The most obvious possibility is to try to have the slaves returned to the surface world by couriers, or else protected in some underdark area while the PCs finish off the city. If the PCs are still on good terms with the Svirfneblin, the deep gnomes might be prepared to look after the slaves, though they will be unwilling to pick them up at any point less than three days' hard march from the kuo-toan city. The Rockseers might be persuaded to help by cloistering the slaves in some secured cavern area. Given their abilities at securing, warding, and disguising caverns, this would not be difficult. However, they will not welcome so many strangers into their own caverns, and also do not care to travel close to the city. They will only be willing to help in any event if the PCs free at least one elf among the slaves, for the Rockseers are eager to interrogate such a person. They are very uncertain of other races.

  A third possibility, just, are the renegade Derro. If the PCs take the *crown of Derro domination* from the illithid priest Zanticor, the Derro *might* be trusted not to harm the slaves in the short term. Since these renegades are not very far from the city, this is a practical solution. However, Derro are not gentle with their slaves, and use of the *crown* is not without its hazards.

  Finally, the PCs could pay hirelings to accompany them to the outskirts of the city and wait outside for the specific purpose of collecting slaves and returning them to the surface world. Such henchmen would need to include a few of decent experience levels (5th to 7th) to brave the hazards of the return journey. This is perhaps the best solution, because the PCs are taking responsibility for slaves in their own hands and making advance plans. XP awards for freeing slaves should be increased by 50% if the PCs are this thoughtful. Note that some PCs may have attained name level by now, and thus will have followers, but the majority of these are 1st- to 2nd-level types and should not be brought into the underdark unless accompanied by much tougher hirelings.

- Magical Items. There are certain magical items within the city which will expedite the PCs' attempts to overcome the city defenses. One is the *crown of Derro domination*, which will allow the PCs to compel Derro to fight to assist them. They can even use this to compel renegade Derro to fight alongside their hated Servitor brethren. This should make life a great deal easier for the PCs.

  Secondly, some illithids in the city wear dominator symbols (**Player Handout 17**). This design is related to that found on the *crown of Derro domination*. Derro faced with this symbol, if PCs display it readily, react uneasily. When the PCs first visit the city, if news of their attacks has not yet spread, the Derro will assume that the PCs are powerful agents in the service of the illithids, and though they ask them their purpose in the city they will be fearful and try to avoid conflict if not attacked. Likewise, kuo-toa will not attack unless news of PC attacks has gotten around the city. Illithids, however, will be extremely suspicious and will challenge the PCs on sight. After the PCs have attacked, the Derro will still be fearful even though they know the PCs are enemies; so strong is their conditioning that when combating any PC bearing this symbol they suffer –1 penalties to all attack and damage rolls and to saving throws. Ordinary kuo-toa suffer the same penalties, but their leaders are unaffected.

  A third item of importance is a set of *cloak and boots of elvenkind* of Rockseer design. The PCs can just keep these for themselves, but they may choose to return these to the Rockseers, since they have special abilities which only function if the garments are worn by a Rockseer elf. If they do this, then an interesting *contretemps* ensues. The PCs walk into the middle of an unusually heated argument between Darafayen and Aljayera. The younger wizard is hot-headedly yelling that she wants to investigate what the kuo-toa are up to (DM's note: she does not, in fact, know about the aboleth, but she knows full well there is some major threat in the deepest underdark which Aljayera is concealing from her. Since Aljayera won't tell her, she wants to go and find out for herself). If the PCs found the sapphire dragon statuette in the servitor Derro's lair and have returned this to her people, Darafayen now grabs the *cloak and boots of elvenkind* and waves them at Aljayera with a theatrical flourish. "These people will find out," she yells. "Look what they have brought us already from the fruits of their valor!"

  At this, the chieftain finally loses patience with Darafayen and, for once, says something he regrets later: "Then go with them!" Darafayen asks the PCs if she can accompany them, to help them raid the City of the Glass Pool. Wise PCs will agree: Darafayen is an 11th-level wizard and will be a major help to the PCs. She is entitled to a full share of all earned XP but has no interest in treasure except for a fair share of gems and magical items. The DM should play this character and ensure that, without being greedy, she gets her fair share of what the party acquires. She also takes the traditional wizard's role, staying at the back of the party and casting spells—she may have an AC of –3, but she didn't get to 11th level by rushing into melee!

- Reinforcements. The City of the Glass Pool is not the only way-station for kidnapped spellcasters being taken to the aboleth. Still, it is an important part of their plans that will not be sacrificed lightly. Therefore, reinforcements are certainly going to be despatched here when the PCs start to take toll of the city defenses.

  After a first attack, no reinforcements will arrive. The defenders assume that they have merely experienced a typical raid by those despicable surface-worlders. Only when a second attack ensues will they realize that they are under siege. Subsequent levels of reinforcements depend on the length of time between attacks, and on whether the PCs have destroyed the Derro garrison outside the city.

  If the PCs haven't destroyed the Servitor Derro, then the Derro garrison receives specific instructions to patrol to cut off anyone trying to retreat from the city after attacking it. If the Derro have been wiped out, the city forces attempt to place a garrison here for this purpose. The PCs cannot just take as long as they please in their hit-and-run strikes on the city; if they dawdle, place a stiff garrison here to give them a very hard time.

  After the second raid on the city, the following reinforcements arrive:

  Every four days, 1d2+2 illithids will come to the city. They take up position at points where the PCs attacked with greatest effect in previous onslaughts. No more than 10 illithids in total will arrive as reinforcements in this way.

  One week after the second attack, a battalion of kuo-toa from another city will appear. These include a Captain with two Lieutenants, two Monitors, four Whips, and 20 ordinary kuo-toa.

  One week after a third attack or 12 days after the second attack, whichever is later, a major reinforcing squad of kuo-toa will arrive. Led by a Duke (10th-level Priest/12th-level Thief) and two Captains, this squad boasts four Monitors, six Whips, and 40 ordinary kuo-toa (adding one to the total number of Dukes the PCs must kill to insure total societal collapse). Playtesting shows that this group should only

turn up if the PCs tarry needlessly or if the players have not got their act together in the matter of returning freed slaves to the surface world. After this time, no further reinforcements arrive, and in any case all reinforcements cease once the PCs have gained 100+ SCPs.

DM Planning
The DM must be ready to reorganize forces within the city between attacks. Key areas will always be secured. These include the barracks, the Purifying Pool, the Food Pools, the residences of the Dukes and the Priest-King, and, of course, the Glass Pool itself. The forces of the city are, ultimately, strategically organized by the illithid "advisers" to the Priest-King, and these are genius creatures.

The City and the Kuo-Toa

The City of the Glass Pool is unlit except where noted. Kuo-toans and illithids have infravision and do not require light. Derro have poor infravision, however, and they use *continual glow* light globes similar to those encountered in the Derro lairs (see preceding chapter).

The city walls are detailed below. City buildings are roofed unless noted otherwise. Typical ceiling height is 12 feet for simple locations. Buildings which are not listed in the location key below each are 90% likely to contain a group of 1d3+2 ordinary kuo-toa (2 HD), 10% likely to be empty. Buildings, and the walls, have been crafted by many slaves over the centuries, and both dwarf and gnome PCs will fancy that they see something of their race's handiwork here. There is little "dungeon dressing" included in the following location descriptions simply for reasons of space, and the DM should embellish freely, adding atmospheric detail as needed.



Kuo-toa for which no special statistics are listed are ordinary 2 HD types. Note that the XP award for Monitors is 2,000 XP, not 975 as stated in some early printings of the *Monstrous Manual* tome. XP awards for Whips of different levels are given on **DM Reference Card 4**.

Because repeating stats would be very space-consuming, profiles for monsters which are repeatedly encountered in the city are found on **DM Reference Card 4**; only individual hit point totals are given in the text. Only exceptional individuals (spellcasters and the like) have profiles given in full. Thief skills are only given for most relevant abilities (Move Silently, Hide in Shadows). The Monstrous Compendium entry for Ixzan (in the 8-page booklet) should be kept to hand by the DM; again, stats are not repeated endlessly for space reasons, although hit point totals and spell lists are provided for each Ixzan. All Derro in the city wear the servitor brooches the PCs have seen earlier (**Player Handout 18**).

The location key gives the initial position of monsters before attacks are made. Obviously, they move around in response to PC actions. Tactics here are somewhat complicated by the fact that PCs can enter the city almost anywhere. Storming the front gates is the most spectacularly stupid option, but almost anything is possible. They might get in by climbing the walls (very difficult) or by casting enough *fly* spells to get over *en masse* (not wise, since it leaves the embarrassing problem of how to get out when the spells have expired). *Stone shaping* a way in isn't impossible, given Darafayen's abilities, and the PCs might get in through the great stone pipes of the city.

The Grand Cavern

At the spot marked X7 on the strategic map, the passageway appears to be blocked by a massive fall of rubble. However, this can be safely cleared. It takes 60 PC-hours of work to do this (six PCs would have to work for 10 hours each to clear it, for example). For rock-clearing purposes, PCs with Strength 16 to 18 count as two PCs and those with exceptional Strength

count as three; a PC with a Strength penalty counts as half a person here. Wandering monster checks should be made at double normal frequency unless PCs can mask the noise they make for the duration of their work. The passageway beyond this blockage leads to area 1 on **Map 21**.

1. Southern Ledge
The PCs emerge through a secret door only 5 feet high by 2 feet wide onto a ledge some 40 feet above the city in the grand cavern. Dominating the narrow, rocky ledge here is a 20-foot-tall statue of Blibdoolpoolp, the lobster-headed Power of the kuo-toa (see *Monster Mythology* for more on this bizarre deity). This statue seems somewhat uncared for; there are marks of chipping and wear, and it does not appear that the kuo-toa visit this site often. There are no guards here. Narrow (6 feet wide) stone steps lead down into the grand cavern itself.

Initially, this avenue of approach is quite safe, and unguarded. However, after a first attack by the PCs, the kuo-toa will find this entrance in 1d12+12 hours and post guards here; thereafter one Monitor, two Derro, and a 5 HD Derro savant keep watch here at all times.

2. Illithid Guard Post
A detachment of four ordinary Derro (hp 22, 19, 15, 10) and an illithid (hp 33) keep a desultory watch here over one end of the long passageway with the *antipathy* effect (for creatures of non-evil alignment) which eventually leads to the point marked X1 on the strategic map. Since visitors are not common, and creatures entering through these passageways are rarely hostile, the guards are rather lazy. However, if an alarm is raised within the city, these guards move to a position outside the city gates to attack any enemies emerging from inside. The watch post is lit with *continual glow* light globes. The illithid carries a glass sphere which, if thrown to the ground, causes a very thin column of luminous yellow smoke to rise 50 feet into the air, warning the city that the watch post has been attacked.

3. Northern Ledge
This is identical to area 1, save that there is no secret door or passageway hidden behind the statue.

4. City Walls
The city walls are 22 feet high. They are very slimy (–20 to Climb Walls chances) and have sharp chunks of glassrock set into them, starting 6 feet up, with the jagged edges pointing downwards. Trying to climb normally over this is next to impossible: for every 4 feet of this glassrock crossed, the climber suffers 1d8+2 hp of damage to hands and feet and has to make another Climb Walls roll. Failure means the individual falls off the wall. The interior city walls do not have glassrock but are similarly slimy.

5. Great Gates
The gates of the city are as high as the walls, and are shod with bronze. Ornate runes and glyphs decorate their massive bulk. The gates are initially slightly open, though after an attack they will be barred shut. There is always a group of 1d4+4 Derro acting as gate guards here, bearing *continual glow* light globes. If the PCs try a subtle approach here (for example, feigning delivering some of their number as captured spellcasters to sell to the illithids), then the Derro will send a messenger to area 24 to fetch an illithid to deal with them. If they try some other ruse (for example, claiming they are here to make an offering to Blibdoolpoolp in the Glass Pool), then the Derro send for one of the kuo-toan priests from area 26. These strategies may or may not succeed; the DM must make a judgment call here, giving the PCs any breaks due to clever planning and skillful role-playing. The illithid will want to take immediate delivery of the "kidnapping victims," of course! The kuo-toan priest will only allow the PCs to enter the city if they bear offerings of pearls or blue-green gems (aquamarines, etc.) of value 20,000+ gp; then he directs them to area 26.

If the guards are attacked, then reinforcements are available from areas 6 and 7 (Derro) and area 8 (Ixzan). The forces here will attack *en masse* while a Derro messenger flees posthaste to area 24 to fetch the illithids; an illithid force arrives in 1d4+4 rounds. Ordinary kuo-toa going about their business in the Plaza of Offerings (area 21) will scurry around and flee indoors to safety. Powerful kuo-toa appear in 1d4+4 rounds; the exact composition of this force is up to the DM, but it will certainly include the Monitors from area 10. PCs still holding their own in the face of the united Derro, Ixzan, kuo-toa, and illithid attack are further menaced when the Dukes and their retinue appear from area 22 together with flying, air-breathing Ixzan spellcasters from area 25; this second wave of reinforcements arrives 1d4+4 rounds after the first wave. A pitched battle at the city gates will almost certainly end with the PCs destroyed or repulsed and pursued.

6. Derro Barracks
A further 20 Derro are laired here, led by a very tough 7 HD commander of the barracks and a savant.

Derro Commander (7th-level Fighter): AC –2 (*heavy Derro scale +3*, Dexterity bonus), MV 9; HD 7+14 (Constitution bonus), hp 57, THAC0 13 (8 with *military pick +3* and Strength bonus); #AT 1; Dmg 1d6+7 (*military pick +3*, Strength bonus); SD *ring of blow*

returning (see below); MR 30%; SZ S (4'); ML fearless (20); Int high (13); AL CE; XP 4,000. Str 18/53, Dex 18, Con 16. The commander has a singular magical item, a *ring of blow returning*. If struck with an edged weapon, the Derro is allowed a saving throw vs. spell. If the save is successful, the wearer receives no damage and it is reflected on the attacker instead. This drains one charge from the ring. Currently, the ring has 27 charges remaining. It is worth 2,000 XP. The commander has a fine belt, studded with moonstones, with a silvered belt-clasp boasting a ruby (value 6,000 gp).

Derro Savant: AC 3 (Derro scale, Dexterity bonus); MV 9; HD 8; hp 48; THAC0 13; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponent; SD spells; MR 30%; SZ S (4'); ML fearless (20); Int genius (17); AL CE; XP 4,000. Dex 17. Spells: *blink, dispel magic, invisibility, lightning bolt, magic missile, mirror image*, and *wall of fog*. Special abilities: *comprehend languages, detect magic*, sagecraft. Note that this savant has undergone special training by the illithids and thus knows some spells unusual to her race. She wears earrings and a matching silver pendant each set with bloodstones and a small diamond (total value 6,500 gp).

Room 6c contains, among the commander and savant's simple furnishings, a wooden chest. The chest is both locked and trapped (Type N venom: a failed saving throw vs. poison means death, while the victim receives 25 points of damage even on a successful save); the commander has the keys. Inside is the accumulated pay of the Derro garrison and treasures they have filched from incoming slaves and prisoners. Bags contain 1,400 sp, 3,000 ep, 4,000 gp, 2,200 pp, and gems with a total value of 8,000 gp. There is also a sack of trinkets and items of human, elven, dwarven, and gnomish origin (elven rings, a dwarven helm with moonstones, etc.,) with a total value of 3,000 gp. Half of this is the property of people in the slave pens and should be returned to them; XP are earned for this half only if items are so returned.

7. Derro Barracks
Internal rooms within this building are dormitories, parade rooms, etc. A total of 24 Derro lair here. This total includes two savants who have the same abilities as the one in area 6 except that they have 7 HD, AC 2, and 36 and 31 hit points, respectively. The first savant has the following spells: *blink, hypnotic pattern, ice storm, invisibility, levitate, minor creation*, and *wall of fog*. He wears a gold neckchain with an emerald setting (value 3,500 gp). The second savant knows *affect normal fires, ESP, lightning bolt, repulsion, spider climb, ventriloquism, wall of fog*, and *wall of stone*. He has a *potion of flying* and a scroll of the spells *dispel magic, fly* and *slow*, all scribed at 11th level. This savant has an exquisite ruby ring (value 4,000 gp).

8. Pool of the Ixzan
This 20-foot-deep stone pool is sunk 20 feet below the general ground surface of the city, with two tiers of 10-foot steps descending into it. The tiers are pierced by ramps for the Ixzan to crawl up and into the city should they feel like it. The following Ixzan dwell here:

- Three 2+2 HD types (14, 11, 10 hp).
- Two 4+4 HD (33, 26 hp).
- A 5+5 HD mutant (tail attack) with 41 hp.
- A 5+5 wizard type, detailed below.

Ixzan Wizard (10th level): AC 4; MV 3, swim 12; HD 5+5; hp 40; THAC0 15; #AT 1; Dmg 3d4 (bite); SA spells; SD spells, +4 to saving throws vs. illusions and Elemental Water, half damage from most blunt weapons (unless of +3 or better bonus), *silence* does not prevent spellcasting; SZ L (8' wingspan); ML champion (16); Int exceptional (15); AL CE; XP 1,400. Spells: *charm person, magic missile, shield, sleep; ESP, invisibility, mirror image, stinking cloud; air breathing, fly* (x2); *confusion, stoneskin; cone of cold, feeblemind*.

The wizard usually casts *fly* on itself, and *fly* and *air breathing* on the mutant, to enable aerial attacks. The wizard returns to the water after unloading as many of its battery of offensive spells as it can. If there is time, it casts *invisibility* on itself when airborne and *mirror image* once it begins attacking (*cone of cold* is usually its first choice, or else *feeblemind* against a spellcaster).

9. The Domeheads
This pejorative term is used by illithids for the slave-builders they garrison in this unusually tall (25-foot-high) building, the interior of which is lit. The four stone giants here were captured, *charmed* by the Ixzan or by illithid priests, and put to work making major repair or fortification work and for really heavy laboring where humans and demihumans might get squashed. The stone giants are not aggressive and will not fight unless attacked. However, after the PCs' first raid these giants will be moved to areas 24 and 25 to be with those who have charmed them and will, under direct orders, reluctantly fight to protect them from PC attacks.

A successful *dispel magic* will do wonders here, causing the giants to desert those who have held them under magical duress. The giants will not join forces with the



PCs beyond a fighting retreat out of the city, but they will be prepared to escort rescued slaves to the surface world out of gratitude for their own rescue. They will not wait around outside for the PCs to return and free slaves, however, for fear of being recaptured themselves, so this only works if the PCs free the giants and the slaves all in the same trip into the city or if they have already-freed slaves standing by waiting for escort. Slaying these giants earns half XP; freeing them earns the PCs full XP.

Stone Giants (4): AC 0; MV 12; HD 14+1d3; hp 77, 71, 68, 62; THAC0 7; #AT 1; Dmg 2d6+8 (stone club); SA hurl rocks (3d10); SD catch rocks and similar missiles (90% chance); SZ H (18'); ML champion (16) or fearless (20) if charmed and with charmer; Int average (10); AL N; XP 7,000 each.

10. The Order of the Claw

This barracks complex holds the fearsome Monitors who form the body of this fanatical order. It is, fortunately, a small and highly select one; currently, there are only six members (hp 56 each). They are as ordinary Monitors (see **DM Reference Card 4**), with two notable exceptions. First, they are wholly immune to fear of all kinds. Second, once per day for 1d4+6 rounds, thanks to a special blessing from the Sea Mother, they can transform their hands into hard, keratinized appendages like lobster-claws, striking with them for 2d6+4 points of damage rather than the usual 2d4. The XP value for these creatures is 3,000 each.

Chamber 10a is a drill chamber where the Monitors practice fighting and subdual, and bloodstains on the walls testify to the fact that they bring kuo-toa who have gone insane here for control purposes. Chamber 10b is their personal shrine to Blibdoolpoolp. Chambers 10c and 10d are personal quarters, each housing three Monitors, and 10e is a small armory which holds six pincer-staves, three spare suits of hardened leather armor, and six barbed spears of unusual design (treat as hook-fauchard). None of these is magical or usable by PCs.

11. Stone Pipes

Huge stone pipes here bring water from deep aquifers far beneath the city to the Grand Channel (area 13), which circulates it by magical means to key pool complexes of the city and then sends it back again to the unknown depths. Each pipe is some 10 feet in diameter with walls some 12 inches thick; only the top 5 feet of the sunken pipe is above ground level. The internal water level in the pipes is only some 6 feet, so that a



spell such as *stone shape* could be used to create an opening in the top of the pipe whereby the PCs could enter the Resting Pool (area 12) or Grand Channel without the need for water-breathing magic. Water flows into the city through the right-hand pipe and out through the other.

The pipes are magically warded against some spells, such as *transmute rock to mud* or *stone to flesh*. However, *stone shape* is effective, as is *passwall*; a portal created by such means disappears after a number of turns equal to the level of the wizard who cast the spell. *Meld into stone* might work for a slender character. If Darafayen is with them, her ability to *stone walk* could come in handy here. PCs cannot use magic which permanently destroys or disables the pipes (thus a *disintegrate* spell simply fails due to magical protections set on the pipes).

12. The Resting Pool
This huge, slightly raised pool is used by ordinary kuo-toa for relaxation. At any given time, there are 40+2d20 of the gogglers gently splashing around here. The waters of the pool have enchantment/charm magic cast upon them so that the kuo-toa in the pool are placid and calm, as if an *emotion (friendship)* spell had been cast upon them. This magic helps to calm the unstable kuo-toa and minimize the development of insanity, always a problem in kuo-toan communities. For this reason, kuo-toa here will not regard any intrusion by PCs (short of open hostility or violence) as being in any way amiss. Of course, player characters can be affected by the tranquil waters as well (saving throw vs. spell to resist, with the effect lasting 1d4 turns after the PC exits the pool).

PCs entering through the stone pipes can enter the city effectively undetected through the pool. The bronze-shod gates of the pool are always open, with kuo-toa coming and going regularly. Archways from this pool lead into the city along the Grand Channel, detailed below.

13. The Grand Channel
This channel is cut 4 feet deep into the stone floor of the city and is 4 feet wide, flanked by 8 feet of plain stone on either side, with the whole 20-foot width demarcated by 12-foot-high internal city walls. Water flow in this channel is in both directions at once, with water on the right side of the channel flowing into the city through the stone pipes and the resting pool; in the other half of the channel, direction of flow is reversed. The PCs will encounter no creatures along the inside of the channel walls, allowing them to move around without being seen. This will no longer hold true if the PCs use this conduit to mount attacks on the city and are seen entering or exiting the channel; subsequently guards will be mounted at suitable points along the channel.

14. The Asylum
Ordinary kuo-toa who develop insanity are usually just killed off, but more powerful mad kuo-toa are cloistered here and subjected to various "treatments" in the hope that they will recover. Each of the three cells contains a rogue insane kuo-toan who, if freed, attacks the nearest creature(s) in sight, continuing its rampage until it is itself killed or overcome. Insane priests cannot cast spells, of course. The cells hold the following:

- B: A Whip (fighter-thief) of 5th/5th level with 32 hp.
- C: A deranged Eye of the King, a priest-thief of 7th/8th level with 41 hp.
- D: The son of one of the Dukes, a priest/thief of 9th/11th level with 57 hp. The derangement of this brute gives him insane strength (+3 bonus to attacks and +6 to damage rolls) and renders him immune to *fear* or spells which have a primary effect of weakening strength (*ray of enfeeblement*, etc.) or reducing mobility (for example, *slow*).

The keeper of these victims, who are wholly manacled and shackled, is a gigantic one-eyed Monitor with 10 HD and 80 hit points who strikes four times per round for 3d4/3d4/1d4+3/1d4+3 damage (claw/claw/bite/bite) and is himself immune to *fear* and insanity (XP value 5,000). He wears a huge leather belt, more like a girdle, which is studded with moonstones and bears a large central pearl set into a gold brooch pattern (value 8,000 gp); hanging from this are the keys to the locked cells.

Note from **DM Reference Card 4** that freeing these lunatics to maraud in the city earns the PCs a fair SCP reward.

15. The Hall of Hatred
This shrine has been constructed to allow ordinary kuo-toa to let off steam occasionally. Wall murals and sculptures show the detested surface races in poses of abusing and bullying hapless kuo-toa. Priests conduct ceremonies and rituals of great invective here, rousing the populace to an intense hatred of their persecutors. This is usually done before a hapless human or demihuman is sacrificed at area 16, a cathartic release which then sends the kuo-toa home happy and pacified.

Two Eyes (priest-thieves) are always in attendance, together with a 56-hp Monitor (here to control any kuo-toa who get too excited). Given the accumulation of frenzy and hatred in this place, the Eyes fight with +2 bonuses to all attack and damage rolls and are wholly immune to fear. Their fervor is so great that they actually fight on for 1d3 rounds after reaching zero hit

points, unless reduced from a positive number to –10 or below in one strike.

Eye A (6th-level Priest/6th-level Thief): AC 0 (shield, Dexterity bonus); MV 9, swim 18; hp 29; THAC0 15 (13 with frenzy bonus); Dmg 1d6+2 (spear, frenzy); SA spells, frenzy bonus, thief skills (+4 attack bonus and triple damage on backstab); SD immune to fear, 180° field of vision (can detect invisible, ethereal, and astral creatures), rarely surprised (1-in-10 chance), immune to poison, paralysis, and illusions, unaffected by spells that affect only humans, demihumans, and humanoids, electricity causes half damage and *magic missiles* a single point of damage per missile, skin secretions reduce grapple/grab/tie/*web* attacks to 25% chance of success, glue on shield has 25% chance of trapping opponent's weapon, and thief skills (Move Silently 35%, Hide in Shadows 30%); SW suffer –2 penalty to saving throws against fire attacks, *light* causes –1 to attacks; SZ M (5½'); ML fearless (20); Int high (14); AL NE; XP 1,400. Str 17, Wis 16, Dex 17. Spells: *purify (food and) drink* (x5); *augury, chant, detect charm, enthrall, spiritual hammer; continual darkness* (x2). Special abilities: *lightning stroke* (two or more priests combine to cast a 2-foot-wide bolt at a single target, causing 1d6 points of damage per priest, saving throw vs. spell for half damage, 10% cumulative chance per caster per round of launching bolt); also, once per day, *raise or lower water*.

Eye B (7th-level Priest/8th-level Thief): AC 0 (Dexterity bonus); MV 9, swim 18; hp 37; THAC0 13 (9 with *spear* +2 and frenzy bonus); #AT 1; Dmg 1d6+4 (*spear* +2, frenzy bonus) or special (pincer-staff); SA spells, frenzy bonus, thief skills (+4 attack bonus and triple damage on backstab), pincer-staff (as Purifier A above); SD as Eye A above (except Move Silently 40%, Hide in Shadows 35%); SW as Eye A above; SZ M (5'); ML fearless (20); Int exceptional (15); AL NE; XP 2,000. Str 17, Wis 16, Dex 18. Spells: *purify (food and) water* (x5); *chant, enthrall, find traps, sanctify*, spiritual hammer; cause disease, continual darkness; divination*. Special abilities: *lightning stroke* (see above); also *raise or lower water* and *ice storm*, each once per day. This kuo-toa has a *potion of levitation*.

The small resting chamber of the priests (area 15b) contains a wooden coffer stuffed into a wardrobe (the wardrobe itself contains spare armor). The coffer has items from a sacrificial victim; a set of *cloak and boots of elvenkind* are within. The designs on the cloak are clearly Rockseer work. These items do not function except if worn by an elf, but if a Rockseer wears them he or she gains additional benefits: the boots have the additional effect of *boots of speed* and the cloak has the additional effect of a *cloak of displacement*.

16. Pools of Sacrifice

The four pools here are each sunk 10 feet into the stone ground. A statue of Sea Mother in a threatening pose, almost lunging forward, stands in the middle of the four pools. Unusually, the water here is turbid and clouded. These pools are very dangerous. Staring into a pool for more than one round causes the screaming faces of human and demihuman victims of the kuo-toan priests to appear in the waters, and if a PC fails a saving throw vs. spell the character feels himself or herself being dragged into the pool by invisible claws. Once in the pool, the character sinks to the bottom at once and suffers 1d8 points of damage per round, plus an additional point every subsequent round (thus 1d8 the first round, 1d8+1 the second, 1d8+2 the third, and so forth). Escape is only possible if the PC makes a successful Wisdom check, with a cumulative penalty of +1 per round spent in the water, or if a comrade jumps into the pool and attempts a rescue (in which case he or she also has to make a successful saving throw and ability check or become entrapped in turn).

PCs who die in a pool here cannot be *raised* or *resurrected*, nor even *wished* back into existence; in essence, they and all their equipment pass at the moment of death through a portal at the pool's bottom to the Sea Mother's lair. Kuo-toa are unaffected by the power of these pools; therefore, if combats ensue in this general area, they know enough to try to drag PCs into the pools (Derro, illithids, and Ixzan do not share this immunity and thus will not try this trick). *Detect magic* reveals powerful but confused reading here, with suggestions of *phantasmal killer*, *gate*, and strong necromantic magic.

17. The Priests of Purification

Water from the Grand Channel is purified here by kuo-toan priests using their form of the *purify (food and) drink* spell. Currents of water swirl around four pillars which are coated with mother-of-pearl, and through six huge, clam-shaped stone receptacles which bear pearls of unusual size within (value 5,000 gp apiece). Small busts of the Sea Mother decorate this ornate chamber. There are always two priests and two priest-thieves (Eyes) at work here, and there is a 25% chance that Duke Dagoorg (otherwise in area 22), the overseer of these operations, is here at any given time. A Lieutenant (47 hp) always guards the entrance to this chamber, to protect the priests and to warn away younger kuo-toa from trespass. Each of the priests has a silver neck pendant in the form of an ornate lobster claw with excellent filigree work, set with small pearls (value 2,000 gp each). If attacked here, one of the 7th-level priests will use his *ice*

storm power while the others combine to create a *lightning stroke*, and then further spells are used as appropriate. The two Eyes are identical to those in area 15, save for the following particulars:

- Their ML is elite (14 and 13, respectively), not fearless.
- Their attack and damage bonuses are +1 (Str 17), not +2.
- The second Eye has a *potion of invisibility* with four slips left rather than a *potion of levitation*; he will attempt to use this to get into position for a backstab, then become invisible again and seek further opportunities for the same attack.

Purifier A (7th-level Priest): AC 4 or 3 (shield); MV 9, swim 18; hp 39; THAC0 13 (12 due to Strength bonus); #AT 1; Dmg 1d6+1 (spear, Strength bonus) or special (pincer-staff); SA spell, pincer-staff (traps target on successful attack roll; target then loses all Dexterity bonuses and has 10% chance of having both arms pinned and 40% chance of having one arm pinned—if the weapon arm, victim cannot attack; if the shield arm, victim loses shield bonus); SD spells, 180° field of vision (can detect invisible, ethereal, and astral creatures), rarely surprised (1-in-10 chance), immune to poison, paralysis, and illusions, unaffected by spells that affect only humans, demihumans, and humanoids, electricity causes half damage and *magic missiles* a single point of damage per missile, skin secretions reduce grapple/grab/tie/*web* attempts to 25% chance of success; SW suffer –2 to saving throws against fire attacks, *light* causes –1 to attacks; SZ M (6'); ML champion (16); Int high (13); AL NE; XP 2,000. Str 17, Wis 16. Spells: *purify (food and) drink* (x5); *detect charm, hold person* (x2), *know alignment, obscurement*; *cause disease, prayer*; *reflecting pool*. Special abilities: *lightning stroke*; also *raise or lower water* and *ice storm*, each once per day.

Purifier B (6th-level Priest): AC 3 (shield); MV 9, swim 18; hp 29; THAC0 15 (12 with *spear* +2 and Strength bonus); #AT 1; Dmg 1d6+3 (*spear* +2, Strength bonus); SA spells; SD as above, plus glue on shield has 25% chance of trapping opponent's weapon; SW as above; SZ M (6'); ML champion (15); Int high (14); AL NE; XP 1,400. Str 17, Wis 16. Spells: *purify (food and) drink* (x5); *hold person* (x2), *know alignment* (x2), *sanctify**; *continual darkness, feign death.* Special abilities: *lightning stroke*; also *raise or lower water* once per day. This priest has a scroll of spells (*protection from good 10' radius, true seeing, water walk*) scribed at 10th level.

18. Farm Pools

This large chamber complex supplies most of the food for the city inhabitants. Each of the four chambers contains a large pool fed by waters from the Grand Channel, with sculpted stone steps leading down into them. Pools A and D are 20 feet deep, while pools B and C are but 8 feet deep. Pool A contains large and lazy crayfish (regarded by the kuo-toa as semi-sacred creatures which only priests are allowed to eat), B has a surface coat of thick algae so that it looks almost like a floating lawn, C is the kelp pool, and D is filled with small eels and fish. Areas B and C are lit by *continual light* spells (–1 to all kuo-toan attack rolls); the rest of the chambers are dark.

Each of these chambers contains 1d6+12 ordinary kuo-toa tending to or harvesting food, and one Monitor and three Whips as overseers. Chamber A also has a Lieutenant overseer (50 hp). After an attack on the city, the kuo-toa will place at least one spellcaster here to defend their vital food supply.

19. Fingerling Pool

This pool is roofed with a partial dome structure. A pair of 5th/5th level Whips protect each entrance, with a 6th-level priest (same AC, hp, and spells as the one in area 17) oversees the raising of young. The 40 or so young kuo-toa in the pool are noncombatants.

20. Artisans

The many buildings of the artisans include leather-tanning and leather-boiling workshops, armor and weapon makers, and the like. Each workshop has 1d4+3 ordinary kuo-toa, and exceptional individuals are placed as follows in addition:

- Area 20a: two 3rd/3rd level Whips (hp 19, 17).
- Area 20c: one 4th/4th level Whip (hp 25).
- Area 20g: one 5th/5th level Whip (hp 29), come to collect a new suit of leather armor. This workshop is the tannery and finishing shop, and the artisans have a large vat of a dense, gluey substance here. They can throw ladles of this gunk up to 30 feet, and any struck PC is affected as per a shot from a *wand of viscid globs* (see area 24). The glue needs to be kept hot, though, and if removed from its boiling pan it solidifies and becomes useless after 1d4+2 rounds.

21. Plaza of Offerings

This large open space has two long rows of paired giant stone lobster claws which seem almost to grow out of the stone floor and reach across the central path, joining the tips of their claws some 12 feet above floor level. These radiate a faint luminance (equivalent to dusk) to 60 feet. Despite the name of the place, it is simply some-

where where kuo-toa remember to whisper thanks and placations to their patron Power as they scurry about the city on their business. Visitors should show a due sense of reverence here, bowing their heads, blessing the Sea Mother, etc.

22. Halls of the Dukes
Three Duke priest-thieves dwell in these fine, rich chambers. All are *dominated* by the illithids, who will use the Dukes to defend themselves if the situation in the city grows perilous. The Dukes are major players in organizing city defenses, at the behest and with the guidance of the illithids. They all have Wisdom scores of 18 for the purpose of determining bonus spells and saving throws.

Chambers here are finely furnished with statues, ornaments, and the like. If the place is looted, various such items can be taken to the value of 10,000 gp (but weight 150 lbs). Chamber A is the residence of Hurlgaboorg, B of Dagoorg, and C of Kugloogoop. They have guards in D and E, each of which holds two 5th/5th-level Whips (hp 37, 31, 29, 26), overseen by a Lieutenant in Chamber D (44 hp).

Dagoorg (10th-level Priest/12th-level Thief): AC –1 (*oil of armoring*, shield); MV 9, swim 18; hp 63; THAC0 11 (7 with *short sword +3* and Strength bonus); #AT 1; Dmg 1d8 + special (*pincer-staff of bleeding*) or 1d6+4 (*short sword +3*, Strength bonus); SA thief skills (+4 attack bonus and quadruple damage on backstabs), spells, pincer-staff (traps target on successful attack roll); SD spells, thief skills (Move Silently 60%, Hide in Shadows 60%), 180° field of vision (can detect invisible, ethereal, and astral creatures), rarely surprised (1-in-10 chance), immune to poison, paralysis, and illusions, unaffected by spells that affect only humans, demihumans, and humanoids, electricity causes half damage and *magic missiles* a single point of damage per missile, skin secretions reduce grapple/grab/tie/*web* attempts to 25% chance of success, glue on shield has 25% chance of trapping opponent's weapon; SW suffer –2 to saving throws against fire attacks, *light* causes –1 penalty to attacks; SZ L (7'); ML champion (16); Int high (13); AL NE; XP 6,000. Str 17, Wis 18. Spells: *command* (x2), *curse* (x2), *darkness* (x2); *detect charm*, *hold person* (x2), *know alignment* (x2), *sanctify**; *cause blindness* (x2), *locate object*, *prayer*; *cloak of fear*, *detect lie*, *divination*, *tongues*; *flame strike* (x2). Special abilities: *lightning stroke*; also *raise or lower water*, *ice storm*, and *symbol of insanity* (each once per day). Dagoorg wears fine pearl-set ritual regalia (value 5,000 gp) and has a flask with eight applications of *oil of armoring +4*. This oil can be applied to bare skin or to leather or hide armor in one round and confers a –4 bonus to AC (and to saving throws, where appropriate) for 4d4 rounds; it does not work in conjunction with metallic armors. If the Dukes are attacked in their halls, Dagoorg will give doses of this oil to the others, if possible. His *pincer-staff of bleeding* pierces a victim in its grasp by many sharp, fine metal needles for 1d8 points of automatic bleeding damage per round while held firm in the staff's grip.

Hurlgaboorg (10th-level Priest/12th-level Thief): As above, but Hurlgaboorg has AC 3 (shield), 51 hit points, THAC0 11 (8 with his *long sword +2* and Strength bonus), and the following spells: *darkness* (x3), *faerie fire*, *remove fear* (x2); *chant*, *detect charm*, *hold person* (x2), *spiritual hammer* (x2); *cause blindness*, *cause deafness*, *cause disease*, *emotion control**, *prayer*; *babble*, *reflecting pool*, *quench fire* (x2); *flame strike*, *spike stones*. He has an ordinary pincer-staff and a *long sword +2*. His ritual regalia are likewise worth 5,000 gp. Hidden carefully in a belt pouch is a silvered flask which contains two doses of a *potion of extra-healing*. This is admixed with a fishy oil so that if a non- kuo-toan drinks it, the healing effect works but the creature must make a Constitution check or be violently sick (movement halved, –4 to Strength, Dexterity, and Constitution) for 1d4+4 rounds thereafter.

Kugloogoop (10th-level Priest/12th-level Thief): As above, but this Duke has AC 2 (shield, Dexterity bonus), 66 hit points, and THAC0 11 (9 with *spear +1* and Strength bonus, 8 with *dagger +2* and Strength bonus). He has an ordinary pincer staff, a jeweled *dagger +2* and a *spear +1* which casts *darkness* on command and can *cause serious wounds* by touch thrice per day. This weapon is not intelligent, but it is evil and any good-aligned PC holding it suffers 1d8 points of damage per round. Its special functions only operate for evil creatures. Kugloogoop has the same regalia as the others, a *potion of invisibility* with two doses remaining, and a scroll of wizard spells (*globe of invulnerability*, *protection from good 10' radius*, *slow*, *spectral force*) scribed at 14th level. As a 12th-level thief, he can employ this scroll, but he only does so as a last resort given the malfunction chance.

Even *dominated*, Hurlgaboorg is an appalling coward (ML 5), and he has a pathetic spiteful hatred of his Priest-King. He will attempt to surrender if seriously injured. He offers one crucial piece of helpful information—the Priest-King's son also hates his father and might be persuaded to fight to overthrow him (see area 28). This Duke won't fight for the PCs (unless magically compelled) and will try to seal himself up in his quarters if initially spared.

23. The Slave Pens
This large complex is guarded by a Captain overseer (77 hp), two Lieutenants (50, 44 hp), and two 3rd/3rd level Whips (hp 21, 16), stationed in 23a. There will also be 1d4+2 ordinary kuo-toa here at any given time, bringing food to the jailers, running messages, or simply come to gawk at a new group of wretched slaves being dragged into the pens. The Whips have the keys to the complex. The Lieutenants bear harpoons and long swords, and the Whips heavy flails and short swords. Anyone hit by a harpoon (for 2d6 damage) must roll 13 or better on 1d20 or be snagged by its wicked barbs; failure means the target is knocked off his or her feet, stunned for 1d4 rounds, and can be reeled in by the Lieutenant. The Captain is a huge brute with great Strength (+1 to attacks and +3 to all damage rolls), and he wields a *two-handed sword +2*. He also wears a *ring of fire resistance* and a superb pearl-studded arm bracer to indicate his rank (value 6,000 gp).

The slaves here are kept in dismal conditions. The entire complex is unlit, and it reeks of stale sweat and body wastes. Slaves are underfed and desperately hungry. They have a maximum movement rate of 50% normal until well-fed, and rested, for a minimum of four days. The pens contain the following slaves:

- B: 16 humans
- C: 14 dwarves
- D: 11 humans and four Svirfneblin
- E: 21 humans, three elves, and a half-elf
- F: 13 humans and six dwarves
- G: 12 humans, two dwarves, and one gnome.

These are all normal zero-level types, with a handful of exceptions. The slaves in Pen B remember Jelenneth but say she was taken below almost immediately after her arrival. Pen D includes a 4th-level paladin, Geronmen, who has been deliberately crippled and scarred through repeated beatings. If rescued by a PC paladin or lawful good priest, he will pledge service and fealty for three years as a follower. He needs a *heal* spell to reverse the effects of his hobbling; until then he will need crutches to walk. He would be prepared to accompany the PCs into the area of the Sunless Sea, but any responsible PC should realize his chances of survival there would be slim. Pen E contains a half-elven fighter/thief (4th/4th level) of chaotic neutral alignment, Ashanerel, who managed to hide from her captors a plain bronze earring which allows her to *detect magic* once per day. She will try to steal a small magical item or two from the PCs, such as a ring, gem, etc. (her Pick Pockets chance is 55%).

The occupants of pen G are in exceptionally bad health (they all need *cure disease* spells). They suffer from respiratory diseases, gangrenous wounds, and similar afflictions. Each is 15% likely to die each day until healed. Good-aligned PCs must help these wretched people as a matter of utmost priority!

All these slaves have little but rags on their louse-infested, sore-scabbed bodies and no equipment of any kind. The PCs gain a group award of 500 XP per slave rescued, save for Geronmen (750 XP for rescuing him or 1,000 if he is accepted into service).

24. Chambers of the Illithids
This is a very dangerous location. The PCs will do well to try to lure the illithids out and separate them, rather than fight them all at once. The DM should remember, in particular, to use the special powers of illithids in combat. These creatures see themselves as the leaders of the city, with their comrade-adviser quartered in the palace of the Priest-King. They are arrogant and domineering, but also seclusive. They only come forth if there is some pressing need to do so, to inspect new arrivals (slaves and kidnapping victims) and the like. There are three illithids cloistered here; for their stats and special abilities, see **DM Reference Card 4**.

The first illithid has 41 hit points and an XP value of 9,000. The second is a 7th-level priest with 39 hit points and the following spells: *command, curse, detect poison; hold person, know alignment, nap*; continual darkness, emotion control*; mental domination*; its XP value is 10,000. The third and most dangerous of the three, Zanticor, is an illithid priest of 11th level. Zanticor wears a *ring of protection +3* for an Armor Class of 2, has 56 hit points, and stands almost 7' tall. Zanticor's spells are *command* (x2), *curse, darkness* (x2); *charm person, enthrall, hold person* (x2), *moment**; *continual darkness* (x2), *emotion control** (x2); *cloak of fear, detect lie, mental domination*; champion's strength*, true seeing; age creature**. The experience point reward for defeating this formidable foe is 12,000 XP.

Each of the illithids has treasure. The ordinary flayer is exceptionally vain and has a veritable deadweight of gold chains about its neck (total value 4,400 gp). The junior priest wears a pair of rings, one of ruby and one of emerald (value 1,500 gp each), and a platinum pendant with Drow ears and moonstones (value 1,600 gp). Zanticor wears a magnificent cloth-of-gold robe with inlaid platinum strands; moonstones, pearls, and peridots have been woven into the fabric (value 12,000 gp). This creature wears a silver circlet about its head which has designs similar to those of a dominator symbol. This is the *crown of Derro domination*, detailed below. The other two illithids wear dominator symbols.

In combat, these creatures use *charm* and *hold* spells initially, save for the ordinary flayer (which lets rip with a *mind blast*). If the PCs have very tough fighters, the flayers *levitate* out of harm's way and use further powers

and spells (more *charm* attempts, *command*, *hold*, *enthrall*, *continual darkness* to blind spellcasters, etc.) before meleeing. Zanticor will always try to cast *cloak of fear* before entering melee. It uses its *moment* spell on itself to maximize hit probability for the dreaded tentacle strikes. It especially enjoys the flavor of dwarf brains, and often jokes to its fellows that there is extra pleasure for the gourmet in dining on a delicacy which is so hard to find. Hanging from its belt are a pair of brass keys which open the door to area 24g.

The illithids are not eager to die and, with their genius-level intelligence, know when to run away from a losing fight. If any mind flayer is reduced to 10 hp or below, it seeks to use its *plane shift* power to escape via the Astral Plane back to the Sunless Sea, where it reports on events in the City of the Glass Pool.

The living chamber of the flayers (area 24a) is sumptuously furnished with fine wall hangings, comfortable armchairs, even carpets. The PCs can loot items to the value of 5,000 gp here (but *fireball*, etc., will ruin these). A *charmed* meal or two in the form of zero-level human slaves wait patiently here as well. Sidechambers 24b to 24e are the bedrooms and guest bedroom of the illithids. Chamber 24f is a small shrine to Maanzecorian, with an 18" idol of the illithid deity in a small wall alcove and small, fine rugs and pillows scattered about the shrine (value 2,000 gp total). Chamber 24g holds the illithids' treasure. The door is locked and has two mechanical traps. The first is a needle trap with lethal venom (injectable Type J, which causes death on a failed saving throw vs. poison and 20 points of damage even on a successful save). The second is equally horrible; a barbed metal claw on a telescopic arm shoots out of the metal doorknob and grips the nearest PC, shredding muscle, tendon, and ligament and penetrating to the bone. This inflicts 15 points of damage and causes the afflicted PC to lose 1 point of Dexterity until he or she receives *heal* or *restoration*.

Inside the room, the illithids have placed a guard on their treasure hoard, a stone guardian in the form of a lifesized illithid statue.

Stone Guardian: AC 2; MV 9; HD 4+4; hp 30; THAC0 15; #AT 2; Dmg 1d8+1/1d8+1 (fists); SD immune to *fear*, *charm*, *hold*, poison, and normal missiles, half damage from fire, cold, and electrical attacks, quarter damage from edged weapons; SW instantly slain by *stone to flesh*, *transmute rock to mud*, *stone shape*, or *dig* (no saving throw); SZ M (6'); ML fearless (20); Int non (0); AL N; XP 420.

Two chests are cached here. Both are locked, and the keys are in the possession of the priest Ilsenzenden, who is cloistered in the palace. One is booby-trapped with poison gas (as per a *cloudkill* effect, filling this chamber in but 1d3 rounds), the other with a springload mechanism set into the lid which fires 10 darts if the chest is forced or picked open. Each of these missiles has a glass globe at its tip. Effective THAC0 is 12, and while missile impact causes no damage, it shatters the glass and releases corrosive, fuming acid. This acid inflicts 1d6+4 points of damage per round, remaining on a PC for 1d4+2 rounds (unless washed off with any solvent); during this time the fumes affect the struck PC as per a *stinking cloud* spell. The acid eats through metal in but a single round, magical armor taking a number of additional rounds equal to its magical plus (naturally, the armor gets an Item Saving Throw to resist the corrosion). While the acid is eating through protective armor, the PC does not suffer damage but is nonetheless affected by the *stinking cloud* effect. Armor and weaponry corroded by the acid is wholly useless thereafter.

The first chest contains sacks with 2,800 sp, 5,400 ep, 6,300 gp, 3,200 pp, and small pouches and caskets of gems with a total value of 11,000 gp. The second contains a case with six *potions of domination*, an ornate ivory scrollcase with a scroll of the spells *fly*, *globe of invulnerability*, *lightning bolt*, and *stoneskin* scribed at 12th level, a case of 20 *crossbow bolts +3*, and a captured Drow magical item, a *wand of viscid globs* with 18 charges remaining (XP 4,500). This item shoots blobs up to 60'; anything or anyone struck by a *viscid blob* who fails a saving throw vs. wand is permanently glued in place. The bond is so strong that creatures with great Strength can tear themselves apart trying to break free. A *viscid blob* may only be dissolved by alcohol. The illithids cannot use the wand, their magic resistance having defeated their attempts to employ the alien magic.

Crown of Derro Domination

This singular item is of aboleth make. It allows the wearer to cast *mass domination* on Derro, negating their magic resistance when so doing (although the target is allowed a saving throw vs. spell at a –2 penalty). One such attempt can be made each day, with up to 10 HD of Derro per level of the crown wearer being subject to the spell effect. The *domination* effect is strong, and saving throws to throw off the effect when performing acts contrary to the subject's nature gain no bonuses unless the deed is obviously suicidal. The crown wearer cannot have a total number of HD of Derro *dominated* at any one time which exceeds 20 HD per level of the crown wearer (thus, a 10th-level priest using the crown could attempt to *dominate* up to 100 HD of Derro per day but could not control more than 200 HD of Derro at a time). The crown does not in any way *summon* Derro.

Use of the crown has unfortunate side-effects. With each usage, there is a 2% cumulative chance that the user's own mind becomes weakened to the *domination* effect of aboleth. If this occurs, his or her saving throws against *domination* and all spell effects related to it (*charm, suggestion,* etc.) suffer a –4 penalty. Worse still, there is a cumulative 1% chance per day that an individual thus weakened will come to the attention of a Savant Aboleth, who becomes aware of the identity, thoughts, emotions, and plans of that individual and will attempt to lure the creature to its lair, using *suggestion* effects and the like. The *crown of Derro domination* may only be employed by a priest or wizard and may only be recharged by a wizard of 16th or higher level.

Note that, in this campaign, the renegade Derro and the Servitor Derro enslaved by the crown and other magical means are such dire enemies that if attempts are made to use the crown to force Derro from rival groups to work together, then initial saving throws against the crown's *domination* effect are made without penalty and each dominated individual is allowed a fresh saving throw each day to throw off the effects of the item. Derro freed from the effects of the crown will have great enmity for the wearer of the item and will pursue that creature with great determination, seeking to destroy both wearer and crown.

25. Grand Pool of the Ixzan

This is unroofed. A large stone statue of Ilxendren (see **DM Reference Card 5**) rises from the center of the pool, where the water is 25 feet deep. From this statue radiates a *protection from good 30' radius* effect. This cannot be dispelled permanently, but a successful *dispel magic* cast against 16th-level magic use negates the effect for one round per level of the spellcaster. Archways in the side of the great dome of the Glass Pool (area 26) allow the Ixzan to swim into that building from time to time. The pool contains many Ixzan. Of the ordinary type, there are

- Six with 2+2 HD (hp: 18, 16, 15, 13, 11, 8).
- Four with 3+3 HD (hp: 23, 20, 16, 12).
- Four with 4+4 HD (hp: 30, 27, 24, 22).
- Two with 6+6 HD (hp: 40, 30).

There are four exceptional individuals also found in the pool. One is a 6+6 HD mutant with both a poison tail stinger and corrosive slime (1,400 XP and 40 hp), and the others are spellcasters:

Ixzan Priest (8th level): AC 4; MV 3, swim 12; HD 6+6; hp 46; THAC0 13; #AT 1; Dmg 3d4 (bite); SA spells; SD spells, +4 to saving throws vs. illusions and Elemental Water, half damage from most blunt weapons (unless of +3 or better bonus), *silence* does not prevent spellcasting; SZ L (7' wingspan); ML champion (16); Int high (14); AL CE; XP 1,400. Wis 18. Spells: *curse, darkness, protection from good; hold person, resist fire, spiritual hammer; blindness* (x2), *prayer; cloak of fear, free action.*

Ixzan Wizard (9th level): AC 4; MV 3, swim 12; HD 5+5; hp 36; THAC0 15; #AT 1; Dmg 3d4 (bite); SA spells; SD as above; SZ L (8' wingspan); ML champion (16); Int exceptional (16); AL CE; XP 1,400. Spells: *magic missile* (x2), *phantasmal force, shield; invisibility, levitate, mirror image; dispel magic, fireball, spectral force; Evard's black tentacles, polymorph other; cone of cold.*

Ixzan Grand Wizard (12th level): AC 4; MV 3, swim 12; HD 6+6; hp 44; THAC0 13; #AT 1; Dmg 3d4 (bite); SA spells; SD as above; SZ L (10' wingspan); ML champion (16); Int genius (18); AL CE; XP 2,000. Spells: *color spray, magic missile, protection from good, shield; detect invisibility, hypnotic pattern, mirror image, web; air breathing, dispel magic, fly, lightning bolt; charm monster, ice storm, improved invisibility, phantasmal killer; cloudkill, feeblemind, telekinesis, wall of force; globe of invulnerability.*

The spellcasters work well together and are cunning. The priest always uses *prayer* initially, *free action* on itself, and *blindness* against enemies. Once it is ready to melee, it casts *cloak of fear*. The wizards prepare for combat with defensive spells (*shield, mirror image, improved invisibility, globe of invulnerability*), then use *levitate* and *fly* to get out of the pool. They favor *cone of cold* or *ice storm* as a first attacking option unless they are being attacked at close range, when *magic missile* is their offensive spell of choice.

26. The Dome of the Glass Pool

Chiselled stone steps lead up to area 26a, where the PCs are expected to wait before the huge (15-feet-tall) bronze-shod double doors, which are barred from within. An attendant priest (6th-level) emerges from each side-chambers (areas 26b and 26c) to accept offerings. The PCs must present pearls or fine blue-green gems of a total value in excess of 20,000 gp to win admittance. If they show such finery, they will each be given a silvered ornamental neck pendant (20 gp value) and allowed into the Glass Pool area itself. These talismans negate the combat penalties otherwise incurred inside this area, but they must be worn to be effective; carrying one stowed in a pouch or backpack is not

enough. Once the PCs have made their contribution, the attendants knock ceremoniously thrice on the doors, whereupon two more attendant priests (each 7th-level) unbolt the door from within and allow the doors to slowly swing open.

The grand dome rises to a 60-foot height at the central point. The walls of the room seem to be solid mother-of-pearl, constantly shimmering. Both the walls and the water of the pool itself radiate protection magic. This is a consecrated place; anyone attacking the kuo-toa or the statue in here suffers the effects of a double-strength hostile *prayer* spell (–2 penalties to all attack, damage, and saving throw rolls) for three turns. PCs wearing claw-talismans are immune to this adverse effect.

A wide shelf of polished marble (area 26d) surrounds the irregularly shaped main pool, except to the north where a solid *glassrock* wall (area 26e) separates the Glass Pool from the Ixzan pool (area 25). The Glass Pool is 30 feet deep, the water a brilliant blue. What lies beneath its surface cannot be seen with any spell, including *true seeing* and *truesight*. In the center of the pool, rising from the water on a sculpted pedestal, is a 15-foot-tall statue of the Sea Mother herself. Before the statue stands a stone altar which contains ritual regalia; these are described below. There are also four large stone statues of kuo-toan priests around the pool, and the area is always attended by the priest Googlaboorp. The door to area 27 is usually ajar, allowing the priests from that area to rush to the defense of the area if needed.

The pool cannot be traversed with spells such as *fly, levitate, dimension door, teleport*, and the like. Only a *water walk* will ferry PCs across its surface, unless they choose to swim. If Bagoorgoop (see area 28) is with the PCs, he can swim across safely. PCs making an acceptable offering to Blibdoolpoolp will find that the Sea Mother takes no notice, but the patron deity of any PC priest may (at the DM's discretion, of course). If the PCs undertake any hostile actions here, they have to deal with the following forces inside this magnificent dome.

Googlaboorp, 10th-level Priest: AC 2 (*ring of protection* +2); MV 9, swim 18; hp 60; THAC0 11 (7 with *two-handed trident +3* and Strength bonus); #AT 1; Dmg 1d8+5 (*two-handed trident +3 of giant lobster command* and Strength bonus); SA spells; SD spells, +2 to saving throws due to *ring of protection*, 180° field of vision (can detect invisible, ethereal, and astral creatures), rarely surprised, immune to poison, paralysis, illusions, and spells that affect only humans, demihumans, and humanoids, half damage from electricity, *magic missiles* cause 1 point of damage per die, slick skin causes grapple/grab/tie/*web* attempts to have only a 25% chance of success; SW –2 to saving throws against fire attacks, *light* causes –1 penalty to attacks; SZ L (8' tall); ML fanatic (17); Int high (14); AL NE; XP 6,000. Str 17, Wis 18. Spells: *cause fear* (x2), *command* (x2), *curse, darkness; detect charm, hold person* (x2), *know alignment, obscurement, sanctify*; continual darkness* (x2), *prayer; detect lie, divination, tongues; slay living, transmute mud to rock*. Special abilities: *lightning stroke*; also *raise or lower water, ice storm*, and *symbol of insanity* (each once per day). The priest wears a silver neckchain with platinum pendants depicting a lobster head and two claws, each pendant set with a superb black pearl (total value 16,000 gp).

Priest Attendant, 7th level (2): AC 4; MV 9, swim 18; hp 37, 36; THAC0 13 (12 due to Strength bonus); #AT 1; Dmg 1d6+1 (spear, Strength bonus) or special (pincer-staff); SA spells, pincer-staff; SD as above; SW as above; SZ M (6'); ML fanatic (18); Int high (13); AL NE; XP 2,000 each. Str 17, Wis 17. Spells: *cause fear, command, purify (food and) drink* (x3); *detect charm, hold person* (x2), *know alignment, obscurement; cause disease, continual darkness, prayer; reflecting pool*. Special abilities: *lightning stroke*; also *raise or lower water* and *ice storm* (each once per day).

Priest-Attendant, 6th level (2): AC 4; MV 9, swim 18; hp 31, 30; THAC0 15 (14 due to Strength bonus); #AT 1; Dmg 1d6+1 (spear, Strength bonus); SA spells; SD as above; SW as above; SZ M (6½'); ML fearless (19); Int high (14); AL NE; XP 1,400 each. Str 17, Wis 16. Spells: *cause fear* (x2), *purify (food and) drink* (x3); *hold person* (x3), *know alignment, sanctify*; continual darkness, feign death*. Special abilities: *lightning stroke*; also *raise or lower water* (once per day).

Statue of Sea Mother: AC –2; MV 9 + special (can *water walk* at MV 9); HD 18; hp 80; THAC0 3; #AT 2; Dmg 2d8/2d8 (claw/claw); SA spell-like powers (see below), bite (see below); SD immune to weapons of less than +2 bonus, healed fully by *transmute mud to rock*, ignores all other spells except as noted; SW *slowed* for 2d6 rounds by *transmute rock to mud, stone to flesh* negates its immunity to damage-inflicting attacks for 1 round; SZ H (15' tall); ML fearless (20); Int non (0); AL NE; XP 13,000. Special abilities: *cause fear, cause serious wounds, continual darkness, freezing claws* (similar to *burning hands*, but the damage is chill damage), *ray of enfeeblement, weakness*. These powers are used randomly, one per round.

The statue has further attacks. It can command the giant lobsters and water elementals of the pool at will. If both claw attacks strike the same opponent on the same round, the victim is fully grasped (preventing any return strikes), raised to Sea Mother's lobster-

head, and bitten for a further 2d8 points of damage. Horribly, if this bite attack has a natural roll of 19+, the victim is cleanly decapitated and instantly slain. A bitten victim is dropped or thrown into the pool. The statue continues to attack as long as any hostile actions are being undertaken in this location. Damage inflicted on the statue is regenerated at the rate of 2 hit points per turn.

Water Elementals (2): AC 2; MV 6, swim 18; HD 16; hp 91, 77; THAC0 7; #AT 1; Dmg 5d6 (wave); SD immune to weapons of less than +2 bonus; SW repelled by *protection from evil or good*; SZ H (16' high); ML fearless (20); Int low (5); AL N; XP 10,000 each. These elementals attack as soon as the statue does, but they fall inert if the statue is destroyed.

Giant Lobsters (16): AC 2; MV 6, swim 12; HD 4+1; hp 20 (x4), 18 (x4), 17 (x4), 15 (x4); THAC0 17; #AT 2; Dmg 2d4+1/2d4+1 (claw/claw); SA ambush (–2 to opponent's surprise roll); SD half damage from blunt weapons of below +2 enchantment; SZ M (6' long); ML elite (14) or fearless (20) if *commanded* by priest or statue; Int animal (1); AL N; XP 270 each. The lobsters are aggressive and always attack anyone in the pool; at the command of any kuo-toan priest, they leave the pool to melee any PC fighting within the chamber.

If the statue of Blibdoolpoolp is destroyed (an act which wins the party a hefty SCP reward), any priest within this chamber is *stunned* for 1d4 rounds and has a flat 10% chance of going insane. Thereafter, all kuo-toan priests in the city suffer –1 penalties to their attack and damage rolls and saving throws and cannot rememorize spells above third level.

On the altar before the statue are two huge (5-foot-wide) clam shells inlaid with mother-of-pearl and silver filigree and containing a total of 14 pearls. Most of the pearls have a value of 1,000 gp, but four are of exceptional beauty, worth an additional 1,000 to 4,000 gp each. There is also a set of priestly regalia, small silver statuettes, pearl-set silvered lobster claws, and the like, worth a total of 8,000 gp. Scattered on the floor of the pool are gem-offerings and pearls with a total value of 72,000 gp.

27. Senior Priests

This area is home to the echelon of attendant priests who protect the Glass Pool. The four priests here when the PCs enter (two 7th-level and two 6th-level) have the same stats, spells, and abilities as the attendants on duty in area 26, except that one of the 6th-level priests has a *spear* +2. They rush to defend area 26 if it is attacked. The priests' chamber has the same striking wall decoration as the dome of the pool itself. In addition, a statuette of Sea Mother, 21" in height and crafted from fine marble, stands on a pedestal here. It weighs 100 lbs. and is worth 3,000 gp.

28. The Lozenge

This unusually shaped building is home to the Priest-King's son, a brute of a kuo-toan Captain who demanded his own palatial residence outside the main palace. The monster holds court here with his lackies and sycophants. Bagoorgoop has an unfocused hatred and resentment of his father, the Dukes of the city, and especially of the illithids. It is just possible that the PCs might be able to get this creature on their side. If they can speak with Bagoorgoop, the PCs could persuade him to ally with them if they say specifically that their goal in the city is to destroy the illithids and overthrow the Priest-King. If they make it clear that they do not actually wish to destroy the kuo-toa wholesale (and this is not an essential goal for them), Bagoorgoop agrees to fight with them. Such is the fear his cronies have of him that they will fight beside him (but their ML is only 10).

Bagoorgoop also says that his father's power is linked with the statue in area 26. If this is destroyed, the power of the priests will be undermined, including that of the Priest-King. Bagoorgoop clearly relishes this prospect. Bagoorgoop expects to become King himself in return for this alliance, of course, and his only interest is in storming the royal palace, destroying the statue of Blibdoolpoolp in the Dome of the Glass Pool, and killing off the Dukes and illithids; he refuses to engage in any other combats. Note that if the PCs have Finslayer, the sword will need some persuading to go along with this. Finslayer's owner will have to plead with the sword that this stratagem is but a ruse and a temporary measure and that the weapon will be able to whet itself in Bagoorgoop's slimy blood when the time comes!

If Bagoorgoop is attacked, he defends himself, of course. However, the monster is not available to reinforce other areas; following PC attacks, he seals himself up in his lair.

Bagoorgoop, kuo-toan Captain (10th-level Fighter): AC –2 (*shield* +2, Dexterity bonus); MV 9, swim 18; HD 10; hp 72; THAC0 11 (8 with *harpoon* +2 and Strength bonus, 6 with *long sword* +2 and Strength bonus); #AT 1; Dmg 1d8+8 (*long sword* +2, Strength bonus) or 2d6+8 + special (*harpoon of the lightning* +2, Strength bonus); SA harpoon (see below); SD 180° field of vision (detects invisible, ethereal, and astral opponents), rarely surprised (1-in-10 chance), immune to poison, paralysis, and illusions, unaffected by spells that affect only humans, demi-

humans, and humanoids, half damage from electricity, *magic missiles* cause 1 point of damage per die, slick skin reduces all grab/grapple/tie/*web* attempts to 25% chance of success, glue on shield traps opponent's weapon (25% chance); SW suffer –2 penalty to saving throws against fire attacks, *light* causes a –1 penalty to attack rolls; SZ L (7½' tall); ML fearless (19) due to insane fervor; Int very (12); AL CE; XP 4,000. Str 18/00, Dex 17, Con 16.

Bagoorgoop's magical harpoon has the usual chance to impale a target on a successful attack roll of 13+ (such a target is stunned for 1d4 rounds and can be reeled in). In addition, it also generates a ball lightning blast for 4d6 damage (saving throw vs. wand for half damage) in a 10' radius when it strikes. This drains a charge (the weapon has 41 charges and is worth 3,000 XP). The harpoon can be used by a human or elf player character with a proficiency in the harpoon, spear, or javelin, but with a –3 penalty to attack rolls since it is designed for use by kuo-toa (the balance and grip are wrong for a human or elf wielder). If the DM's campaign does not use weapon proficiency rules, this weapon is not usable by PCs. Bagoorgoop's retinue comprises one Lieutenant (54 hp), two 4th/4th level Whips (30, 27 hp), and twelve ordinary kuo-toa (hp 12 x4, 11 x4, 10 x4).

The furnishings of this opulent place can be looted to the tune of 5,000 gp (weight 100 lbs), and Bagoorgoop has treasure pilfered from his father's palace cached in a treasure chest in area 28f. This is locked (Bagoorgoop has the keys) but untrapped. It contains bags with 4,000 sp, 4,000 gp, and 2,000 pp, a mother-of-pearl inlaid hardwood casket (value 700 gp) containing pearls and fine gems (value 12,000 gp), and a pouch full of small ornaments and trinkets with a total value of 3,000 gp. There is also a fine crystal potion flask containing a *potion of shape changing* here. Bagoorgoop does not know that this is magical, though he suspects it; he is too fearful of what an unknown potion might do to him to hazard consuming it. Drinking this potion allows the imbiber to *shape change* for 3d4+6 rounds into any monstrous form, gaining all special attacks and defenses, with two limitations. No extra-planar form can be assumed, and no form can be assumed which has Hit Dice more than the current experience level of the drinker. When the potion's effects expire, the drinker regains 10-60% of all hit points currently below maximum, rather like druidic shapechanging. Sipping the potion gives no clues as to its effects; an *identify* spell is required. The potion is worth 500 XP.

29. Whip Barracks

A strong detachment of Whips is placed here, to protect the rear gates to the city and to provide an escort for illithid visitors from the Sunless Sea who enter thereby. There are six 5th/5th level Whips here (hp 30 x3, 25 x3), four 4th/4th level Whips (hp 21, 20, 18, 16), and the Chief Whip himself.

Chief Whip (6th-level Fighter/6th-level Thief): AC 0 (*ring of protection +2, cloak of displacement*); MV 9, swim 18; THAC0 15 (11 with *short sword +3*, Strength bonus); #AT 1; Dmg 1d6+4 (*short sword +3*, Strength bonus); SA thief skills (+4 attack bonus and triple damage on backstabs); SD thief skills (Move Silently 45%, Hide in Shadows 50%), 180° field of vision (can detect invisible, ethereal, and astral creatures), rarely surprised, immune to poison, paralysis, and illusions, unaffected by spells designed to affect humans, demihumans, and humanoids, half damage from electricity, *magic missile* causes a single point of damage per die; SW suffer –2 penalty to saving throws against fire attacks, *light* causes a –1 penalty to attacks; SZ L (7'); ML fanatic (17); Int high (14); AL NE; XP 1,400. Str 17. The Chief Whip has a *netwand* with 17 charges and *potions of hill giant strength* and *extra-healing*. He wears a fine gilded brooch set with pearls to denote his rank (value 4,500 gp).

The barracks chambers are dormitories and drill rooms, living chambers, and the like and contain no significant treasure.

Netwand

When this wand is pointed at a target within range (90') and the command word spoken, a small ball of weblike material flies from the wand tip. No attack roll is needed, but the target is allowed a saving throw vs. wand. Failure means that the target is covered by a weblike net, which hampers movement and actions. The web-net fully covers targets of small and medium size, who suffer the following effects: MV is reduced to 1, attack and damage rolls are at a –4 penalty, Dexterity bonuses are negated, shield use is impossible. Large targets are 50% covered and suffer the following effects: MV rate is halved, attack and damage rolls are at –2, Dexterity bonuses are negated. Huge and gargantuan targets are only slightly affected: their MV rate is reduced by 25%, attack and damage rolls are made with a –1 penalty, and Dexterity is reduced by 1 point. The net-web lasts for 1 turn. Targets smaller than large (L) size cannot free themselves and must be helped by others. It takes 1d3 rounds to remove the net, unless the target is huge (H) or gargantuan (G), in which case it takes a single round. Web-nets which miss their target will land 10' to 60' behind the target but do not represent any significant hazard to movement or actions.



A *netwand* is worth 3,000 XP. It can be used by any character class and can be recharged by a wizard of 9th or higher level.

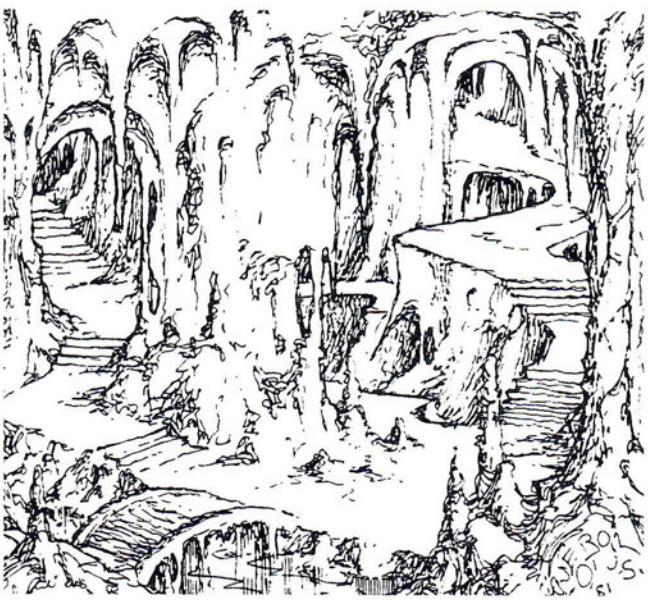
30. Royal Bodyguards
Note that the entire palace complex is walled off from the rest of the city and that a *wall of force* surrounds it (treat as 18th-level magic); even if successfully *dispelled* in an area, the *wall* reappears after one turn. Any who wish to enter the palace have to come past the bodyguards. Area 30a is a reception area with two heralds (both female noncombatants with Chr 17 and 5 hp each). They usher visitors into area 30b, a comfortable waiting room with armchairs, carpets, and even silvered flasks of brandy and the like—visiting illithids like their pleasures. Areas 30c and 30d each hold a Captain (with 61 and 64 hit points, respectively), a Lieutenant (44 and 42 hp), and four 3rd/3rd level Whips (20 hp each). The PCs must have a *very* good reason for seeking entry to the palace to gain admittance to the throne room itself. A successful *charm monster* spell may help, of course.

31. Throne Chamber of Bupgopgoorg
The Priest-King of the city, fully dominated by his illithid "adviser," holds court in true splendor here. Ranks of stone pews (very uncomfortable) are provided for those seeking audience with His Supreme Might. His magnificent pearl- and gem-studded throne dominates this chamber, which is lit with *continual glow* light globes. The floor and walls are decorated with tessellated mosaics of diverse sea creatures and kuo-toa, the whole assembly being watched over by a huge ceiling mural depiction of the Sea Mother. The King is flanked on either side by a Captain of great size (hp 71, 70; both +3 on damage rolls due to Strength and armed with *two-handed swords* +2) and by the illithid priest Ilsenzenden. The King himself wears heavy leather armor into which plates of magical, gilded bronze have been fitted, to give the effect of *bronze plate mail* +2.

Bupgopgoorg, Priest-King (12th-level Priest/14th-level Thief): AC –2 (*bronze plate mail* +2 and *shield* +2); MV 9, swim 18; hp 91, THAC0 14 (11, 10, or 9 with *long sword* +2, *+3 vs. humans, +4 vs. demihumans* and Strength bonus); #AT 1; Dmg 1d8+5, +6, or +7 (*long sword* +2, *+3 vs. humans, +4 vs. demihumans* and

Strength); SA spells, thief skills (+4 to attack rolls and quintuple damage on backstabs); SD spells, thief skills (Move Silently 60%, Hide in Shadows 60%), 180° field of vision (can detect invisible, ethereal, and astral creatures), rarely surprised (1-in-10 chance), immune to poison, paralysis, and illusions, unaffected by spells that affect only human, demihuman, and humanoid targets, half damage from electricity, *magic missiles* cause a single point of damage per die, immune to *web*, *hold*, and *slow* effects (*ring of free action*), glue on shield has 25% chance of trapping opponent's weapon; SW suffer –2 penalty to saving throws against fire attacks, *light* causes –1 penalty to attacks; SZ L (8′); ML fearless (20); Int high (13); AL NE; XP 9,000. Str 18, Con 16, Wis 18. Spells: *cause fear* (x2), *command* (x3), *darkness* (x3); *detect charm*, *hold person* (x3), *know alignment* (x2), *sanctify**; *cause blindness* (x2), *continual darkness* (x2), *emotion control**, *prayer*; *babble*, *detect lie*, *divination*, *tongues*; *slay living*, *spike stones*; *speak with monsters*, *stone tell*. Special abilities: *lightning stroke*; also *lower or raise water*, *ice storm*, and *symbol of insanity* (each once per day).

The King's superb platinum crown is set with aquamarines, pearls, and a diamond of exceptional size (total value 11,000 gp). He also wears a *ring of free action* and has a scroll of wizard spells (scribed at 12th level) bearing *improved invisibility*, *Melf's minute meteors*, *polymorph other*, *suggestion*, and *wall of iron*.



Ilsenzenden, illithid Priest (11th-level): AC 3 (*ring of protection* +2); MV 12; HD 8+4; hp 49; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA *mind blast* stuns all in area of effect (a cone 60′ long and 5 to 20′ wide) for 3d4 rounds (saving throw vs. rod/wand/staff to resist), tentacles extract brain in 1d4 rounds (struggling target) or a single round (charmed or incapacitated victim), spell-like powers; SD spell-like powers; MR 90%; SZ M (6½′ tall); ML champion (16); Int genius (18); AL LE; XP 12,000. Spells: *command*, *curse*, *darkness*, *protection from good*, *sanctuary*; *enthrall*, *hold person* (x2), *moment**; *bestow curse*, *continual darkness* (x2), *emotion control**; *babble*, *cloak of fear*, *mental domination**; *flame strike*, *true seeing*; *age creature**. Spell-like powers: *astral projection*, *charm monster*, *charm person*, *ESP*, *levitate*, *plane shift*, and *suggestion*.

Ilsenzenden wears a dominator symbol and a fine Drow pendant, a trophy of war, about his neck. This is crafted of gold and silver and bears five fine deep blue spinels (value 3,000 gp).

The Priest-King will fight to the death in his throne chamber; pride does not allow him any other course of action. The mind flayer initially casts spells, starting with *babble* to prevent opponents from coordinating attacks. He uses a Captain as a shield against melee, resorting to *sanctuary* if seriously threatened. Once all is lost, Ilsenzenden will seek to *plane shift* away. The Priest-King is 25% likely to rush madly into melee on any combat round; if insulted or challenged he is 50% likely to do so. Otherwise, he uses his most effective spells first, starting with his *symbol of insanity*. He will not employ his scroll, because of the malfunction chance, unless desperate, when he employs *improved invisibility* to lower his Armor Class.

If the PCs triumph here, they can loot excellent treasure. The gems on the throne have a total value of 10,000 gp, and an equal value of smaller stones can be pried out of the various mosaics (a successful Gemcutting proficiency check avoids damage to the gems when they are being pried out; otherwise their value is halved). Chamber 31b is the illithid's luxurious bedchamber, and the small treasure chest beneath its bed is locked but untrapped. It contains 4,000 sp, 2,000 gp, 1,000 pp, four *potions of domination*, and a large Drowskin pouch containing gems worth 7,000 gp. Furnishings (silks, wall hangings, a silver statuette, etc.) can be looted to the value of 2,500 gp (weight 50 lbs). Room 31c is the Priest-King's seraglio; the five female (2 HD) kuo-toa here will not fight unless attacked. Chamber 31d is the Priest-King's bedchamber (featuring a huge kelp-strewn bed of sorts); luxuries here can be looted to the tune of 8,000 gp (weight 80 lbs).

Finally, chamber 31e is the great treasure vault of the Priest-King. The door is locked (Bupgopgoorg has the keys), and four huge wooden treasure chests (again locked, and again the Priest-King has the keys) stand herein. There is a secret, hidden lock concealed in the lid of each (Find Traps roll to find unless *true seeing* is used):

unless this is found and the right key used to open it, the trap on the chest will activate.

- Chest #1 is trapped with lethal poison gas (a failed saving throw vs. poison means death; 20 points of damage even on a successful save) that fills the room in a single round. The chest contains huge sacks with 76,000 cp, 44,000 sp, 52,000 ep, and 21,000 gp.

- Chest #2 is trapped with a scything blade mechanism (Dexterity check or suffer mutilating wound to the hand, causing a loss of 2 points of Dexterity until *heal* or *restoration* undoes the damage). This chest contains pouches of pearls (total value 22,000 gp) and a magnificent collection of lacquered lobster shells and claws which are valued by kuo-toa but, alas, not by anyone else (if Captain Bagoorgoop is still with the party, he will demand this as his share of the treasure).

- Chest #3 is untrapped. This contains a fine array of jeweled and ornamental weaponry (daggers, short swords, and the like) which are of no use as weapons but have a total value of 16,000 gp (weight 200 lbs).
- Chest #4 is trapped with an acid-spraying device that causes 1d8 points of damage to everyone within 10 feet when the chest is opened. The PC actually opening the chest must make a Dexterity check or take a faceful of the stuff, suffering 3d8 points of damage and permanent facial scarring (reducing Charisma by 4 points until *heal* is used). This chest contains a suit of *plate mail +3* which will fit a human or elf, a wooden *shield +1*, a *crystal ball* set into a platinum hand-sized model of an umber hulk's claw, a *wand of frost* with 17 charges, and a *staff of curing* with 21 charges which only functions in the hands of a good-aligned priest. A priest employing this to cure good-aligned creatures earns 100 XP for each charge so employed, if the target's need is real. Lastly, wrapped in a large sheet of exquisite spider silk (value 4,000 gp), there is a suit of *elven chain +4*.

32. Gates to the Sunless Sea

These great 16-foot-high gates are very similar to the front gates of the city (area 5). They are always barred from the inside. No transmutational magic can affect them due to the enchantments placed on them, and they are extremely heavy and strongly made (bend bars/lift gates chance is at but one-fifth of normal when trying to budge them). If opened, they reveal a wide corridor that slopes steeply down (15° grade) into the deepest reaches of the underdark.

Victory!

The PCs triumph when they have destroyed the statue of Blibdoolpoolp, slain the Priest-King and all three Dukes, and earned 100+ SCPs. When this is done, the city falls into chaos. The illithids evacuate and the kuo-toa degenerate into wholesale anarchy. This does not mean they are no longer a danger to the PCs—they will attack the hated intruders whenever they see them. However, the population of the city fight among themselves, and their numbers drop by 10% per week until reaching stability at one-tenth the original total. Effectively, this city is now lost to the aboleth and illithids as a way-station to the surface world.

The PCs have struck their enemies a serious, but not fatal, blow. Now they have much planning and preparation to do before they venture onward into the deepest darkness. They may still have loose ends to tie up, and they ought to want to see the Rockseers again. Book III deals with these points in its Introduction.



The Underdark

The "Upper Caverns" table is used for locations within 30 miles of the starting point and the "Lower Caverns" table for encounters farther on. The "City Margins" table comes into play once they are within ten miles of The City of the Glass Pool. For "DM Choice" entries, the DM should use creatures which are similar to those in the nearest cavern complex to the PCs. For example, if the PCs are closest to the Caverns of the Slime Lord, then use oozes, jellies, puddings, etc. for the encounter.

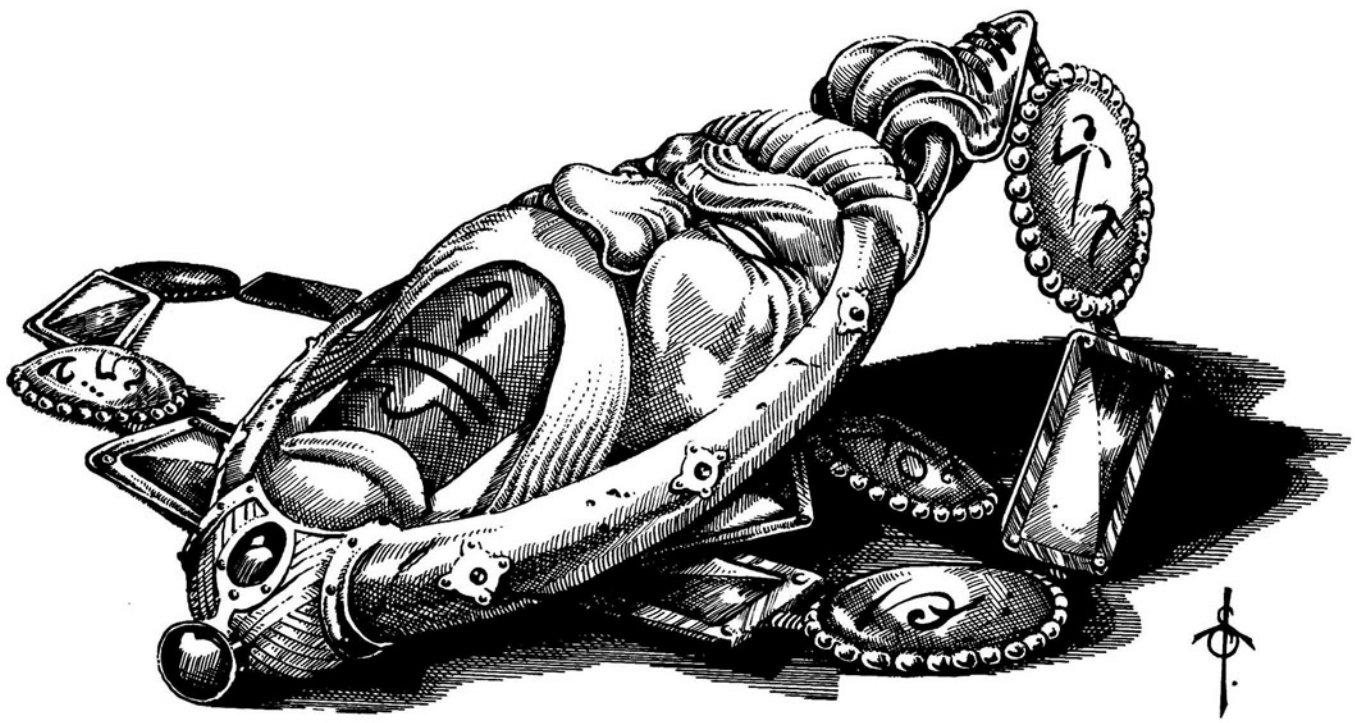
d100	Upper Caverns	Lower Caverns
01–10	1d6+4 Bloodskull Orcs	1d4+4 Ghasts
11–20	1d8+4 Goblins	1 Roper
21–30	1d2 Svirfneblin	1 Black Pudding
31–40	No encounter	1d2 Lizards, Subterranean
41–50	1 Gelatinous Cube	1d2 Gray Oozes
51–60	1d6+2 Quaggoths	1d2 Gargoyles
61–70	1d3+2 Ogres	1d2 Wraiths
71–80	1d2 Hill Giants	1 Spectre
81–85	No encounter	1 Purple Worm
86–90	No encounter	1 Xorn
91–95	DM Choice	1 Lurker Above
96–00	DM Choice	DM Choice

d100	Aquatic	City Margins
01–20	1d3 Crystal Oozes	1 Illithid + 1d3+1 Derro
21–30	1d2 Giant Eels	1d2 Illithids
31–50	No encounter	1d4+4 Derro[1]
51–60	1 Vodyanoi	1d4+2 Kuo-toa[2]
61–70	1d2 Giant Catfish	No encounter
71–80	1d4+6 Giant Leeches	Kidnappers[3]
81–90	1d4+4 Giant Frogs	Use "Lower Caverns" table
91–00	DM Choice	DM Choice

[1]Led by 5 HD savant.

[2]Led by a Lieutenant.

[3]The DM should roll up a party of evil-aligned NPCs of levels 1d3+4 with 1d6+2 kidnapped slaves. The slaves should be human or demihuman, with a 33% chance for each being a spellcaster (priest or wizard) of level 1d2. Nonspellcaster slaves are of level 1d3–1, with a "zero" result counting as a normal zero-level nonadventurer.



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Night Below

Book II
Perils of the Underdark

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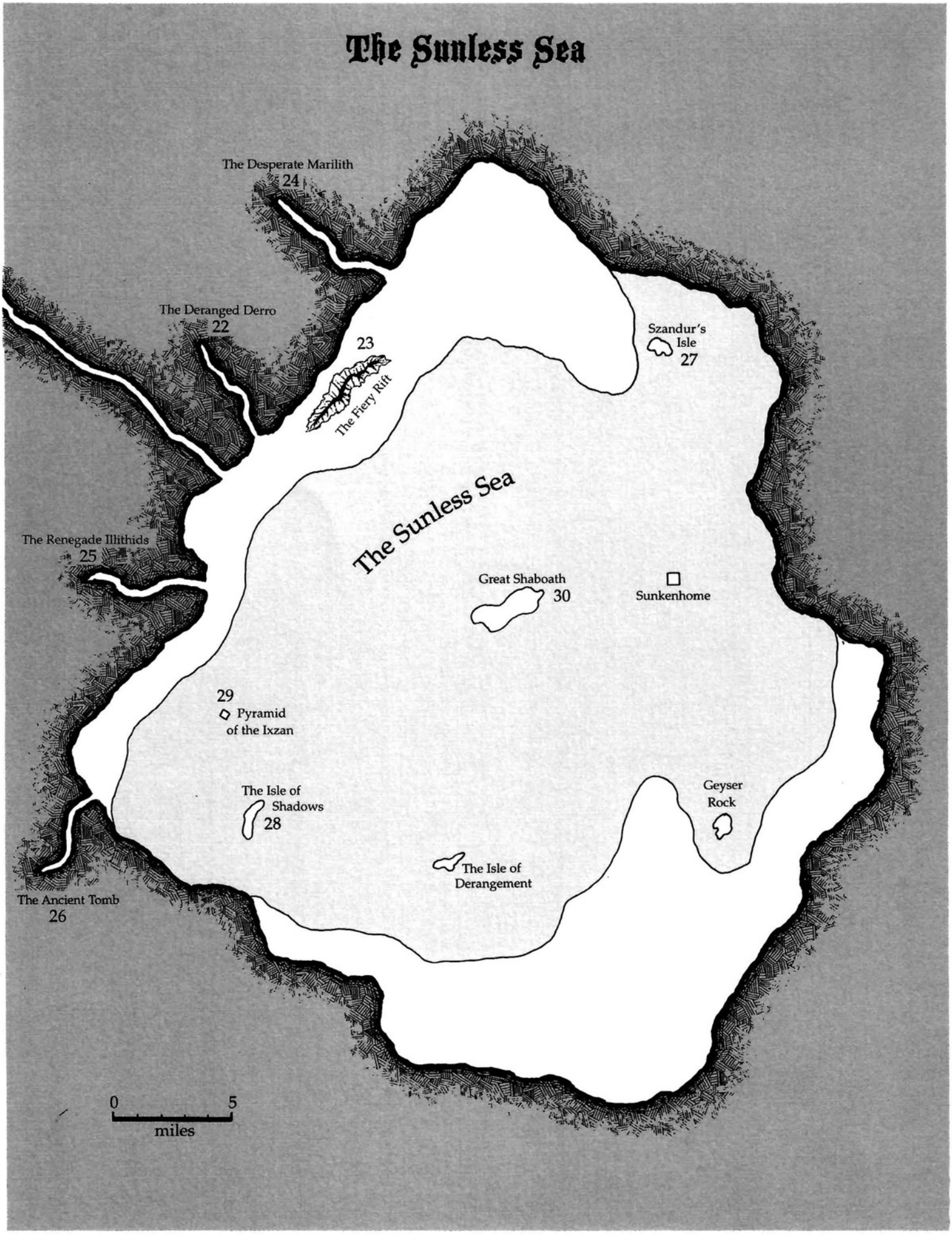
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Night Below

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The player characters should now each be of 9th to 11th level or so. They should also be equipped with a variety of potent magical items acquired in the course of the campaign, including armor and weaponry. They have rendered the City of the Glass Pool an uncontrolled anarchy, and a long and desperate path lies before them.

The passageway behind the back gates of the kuo-toan city (area 32 on **Map 21**) stretches on for many, many miles, ever downwards, until it leads at last to the gigantic cavern of the Sunless Sea. The PCs have much to do, however, before setting their feet on this dark road. This introductory chapter details the most likely preparations and also briefs the DM on this climactic phase of the grand campaign.

Returning to Friends

After giving the *coup de grace* to the kuo-toan city, the PCs may wish to return to the Svirfneblin, the Rockseers, or the surface world to lick their wounds, get advice, or simply tell others of their progress.

The Svirfneblin

The deep gnomes may be lost to the PCs as allies, of course, if the characters have themselves allied with Derro or entered the Svirfneblin burial grounds without making due restitution. The latter crime is unforgivable. The former crime may be expiated, provided that the PCs hand over the *crown of Derro domination* to the deep gnomes. If they do this unprompted, old Carmeneren is deeply grateful and forgives the PCs for their lapse. After a delay of 21+2d10 days—Carmeneren needs time to sell gems and acquire the items concerned—she presents the PCs with the following gifts as a token of renewed friendship: two *potions of extra-healing* for each PC, a scroll of priest spells scribed at 14th level (*conjure animals, heal, protection from evil 10' radius, water walk*) and a scroll of wizard spells scribed at 14th level (*disintegrate, eyebite, Otiluke's freezing sphere, stone to flesh*). Delighted that they no longer need fear the Derro, the deep gnomes also give the PCs all the preserved food and water they can possibly carry.

However, if the PCs only give up the *crown* grudgingly when asked for it, or if a gnome PC accepted the position of Champion and then later betrayed that trust, no gifts are forthcoming. The old priestess, ever practical, still accepts the *crown* and renews the alliance, but the broken trust is not restored. In any case, the deep gnomes can tell the PCs relatively little about deepest depths. What Carmeneren does know, and can tell the PCs, is as follows.

There is definitely a vast underground cavern far below the City of the Glass Pool. Since victims are being taken that way, the ultimate origin of the kidnappers no doubt lies there. However, the Svirfneblin have only secondhand reports of what that grand cavern holds (being sensible folk, they don't go anywhere near the place). Illithids are certainly part of the whole picture, since they are the ones who move between that unknown place, the kuo-toan city, and the surface world. Rumor has it that some other, more powerful, race of creatures has a great settlement in that cavern, but the deep gnomes do not know who, or what, they are. Certainly not the Drow, as the Svirfneblin have observed that the dark elves shun the cavern with great care.

Carmeneren hesitantly offers three further snippets of information, without vouching for their veracity. First, there are said to be deep crevasses in the great cavern leading far down in the lava-filled depths, where flame-loving creatures dwell. Second, a powerful wizard is said to have fled to the great cavern (the rumor can name a major NPC from the campaign world, at the DM's discretion), having taken much in the way of magical treasure with him. Perhaps he has allied with the unknown masters of the cavern. Perhaps not. Carmeneren does not know. The third snippet is the most detailed, and probably the most interesting to the PCs.

"A fortnight before you returned to us, one of our younger and more foolhardy fellows found himself close to the passageway the illithids use. He saw two illithids approach with slaves, heading for the kuo-toan city. He says that four other illithids emerged from the hidden tunnel and greeted their fellows, then suddenly slew them with poisoned daggers. They took the slaves and disappeared back down the tunnel. I am not sure of the meaning of this, but this is not the way illithids normally behave. They are not so chaotic, after all. Perhaps there are some of their kind who have plans of their own. I do not know. I am at a loss to explain it. But I am sure young Gavenered is telling the truth—who would make up such a thing?—and it is surpassingly unlikely that the event was an illusion. What would be the point of it?" If the PCs want to talk to "young Gavenered," such a spell as *ESP* or *detect lie* reveals that he is being entirely truthful. The DM can embroider the same story a little in Gavenered's retelling, as he explains that he was on a mushroom-gathering expedition at the time and could not follow them into the tunnel because of the *antipathy* effect, but all the essentials are as Carmeneren gave them.

The deep gnomes urge the PCs to prepare with all caution if they intend to enter the final depths, and wish them well.

The Rockseer Emissaries

The Rockseers will know when the PCs have decimated the City of the Glass Pool. If Darafayen is with the PCs, she urges them to return to her people and then to the surface world, to make plans for what lies ahead. She knows some of what lies below but won't reveal it at this stage, saying that the PCs should seek a conclave with her elders (even

this headstrong young elf does not want to give away too many Rockseer secrets to comparative strangers).

If Darafayen isn't with the PCs, the Rockseers will send her as their messenger. She finds the characters some 10 miles or so away from the City of the Glass Pool and invites them to a conclave with Aljayera, telling them that her chieftain knows much of what lies below. If the PCs foolishly decline this invitation, she sighs, shakes her head, and retires. Very shortly afterwards the PCs have a very unpleasant wandering monster encounter (chose randomly from the Deep Underdark tables on the inside back cover, upping the number of monsters encountered by 50%). If they still head on downwards, hit them again. And again. It's possible for truly stubborn characters to bludgeon their way blindly onward, step by bloody step, but most will wise up and head back to the surface world. When they do so, Darafayen turns up once more and gives the PCs that smug, told-you-so look. What follows assumes that the PCs have retrieved the sapphire dragon from the Derro and returned it to the Rockseers. If they have not done so, then they get no further help from the elves, this conclave does not take place, and the PCs can progress down to the Sunless Sea without the relentless wandering monster encounters suggested above.

First, Aljayera wants a complete account of events in the City of the Glass Pool. He knows if the PCs are lying, of course. He nods his head at the mention of illithids and of the strange freshwater magic-using rays. He can tell the PCs that these monsters are the *Ixzan*. He does not, of course, know the name "ixitxachitl," but if these are described to him says they are no doubt the surface-world equivalent. He nods at descriptions of key city areas (the dome of the Glass Pool, etc.): he has often scried the area and knows exactly what it looks like. He's simply testing how perceptive the PCs have been. At length, he dismisses all of the PCs save for the following: the wisest one, the most intelligent one, and any elven PC. The other characters (and players) can go for a meal/snack break.

If there is an elf among the PCs or the freed slaves, Aljayera confides first that he has a problem among his people. Having seen this elf, they are intrigued. Many want to see more of their kin. There are rumblings about sending emissaries to the surface elves to learn about them. Others are uncertain—the burden of millennia of guilt for their ancestors' cowardice during Corellon's battle with Lolth still hangs heavy over them. But, at long last, curiosity is beginning to overthrow the shackles of shame. If Darafayen has been with the PCs, it is clear that she has much to do with this change of heart. So, Aljayera wants to take steps to send a small number—no more than two or three of his wisest elves—to an elven community in the surface world. They will take magic, art, and a stone dragonet as gifts. They hope to return with samples of elven lore, culture, and—he hesitates—perhaps even a tree from the surface world. Aljayera wants the elven PC, with his or her friends, to travel with them and take them to such a community. There is none such in Haranshire, of course, but the DM should select a suitable location in his or her own campaign world. Clearly, this is going to take some time away from the dungeon, but this "down time" (or "up time," as the case may be) also allows the PCs to equip, train, trade magical items, and the like, which they should be doing anyway for the final stage of the adventure. If there is no elf among the PCs, then Aljayera will ask the same favor of the wisest among the PCs.

Assuming the PCs agree to this, Aljayera then speaks of the Sunless Sea. He tells the PCs that within the huge cavern is a vast underground lake (freshwater, although he will not think to mention this unless asked, as the Rockseers have forgotten that surface seas are generally saltwater). The cavern expanse is vast, and many creatures infest the side-passages and lairs around the shores of the sea and on its many dark islands: Derro, Duergar, illithids, a few beholders, cloakers, and shadows, among others. The waters themselves hold Ixzan, vast eels, squid-like creatures, and—here the elf pauses for dramatic effect—the rulers of the Sunless Sea: the aboleth, in their city of Great Shaboath. This is where slaves have been taken. The savant aboleth, the great priest-wizards of that race, are constructing some vast magical device and sacrificing their kidnapped victims in the process of so doing. Aljayera does not know that spellcasters have been the prime targets of the kidnappers, but if so told he will draw the natural inference that their magic is being used to power the device, whatever it is. Note that Aljayera does not know that Shaboath has been raised to the surface of the Sunless Sea and may accidently mislead the PCs into thinking that it lies underwater.

Shaboath, then, is the source of the evil the PCs have been tracing for so long. Aljayera warns the characters to beware the aboleth. They may not be numerous, but the savants in particular are enemies of staggering magical powers. Even the Rockseer archmage would not relish the prospect of encountering them. Their powers of *domination* will guarantee that they have many slaves and servitor creatures. Aljayera does not know the exact nature and range of magical powers and spell use available to the savants, though he is certain that they command magic from the spheres of Elemental Earth and Elemental Water, as well as Summoning, Weather, Guardian, and Protection. Attacking their city will be a titanic enterprise. Aljayera commends the hit-and-run tactics the characters presumably employed against the City of the Glass Pool and suggests strongly that they should consider this option when dealing with the aboleth.

Aljayera also notes the existence of an Ixzan citadel in the Sunless Sea, and he warns the PCs about a place called the Isle of Shadows. The Rockseers know this place to be infested with some dread, brooding evil, now quiescent. Aljayera suspects the place was once sacred—if sacred one



can call it—to a Power of unmitigated evil. He suggests the PCs avoid the place entirely.

The old elf looks over the PCs a long while as if silently judging them, then states flatly that he thinks the savant aboleth are simply too strong for them. He does not doubt the guile, resourcefulness, and intelligence of the PCs (at least, not of the ones in front of him), but he feels that they are just not powerful enough. Yet.

The archmage rises from his throne and takes a thin tablet of stone from one of his silent attendant wizards. He gives this to the PCs (to the elf, if there one). Give the players **Player Handout 21** at this point. This is a map of the cavern of the Sunless Sea. Aljayera urges the PCs to confirm what is noted on the map (which has often been ascertained through scrying) from their own experience. He urges them further to spy out as much of the area as possible, and to gain experience and strength from combating monsters and creatures in areas well away from Shaboath. "Frankly, assailing the undead servitors of the lost god is safer than entering Shaboath itself," Aljayera concludes. "Travel far and learn all you can. When you are at last determined to assail the city, come back to me." He hesitates. "There is more that I could tell you, but I want to see if you will take wise counsel first."

The Rockseers now take three or four days to make preparations for their emissaries to travel to the surface world. The excitement among the people is obvious. Darafayen is one of the chosen three, so she is not available to accompany the PCs to the Sunless Sea; she becomes the chief emissary to the surface world, an ambassador for her people.

Bringing The Elves Together

Don't skimp the role-playing element of accompanying the Rockseers to the surface world. Give the PCs some encounters with monsters or bandits along their journey also. The Rockseers will need several days to adjust to the light of the surface world, and even then this adjustment will only mean that moonlight doesn't blind them. Sunlight is simply too intense for their sensitive eyes; eventually they will be able to develop a *partial darkness* spell to help them here (a muted form of *continual darkness*), but that lies beyond the scope of this adventure. Certainly, they will prefer a nocturnal existence. The hardest adjustment of all will be getting used to the idea of not having a roof overhead; at least one of the ambassadors should be strickened with severe agoraphobia.

Their eventual meeting with the surface elves should be poignant. The PCs will have to send an advance messenger to the elven community and make arrangements for a reception for these pale kin-strangers with their paradoxical mix of anticipation, excitement, guilt, and apprehension. They walk towards their cousins like squinting hermits emerging from a long, long darkness. The surface elves, even primed by the PCs' account of the Rockseers, will be almost incredulous. An elven wizard will probably check that this is not an illusion. Many tears of delight, relief, and lingering uncertainty and guilt will be shed. Then, food and water and wine will overflow and the tales will go on for days—no, we're dealing with elven lifespans here. Tales will go on for weeks.

Rockseers will be staggered by things the PCs don't even notice in their lives, like trees. How can anyone explain a tree to someone who has lived all his or her life in rock caverns? The Rockseers are fascinated by them yet afraid of them at first. They think they must be vast monsters, staying still in order to trap them (they do know about ropers!). When they are reassured this isn't so, they just stand and gawk at them for hours. It takes them some time to pluck up the courage to touch one (naturally, Darafayen will be the first to do so, following it up with a passionate hug). Likewise, surface elves have much to learn: the secrets of the stone dragonets and the astounding skills of their brethren.

After a suitable period of days of elven feasting and tale-telling, PCs may slip away and attend to other business. Any elven PC, however, should want to stay involved with this new rapprochement. This is an historic event. It should change part of a campaign world. Here is a new demihuman subrace whose existence was not even vouchsafed to surface elf priests by their Powers. The ramifications of this will last for decades and beyond, and an elven PC, or any PC with an usually strong interest in elves, should give this new dialogue between his kindred priority over all other business. The DM should award a suitable XP bonus to such a PC if he or she arranges for other PCs to deal with re-equipping and magical trade so that this character can have time with the elven gatherings.

The Surface World

The PCs will need to re-equip, train, and indulge in magical trade. They may also wish to enchant potions and scrolls for use in the Sunless Sea area; this should be encouraged by the DM as long as they don't plan to spend years doing it.

The PCs may also consult powerful NPCs and seek help from them. Direct help won't be forthcoming, for reasons spelled out in the Introduction to Book I. However, there are some ways in which trying to get such help is reasonable and should be rewarded. The NPCs involved depend on the DM's wider campaign world. Tauster and Lafayer, of course, should have already been used by the PCs to gain access to a wider circle of NPC contacts. Temples and guilds offer other possibilities for consultation, and so on. How much help the PCs get now should depend on how hard they have worked to acquire such contacts.

Mundane requests (supplies of holy water from temples, etc.) will be readily met, for the usual charge ("donation"). Requests for help with information require a little more

work on the PCs' part. From the Rockseers, they should now know that the aboleth are behind the kidnapping of spellcasters. Indeed, during the PCs' latest sojourn below the world, one or two more notable NPC spellcasters may have been abducted. The characters will now no doubt seek as much information as they can get concerning the aboleth.

If the DM does not allow players access to the *Monstrous Manual*™ tome, the PCs can be fed the material therein if they consult a sage with a field of study of zoology or oceanography (this can be allowed to include aquatic but non-marine species). Finding such a sage should be possible, though a little time-consuming. The sage coughs up the required material after a week's research (this is considered a general enquiry) for a fee of 5,000 gp.

If the PCs come up with a specific or exacting question, the sage says sadly that he simply cannot give any more information. However, the sage does know something of the symbolic language of aboleth. Of course, he is extremely reluctant to part with what he knows. His knowledge is his living, after all. He can, as a personal favor and of course he wouldn't do this for just anyone, etc., etc., let the PCs have a scroll showing the major runes and glyphs of the aboleth. This will set them back a hefty 7,500 gp (a successful Charisma check reduces this to 7,000 gp). If the PCs decide to buy, give the players **Player Handout 22**. They will also have to sign a long-winded contract promising not to duplicate or copy the scroll for the purpose of sale to anyone else, nor communicate the contents to anyone else. The DM may wish to draw up such a document and compel the players to sign it on their characters' behalf if he or she wishes. The reason for all this rigmarole is that sages don't want their competitors getting hold of their knowledge *gratis*. Since they are likely to have magical divinatory skills, they're going to know if their customers welch on a deal, and since they earn ridiculously inflated fees and often act as consultants to major temples and wizard's guilds they can create some real unpleasantness if this happens. Sages will sometimes point these facts out prior to signature.

Finally, the PCs may consider taking hirelings or henchmen to the Sunless Sea. This is acceptable, provided the PCs don't intend to use them as sword fodder. Using such NPCs to maintain a way-station camp and safe retreat, keeping supplies of food, water, and spare equipment in readiness, is acceptable. Of course, the PCs should ensure that there is such a safe place and secure it as best as they can. Areas near to flux points are an obvious choice, as are spots close to the Rockseers or Svirfneblin. The PCs should cast suitable spells to protect and defend their associates. If they have helped the Rockseers to meet with surface elves, the Rockseers will be able to protect such an area and watch over it provided it is not too far from their own domain.

Nonetheless, the PCs should employ some NPCs of suitable level (5th to 7th or so) to be capable of handling most underdark menaces, just in case. They will have to recruit them in the normal way (through guilds, advertisement, word of mouth, etc.). For simple campsite guard duty, fees will be 150 gp per month for nonspellcasters and 300 gp per month for spellcasters. If any fighting is involved, the fee doubles, and no one below 5th level will agree to go fight in the underdark anyway. Hirelings above 8th level are not available. The PCs should certainly not just leave some poor band of 1st- and 2nd-level followers holed up behind them. If they do, a suitable XP deduction should be made if they come back and find that their followers have become a roper's dinner.

The Campaign Climax

At last, the PCs should be ready to enter the deep underdark. There are three further chapters in this book, as follows:

- **Exploring the Great Cavern.** This chapter describes locations around the Sunless Sea and the personalities that inhabit them—some maleficent and some potential allies for the PCs. In addition, here they finally learn the fate of the mage Jelenneth.

- **Isles in the Sunless Sea.** This chapter describes islands and other locations in the Sunless Sea other than Shaboath itself—the lair of the enchantress Szandur, the Isle of Shadows, and the Pyramid of the Ixzan.

- **Great Shaboath.** This long chapter bids farewell to the Rockseer elves before giving an overview of the aboleth city and detailing the goals the PCs must achieve for success in the campaign. Sights, sounds, locations, and major NPCs of Great Shaboath follow, culminating in the Tower of Domination and the Grand Savant.

Strategically, the PCs would do well to gain all the experience points and magic they possibly can before they assault Shaboath itself. Fortunately, there are plenty of possibilities to choose from. For the most part, the aboleth will take little note of these activities—the scale of the Sunless Sea is so vast that it's possible for cunning adventurers to operate quietly for some time before being discovered. The aboleth's arrogance increases as their plan nears fruition, and simple sightings of humans and demihumans will not in itself alert them of their danger. Dungeon delvers have blundered into this vast place before, and most either wound up slaves of the aboleth or left their bones beneath the dark waters. Evil humans visit Shaboath itself from time to time (indeed, the PCs will encounter a handful of such people there). Naturally, if

the aboleth discover the PCs' purpose here, they will either lure them into a trap, dispatch a contingent of NPCs to wipe them out, or both. Once the characters have launched their first assault on Shaboath, this "state of grace" no longer applies and the aboleth begin to harass the PCs as explained in the "Active Response" section of the "Great Shaboath" chapter (see page 40).

The following chapters allow considerable scope for DM expansion. Certain locations (the Isle of Shadows, the Ixzan Citadel, the settlement of the renegade llithids, Szandur's Isle, etc.) are thoroughly detailed, with full maps on **Mapsheet 5**. These locations allow the PCs to gain plenty of experience points and plunder and to find possible allies, clues, and help (including flux points which will enable them to travel from the underdark to the Sunless Sea and back again rapidly). A number of other adventure locations are suggested for the DM, usually placed along side-passages stretching miles away from the vast cavern of the Sunless Sea itself. In these cases, an adventure hook is provided for each locale along with notes on the monsters and treasures encountered there. The DM can develop these locations as he or she likes, customizing them to suit his or her players and PCs. He or she can devise additional side-adventures or just ignore the lot of them—that is, determine that the side-passages don't even exist and get on with the material fully detailed in the following chapter, thus shunting the PCs back into the central action arena.





The long passage which exits east on **Map 21** from the rear gates of the City of the Glass Pool winds downwards and predominantly eastwards for some 30 miles before reaching the cavern of the Sunless Sea. There are some stretches of significant hazard here. Starting five miles down is a stretch of two miles of treacherous footing. Fourteen miles from the City of the Glass Pool begins a three-mile-stretch of glassrock. Twenty-two miles down the wormhole hazard occurs, and four miles past it the ledgeways hazard. All these hazards are detailed on **DM Reference Card 3**.

Passage width for this long tunnel varies from 5 to 40 (5 x 1d8) feet, ceiling height from 10 to 35 feet (5 + 5 x 1d6). For the first 25 miles, wandering monster encounters should be taken from the underdark tables in Book II; for the final five miles the DM should consult the Deep Underdark (Passageways) table on the inside back cover for this book (Book III). The entire length of passageways is unlit. There are numerous side-passages, but if the PC's have Aljayera's map they should not be side-tracked. Otherwise, they should use divinational spells (or have traded for a magical item such as an *arrow of direction*) to help them find the path. Getting bogged down in side-passages along a 30-mile journey is tedious, so steer the PCs in the right direction if they really don't know where they're going and throw some extra wandering monster encounters at them for being so careless.

The DM's map on the inside front cover shows the cavern of the Sunless Sea. A number of passages lead away from this place, and for encounters here and on the wide shores of the Sunless Sea the DM should use the Cavern and Passageways tables from the inside back cover. Ceiling height in the great cavern is some 400 feet on average, though it varies from 50 feet or so near the walls to over 550 feet directly above the center of the sea itself. The cavern has a natural, very low level of lighting. This comes from phosphorescent worms and plants which live in the Sunless Sea itself, from luminescent lichen and glowmold growths on the cavern walls, and from a very dim luminance of the vast stalactite growths which cover the ceiling like mold on a rotting peach. The light level in the main cavern is equivalent to pale moonlight for the purposes of visibility—characters without infravision can see dimly but do suffer a –1 penalty to attack rolls.

Ordinary flora and fauna in the cavern are unusual. The worms, small eels, and fish found in the sea are albino or, in the case of the worms, phosphorescent, etiolated things. All are almost like ghostly versions of their counterparts on the surface world. Moss, lichen, and the like grow freely, and riotous growths of fungi can be found in many places (where these are important for some reason, they are noted below). Beetles and centipedes run around on the rocks and stones of the caverns, feeding from decaying organic matter. Crabs with carapaces like stone scuttle along the stony shoreline of the great Sea.

The air (and water) temperature in the great cavern is an unchanging 45 degrees. The waters of the Sea circulate very slowly, with little in the way of tides or changes in water level. The Sea is fed by streams from far above, and its own waters seep through sunken water-filled side-passages into even deeper caverns and rifts. Water takes a long, long time to circulate in this cycle. At its deepest, the waters are some 800 feet in depth. The air is cool, kept breathable by minute algae in the Sea itself that have evolved to photosynthesize using the faint light which exists here.

The cavern floor is generally strewn with small stones and, in a few places, with enough larger rocks and crashed stalagmites to create the treacherous footing hazard. The one feature of real note is the Fire Rift, around which largely inactive geysers sometimes send huge spouts of steam and cascades of hot water into the cavern. Of course, the DM may choose to determine that these geysers are most likely to be active when there are PCs close by them.

The "islands" of the sea are a mixture. Some, like the Ixzan pyramid, are artificial, floating islands. Others, like Szandur's Isle and the Isle of Shadows, are huge natural rock formations rising from the bed of the sea. Individual location descriptions give details.

This chapter and the one following detail all locations in the Great Cavern other than Shaboath itself. This is done in two sections: the first (this chapter) describing enclaves along the shores of the sea and in the walls of the cavern, the second (in the next chapter) describing the islands of the sea other than Shaboath. Some of these locations (the illithids, Szandur's isle) are tied to the central storyline. Others (the Isle of Shadows) stand alone. This mix is deliberate; it is not plausible that everything that exists in this place is automatically associated with the aboleth.

There are three groups of creatures here the PCs might be able to ally with, or compel to assist them, to aid in their final assault on Shaboath. There are Derro who could be *dominated* by PCs who still retain the *crown of Derro domination*. There are renegade illithids, deeply opposed to the aboleth, who might come to an agreement with the PCs to work together. Finally, there is a group of tanar'ri, here to keep an eye on the baatezu of Shaboath, who are desperate to ally with anyone. All three of these groups are evil, but each has interests in common with the player characters. Role-playing is a necessity here, as alliances and negotiations can get very complicated. The adventure has been designed on the assumption that at least one of these three factions will assist the PCs in attacking Shaboath. Without any allies, the PCs may still succeed, but it's going to be a desperately tough ride.



The Deranged Derro

These caverns are found at the end of a four-mile stretch of passageway, traversing which is dangerous in itself. **Map 22** on **Mapsheet 5** shows the layout of the Derro warrens.

The Derro here are all wholly insane. They were once part of a band which accompanied Darlakanand to Shaboath but were affected by a disastrous early experiment of his and fled the city, insane and driven by fear. There are few survivors from the original band, though these include a disproportionate number of savants (Darlakanand had many savants assisting with his experiments). There are two reasons why the PCs may be interested in these Derro, despite the fact that their craziness makes them impossible to negotiate with or interrogate. First, if the PCs still have the *crown of Derro domination*, they may be able to compel these Derro to assist them in attacking Shaboath, using them as decoys or sword fodder. Second, the most powerful of the savants in this group has a magical key which makes access to the Tower of Summonings in Great Shaboath much easier for the PCs than it would otherwise be (see page 59). There's also a very desirable magical item any (half) elven PC should desire here.

The effects of the insanity the Derro suffer from are as follows. First, they are prone to hallucinations and illusions, so their perceptions are inaccurate. This gives them –1 penalties to melee attack rolls and –2 penalties to missile fire. Second, savants have to make Intelligence checks to be capable of casting spells (separate check for each spell) and saving throws against these spells are made with a +2 bonus. On the other hand, the Derro are absolutely fearless (ML 20) and fight with insane strength (+3 to all melee damage rolls). They are immune to magical fear and to further insanity. They resist the effects of the *crown of Derro domination* (or, indeed, any mind-controlling spells) with a bonus of +2 to saving throws. They are also immune to *phantasmal killers* and are permitted saving throws against the *chaos* spell. Just because these Derro are mad, it doesn't make them stupid. They are prone to intragroup bickering and fights, but because there are so few of them left (compared with the size of the original group) they actually try to fight together when attacked. However, for every Derro there is a 25% chance at any given time that he is actively hallucinating and too crazy to follow others to safety or to reinforce an attacked area and will be left behind when other Derro move to defensive positions, gather together for protection, or move to attack PCs.

Trying to negotiate with or interrogate these Derro is impossible. They are wholly irrational. Attempting any mindreading spell (notably *ESP*, but even *detect lie*) with these derro is 75% likely to make the PC spellcaster insane if he or she fails a saving throw vs. spell.

Ordinary Derro have the following stats:

AC 3 (Derro scale, spiked buckler, Dexterity bonus); MV 9; HD 3; THAC0 17 (18 with aklys and spiked buckler due to insanity penalty or with light crossbow due to insanity penalty and Dexterity bonus); #AT 2; Dmg 1d6+3 (aklys, insane Strength bonus) and 1d4+3 (spiked buckler, insane Strength bonus) or 1d3 + special x2 (repeating light crossbow with paralyzing venom on bolts); SA can throw aklys and retrieve on following round, aklys has 1-in-8 chance of pulling opponent off balance, paralysis venom on crossbow bolts (saving throw vs. paralysis at +2 to resist, see below); SD immune to fear and *phantasmal killer*, +2 bonus to saving throws against mind-affecting spells (*sleep*, *charm*, *hold person*, etc); SW insane, 25% chance of hallucinating; MR 30%; SZ S (4' tall); ML fearless (20); Int exceptional (15); AL CE; XP 975. Dex 16. Treasure: 2d10 gp and 2d10 pp each. Note that the venom on the bolts is 50% likely to have lost its potency due to age; even if it hasn't, the potency has diminished and saving throws against the venom are made with a +2 bonus.

Savant Derro have the following default stats:

AC 2 (heavy Derro scale, Dexterity bonus); MV 9; HD 7; THAC0 13; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponent on a successful attack (1 round to recover); SD spells, immune to fear and *phantasmal killer*, +2 bonus to saving throws against mind-affecting spells (*sleep*, *charm*, *hold person*, etc.); SW insane, 25% chance of hallucinating, successful Intelligence check required to cast each spell, opponents gain +2 bonus to saving throws against the insane savant's spells; MR 30%; SZ S (4' tall); ML steady (12); Int genius (17); AL CE; XP 3,500 (reduced because of handicaps). Dex 17. Spells are listed individually. Treasure: 4d10 gp and 4d10 pp; other items are individually listed. Note that they may have unusual spell lists, thanks to tuition from Darlakanand and/or aboleth.

Ceiling height within the Derro nest is 15 feet in passages and 30 feet in caverns (varies slightly but trivially from place to place). The area is lit with a few *continual glow* light globes.

1. Sinkhole Hazard
This appears to be an ordinary sinkhole with unknowable depths, but there is a 5% chance per round that a spout of superheated mud will spurt up from it, hammering into the ceiling and showering everything within 30 feet with boiling mud. Damage from this is 3d6 hp, plus a reduction

of 3 points of Dexterity for being caked in the stuff until it can be washed off (which requires a half-gallon of water per human-sized PC; a quart will suffice for a gnome or halfling). The Derro know all about this mudpot, of course. Caked mud deposits lying 40 feet in all directions suggest something of this hazard. The mudpot has only just become active, which is why the whole area isn't bunged up with mud. The Derro will try to keep PCs pinned down around this area if possible.

2. The Jagged Cavern
Four ordinary Derro and one savant lair here, with one of the Derro being asleep at any given time while two are on watch, looking south down the passageway. The ordinary Derro have 22, 21, 12, and 10 hp, while the savant has 41 hp. His spells are *charm person, ice storm, magic missile, polymorph other, ray of enfeeblement, wall of fire,* and *wall of force*. This savant wears a gold bracelet with tourmalines worth 560 gp.

3. The Catatonic Chamber
Two of the five Derro here have degenerated into terminal catatonia. They are effectively helpless and semi-starved (currently at hp 3 and 2 out of hit point totals of 19 and 13). They can be slain automatically (no XP are earned for so doing, and lawful good characters should balk at this anyway). Note that if *heal* or *restoration* is cast on either of these pitiful wretches, they could be affected by the *crown of Derro domination* or otherwise cajoled or coerced into service. The three other Derro have 22, 20, and 14 hp. One will be asleep at any given time.

4. The Fisherman of the Powers
The scene here is quite bizarre. A single Derro stands on the rock "island" in the middle of the sunken pool area, with his hands outstretched to the ceiling. He continually rambles about being the messenger of the Fish God, and there will be three ordinary Derro here at the shoreline, on their knees as if in supplication. The deranged savant knows the *charm monster* spell, thus is able to charm fish and eels out of this pool into the baskets of the waiting Derro. This is their major food supply, so some of the more completely deranged types have begun to worship the "Fish God." The savant doesn't leave this cavern and lives from raw fish alone; his attendant "worshipers" will move out of here to join with their fellows in the event of attack. If the PCs enter here, the savant spends one round raving at them to convert to the only true faith (that of the Fish God). Only when he suffers damage will he use his *jump* spell to get to the shore and attack those assailing him.

The ordinary Derro here have 14, 13, and 10 hp. The savant has 39 hp; his spells are *charm monster* (x2), *hypnotic pattern, invisibility, jump, lightning bolt,* and *shadow magic*. He bears a scroll with four wizard spells scribed at 14th level: *globe of invulnerability, mirror image, polymorph self,* and *slow*. An Intelligence check is needed for him to be able to remember to use this if appropriate. He wears a platinum ring with an aquamarine setting worth 440 gp and has a belt pouch with four pearls (value 1,000 gp each).

5. The Other Bleak Cabal
This area is dangerous, for it is the retreat of a group of savants related by blood. In so far as the Derro have any leadership, these savants provide it. One of them has heard distorted secondhand reports of the factions of Sigil (see the PLANESCAPE™ campaign setting) and was particularly taken with the account he heard of the Bleak Cabal. The nihilism of this faction appealed to the Derro's mind, and in his madness he has become obsessed with the imagery and style of the Bleak Cabal. Through constant contact with him, the other savants here have developed the same obsessional madness. Consequently, all these Derro wear gray robes smeared in dust and ashes, their faces likewise smeared with dirt and ash. The savants are as follows:

- #1 has 40 hp and knows the spells *charm person, hold person, invisibility, magic missile, ice storm,* and *polymorph other*. He wears a gold neck choker set with aquamarines (value 1,800 gp) and carries a silvered flask with two doses of *potions of extra-healing*.

- #2 has 22 hp and knows the spells *blink, cloudkill, ESP, light, repulsion,* and *wall of fog*. He wears a plain gold ring (actually a *ring of fire resistance*) and has two pearls (value 1,000 gp each) in a belt pouch.

- #3 has 37 hp and knows the spells *cloudkill, hypnotic pattern, ice storm, levitate, lightning bolt,* and *shadow magic*. He wears *studded leather armor +2* which, with his Dexterity bonus, grants him an AC of 2.

- #4 has 51 hp and knows the spells *affect normal fires, charm monster, hold monster, ice storm, levitate, lightning bolt,* and *wall of fire*. He wears a *brooch of shielding* with 62 hp of defensive capacity remaining. This savant was less affected by insanity than most (+2 bonus on Intelligence checks, XP value 4,000). He has a *bag of holding* (1,000 lbs capacity) which contains the treasure of the Derro group. In all, this bag holds 3,000 gp, 3,000 pp, 17 gems of base value 100 gp, and 12 gems of base value 500 gp, together with the following magical items: a scroll of priest spells (*goodberry, spike growth, sticks to snakes, animal growth,* and *creeping doom*, all scribed at 16th level), a *potion of stone giant strength*, and a gold ring set with a pale green stone, with elven runes marked around the rim of the ring. Lastly, the bag holds a plain gold ring which radiates conjuration/summoning magic if tested with *detect magic*.

A PC capable of reading Elvish can decode the runes on the ring with the pale green stone as reading, "Freeing me brings advancement." The green stone is an *ioun stone*, but it only functions for an elf or half-elf. If gently pried out from the ring (Dexterity check; a natural 20 or rolling double the PC's Dexterity rating or worse results in breakage of the stone), the stone will whirl around the PC's head in the usual manner. The (half-) elf PC will operate as one experience level higher than normal so long as the stone remains in place. For a multi-class character, the PC gains one level in only one class—whichever is lower (if both are equal, PC's choice).

If the plain gold ring is *identified* or otherwise magically investigated, the exact nature of its enchantment is not clear, save that it serves to open some portal associated with conjuration/summoning magic.

Rift of the Fire Giants

Fire giants do not habitually dwell anywhere in the cavern, but at some stage during the PCs' explorations—and before they have entered Shaboath—one sizeable group visits here. Below the great fissure of the cavern lies a system of huge subcaverns with a site sacred to Surtr, the fire giant deity. An old fire giant chieftain in failing health, with his witch-doctor and picked warriors of his tribe, will visit this site to invoke the blessing of Surtr upon his son, preparing him for tribal leadership. If PCs make a beeline for the fissure early on, the giants will not be here. At some later time, the PCs should see the last of the giants descending into the fissure, alerting them to their arrival. **Map 23** on **Mapsheet 5** shows the layout.

A treacherous descent of rock "stairs", descending slopes, and the like leads 800 feet down to the great rift subcaverns, heading northwards during the descent. Each PC has to make a Dexterity check during this descent. Failure results in a fall at some stage, inflicting 1d8 x 1d6 points of falling damage. Dexterity checks can be made with a –4 bonus to the die roll if PCs are roped together, but if there is a failure then the PCs on either side of the unlucky character will fall as well unless one or both of them makes a successful Strength check at a +2 penalty (assume that the rope tying these characters to the rest of the party snaps).

The subcaverns are huge, with ceiling heights varying from 100 to 160 feet, varying from place to place. This area is hot (as is obvious from increasing heat during the PCs' descent). The air is steamy, and PCs will sweat heavily. Anyone in metal armor must make a Constitution check once each hour here, as well as after each combat; if failed, the PC loses 1d4 hit points from fatigue. The subcaverns



are naturally lit with a rosy warm glow in areas 4 and 5; in the other chambers the giants use huge torches to illuminate the area.

1. Spy-Guards
While chief Boltzolto and his main entourage prepare for their sacrifice and invocations to Surtr, a group of spies is left here to cover their backs. Two fire giants keep watch with four trolls, who are kept on heavy chain leads with iron collars round their necks. The giants will free the trolls to attack anything they see entering their cave or trying to walk past it.

Fire Giants (2): AC –1 (banded mail, helmet); MV 12; HD 15+2–5 hp; hp 83, 70; THAC0 5; #AT 1; Dmg 2d10+10 (giant-sized two-handed sword) or 2d10 (rocks); SA hurl rocks; SD immune to nonmagical fire and heat and to red dragon breath, –1 point of damage per die from magical flame, catch rocks (50% chance); SZ H (18' tall); ML champion (16); Int average (10); AL LE; XP 8,000 each.

Trolls (4): AC 4; MV 12; HD 6+6; hp 41, 40, 33, 22; THAC0 13; #AT 3; Dmg 1d4+4/1d4+1/1d8+4 (claw/claw/bite); SA severed limbs attack separately; SD regeneration (3 hp per round, starting the 3rd round after injury occurs); SW cannot regenerate fire or acid damage; SZ L (9' tall); ML elite (14); Int low (5); AL CE; XP 1,400 each.

Each guard giant wears a ceremonial gold belt and bracelet with a value of 3,000 gp per giant. When attacked, they unloose the trolls and hurl rocks. One guard tries to slip away to area 2 and raise the alarm, while the other tries to hold the intruders here until help arrives.

2. The Boil
This cavern slopes quite steeply, and the pool area is filled with near-boiling water. The giants here are smart enough to try to hurl PCs into this. If a PC gets within melee range of a giant, that giant will attempt to knock the character into the pool (using the flat of his or her sword or a simple kick, whichever is more appropriate). This special attack is at a –4 attack penalty, but if it succeeds the giant knocks the character towards the pool. The force of the blow is such that if the character is within 30 feet, he or she must make a bend bars/lift gates rolls to avoid landing in the boiling water; from 31 to 50 feet, the character falls short of the pool but suffers 2d6 points of damage from crashing on the ground and is 50% likely to be stunned for 1d2 rounds (a successful Dexterity check indicates that the character rolled with the landing, avoiding the stunning and only suffering half damage); from 51+ feet, the giant will not attempt this maneuver. A PC thrown into the pool suffers no impact damage but loses 3d6 hp per round from immersion unless magically protected against heat. In addition, the water is 20 feet deep and heavily armored characters suffer the usual chances of drowning.

The giant guards here are confident that they can deal with any menace threatening them. Only if at least half of them (and their hounds) are killed, and at least three-quarters of their enemies are still standing, will they try to reach areas 3 and 4 to summon reinforcements. Giants here have the same treasure as those in area 1. There are six giants here, with 91, 80, 76, 71, 62, and 54 hp, and they also have three hell hounds on long leather leads.

Hell Hounds (3): AC 4; MV 12; HD 6; hp 37, 33, 29; THAC0 15; #AT 1; Dmg 1d10 (bite); SA breathe fire for 6 points of damage (10-yard range), stealth (–5 to opponents' surprise rolls); SD immune to fire, hard to surprise (2-in-10 chance), can detect hidden and invisible creatures (50% chance); SZ M (6½' long); ML elite (13); Int low (6); AL LE; XP 975 each.

3. Makeshift Camp
The giants use this undistinguished cavern as their sleeping and resting place during their stay here. Piles of furs and other bedding lie in mounds, and there are 6 fire giants asleep here at any given time. Note that sleeping giants are AC 5 (they're not wearing their metal armor), but their armor is beside them and if roused they can don it in five rounds. They will not stop to do this if attacked in this chamber, however. There are also several sacks of foodstuffs, mostly huge sealed ceramic jars of pickled and preserved meats; some PCs may find the two big pots labelled "PRESSED DWARF" a little upsetting. One of the jars also contains some large flasks of a slightly perfumed cream (nonmagical) and two *potions of extra-healing*. The bedding furs are of mediocre value (5,000 gp total) and are also very bulky (equivalent of 1,500 lbs weight by virtue of bulk). In addition to the sleeping giants, there will be three armored giant guards wakeful and watchful at all times. The giant guards (AC –1) have 90, 70, and 61 hit points, the sleepers (AC 5) 87, 82, 81, 76, 72, and 58. They have similar personal treasure to those elsewhere.

4. Sentinel Cave
A further shallow descent leads into this cavern, dominated by four singular free-standing rock pillars each some 30 to 40 feet in height. These pillars have a sinister, giant-like shape and are oddly greasy to the touch, but they are in no way dangerous.

Four more fire giants, each with a 6-HD hell hound, stand guard, posted across the full width of this cavern. They attack intruders at once and scream loudly to alert their chieftain in area 5. The giants in that other cavern, however, are only 50% likely to hear the alarm, due to the noise generated within that cavern (see below). The sen-

tinels have 72, 70, 63, and 59 hit points and the same personal treasures as their fellows. The hell hounds have 44, 29, 27, and 25 hp.

5. Surtr's Pool

Note that this is demarcated from area 4 by a long fissure which is undetectably deep. The fissure is difficult to see across due to the steam that rises from it. Periodic gouts of fire shoot up from the depths, and the heat around it is intense. Any PC falling into this fissure falls 800 feet into lava and is slain instantly (unless totally immune to both falling damage and heat, each of which is sufficient to kill the character). At its narrowest, the fissure is but 12 feet across, which allows the giants to leap it with some ease. Obviously, this is going to be rather more difficult for PCs. Characters with the Jumping proficiency can give it the old school try. Others will probably want to resort to the use of spells such as *levitate, fly, dimension door*, etc.

Across this fissure, six fire giants stand, their backs to the PCs, before the lava pool which surrounds Surtr's stone statue at the far southern tip of the cave. Three of these, all female, are elite guards (hp 92, 85, 73), while the other three (an old giant with a crown, a witch-doctor in furs, and a young giant) are detailed below. The giants are spread around the edge of the pool, the three special giants in the center and the others spread out around them.

The noise in this cavern is considerable. The six giants are chanting Surtr's name loudly when the PCs enter. Because of their distraction, they are 50% likely to be surprised unless alerted by guards elsewhere. An ornate bronze-lined heavy wooden chest, filled with offerings for Surtr, has been set by the pool's edge. When the PCs first enter, they will see the youngest of the giants (Snardurg) kneeling by the chest. As they watch, he reaches in and hands the old giant (his father) fabulous treasures one by one, which Boltzolto then ceremonially casts into the lava pool. If disturbed, the three bodyguards interpose themselves between the player characters and the king, throwing their huge spears (2d6+10 damage) before closing to melee.

Boltzolto, Fire Giant Chieftain: AC –3 (*fire giant banded armor +2*); HD 15+5 hp; hp 101; THAC0 5 (2 with *two-handed sword +3*); #AT 1; Dmg 2d10+13 (giant-sized *two-handed sword +3*) or 2d10 (rocks); SA hurl rocks; SD immune to nonmagical fire, heat, and red dragon breath, –1 point of damage per die from magical flame, catch rocks (50% chance); SZ H (18' tall); ML fanatic (18); Int very (12); AL LE; XP 9,000.

Boltzolto may be aging and ill, but he is still a surpassingly strong giant and he fights mercilessly. If he misses his strike, he is consumed with a fit of coughing up blood, rendering him incapable of striking the next round. If his son is slain, Boltzolto goes berserk, suffering a penalty of +2 to his AC but adding +2 to attack rolls and +4 to his already massive damage total. If he berserks, he is 10% likely per round (cumulative) to suffer a massive aneurysm: blood pours from his mouth and the giant falls twitching to the ground, dead.

Boltzolto wears elaborate ceremonial regalia. His iron crown is ringed with brass and platinum and is set with diamonds and rubies (value 32,000 gp). His magnificent bearfur cloak is lined with ermine and threaded with silver and moonstones (value 6,000 gp), and he wears a huge, 3-foot-thick belt studded with semi-precious stones (value 2,500 gp).

Snardurg, Chieftain's Son: Snardurg is a normal fire giant (use the stats for the guards in area 1) with 76 hit points; he wears *fire giant banded mail +2* like his father's for AC –3. He is a devious, low sort and is quite happy to use other giants as shields to keep away from melee, throwing rocks at spellcasters who are keeping back from melee. However, if he sees that all is lost he spreads his arms theatrically and leaps into the lava, preferring to give himself to Surtr rather than be hacked to pieces by mere humans. He wears a somewhat lurid red cloak and cape stitched with gold threading, and boasts two rubies in a steel neck choker (total value 12,000 gp).

Freyjand, Witch Doctor: Freyjand has 91 hp and the same AC, THAC0, etc. of a normal fire giant (use the stats for the guards in area 1). However, his spells make him a dangerous opponent (XP 12,000); he has memorized the priest spells *bless* (x2), *detect good; heat metal, hold person, sanctify*; prayer, pyrotechnics; free action*, as well as the wizard spells *charm person, detect magic*, and *mirror image*. His ceremonial regalia are a flaring, billowing red cloak with silver threading and ermine trim (value 5,000 gp) and an ornate, 9-foot-long rod bearing many runes and sigils of his faith inset with gold (value 3,200 gp). Freyjand will always try to cast *free action* on Boltzolto and *mirror image* on himself as defensive castings, and *prayer* before entering melee combat. He hefts a giant-sized *two-handed sword +2* for 2d10+12 damage. He also has a 7-foot-long *staff of curing* with 19 charges tucked into his belt and will use this if possible.

After the Battle

Once the battle is over, the PCs can examine the chest to see what treasures it holds (unless they just hung back and watched the whole ceremony, in which case they lose much useful treasure). The offerings comprise a casket of 10 emeralds (each worth 2,000 gp), a pouch of three rubies (value 5,000 gp each), a sack with 4,000 gp, and certain magical items, taken from enemies the fire giants have

slain over the years: thus these are of normal size and usable by PCs. The items are a wand of fine ebony wood banded with silver (a *wand of negation* with 17 charges), a fine engraved war hammer (of +2 enchantment unless used by a dwarf; in dwarven hands it is a +4 weapon with the ability to cast *cure critical wounds* on its owner once per day), a silvered mirror with topaz settings around the rim (a cursed *mirror of opposition*), an ornate silvered necklace with peridot and chrysoberyl settings (a *necklace of adaptation*), and a large stoppered steel flask (containing four doses of *potion of frost giant strength*). Lastly, note that the statue of Surtr here is a magical flux point and may, as such, be very useful to the PCs.

The PCs might consider trying to charm one or more of the giants and using them as shock troops to attack Shaboath. This is possible, but the savant aboleth are masters of enchantment/charm magic and will easily detect the charm and either *dispel* it (in which case the giants will flee) or, worse still, use their *domination* talents to acquire the giants for themselves. This strategy is very double-edged, and only likely to work if the PCs send the giants into a very heavily fortified area where they do as much damage as possible in a short time before being killed by Shaboath's defenders.

However, playtesting shows that the normal course of events will be a fight to the finish between the giants and the player characters. The giants make some excellent sword fodder for PCs; they will be outraged at outsiders intruding into their ceremony and fight furiously. They will not negotiate. This may be the PCs last chance for some heavy-duty simple-minded hack-and-slash, and they need all the XP they can get. However, should Snardurg perish in the lava, the entrance to the cavern is suddenly sealed with a *wall of fire* and the whole chamber begins to grow uncomfortably warm (even characters with magical protections against heat begin to suffer 1d6 points of damage per round and will take full damage if passing through the *wall of fire*—this is Power-level magic at work). The gigantic image of Surtr forms and silently surveys the characters who just slaughtered his worshippers. PCs would be very wise either to leave in haste via *dimension door*, *teleport*, and similar magics, or make a *very* generous offering.

The Desperate Marilith

Map 24 on **Mapsheet 5** shows the layout of the caverns of the fiends. These are lit at regular intervals with *continual light* globes, which flicker redly. Cavern ceiling height is 20 to 30 feet. This area is accessed after a passageway stretch of some 4 miles, the middle 2 miles of which has the ledgeways hazard.

The tanar'ri here are desperate. Their position is a hopeless one. Their marilith leader, Lillianth, has been sent on what she regards as an impossible mission: to kill Pallistren, the pit fiend emissary to Shaboath, and every baatezu accompanying him, and to return with a complete report of the structure of the city itself. Lillianth is a brilliant strategist but knows she has no hope of success, given the puny force accompanying her: two attendant alu-fiends, Janelle and Villiane, and a succubus, Lynnara. Lillianth got this hopeless assignment after her tactical brilliance won a minor Blood War skirmish that her superior had considered a lost cause. Unfortunately, this made her marilith commander, Shesinellek, look bad in the eyes of her own balor superior; this assignment is Shesinellek's revenge. Officially, Lillianth is leading "an elite strike force" to eliminate a single baatezu; in reality, her group lacks the fire power needed to fight their way through Shaboath, much less take out a well-guarded pit fiend as well.

In short, Lillianth has been set up by her hated rival. Either she'll be killed on the Prime Material or else be doomed to return in failure, Shesinellek reckons, enabling the latter to regain face with the balor. Then into this tangle enter the PCs, in whom Lillianth sees one faint hope of fulfilling her mission.

The Tanar'ri Force

Lillianth, marilith: AC –9; MV 15; HD 12; hp 70; THAC0 9 (8 with *two-handed sword +1* or *dagger of venom*, 7 with *long swords +2*); #AT 4 (human form) or 6 (marilith form); Dmg 1d8+2 x2 (*long sword +2*)/1d8+2 x2 (*long sword +2*) or 1d10+1/1d8+2/1d8+2/1d8+2/1d4+1+ special/4d6 (*two-handed sword +1 flametongue/long sword +2/long sword +2/long sword +2/dagger of venom +1*/tail); SA attacks in human form as ambidextrous specialist (sword in each hand, attacks twice with each in each round), constriction attack in marilith form (automatic 4d6 points of damage per round on subsequent rounds, victim must make Constitution check each round to remain conscious, victim cannot break free unless has Str 15+, Str 15 = 10% chance, 16 = 20% chance, etc.); SD immune to weapons of less than +2 bonus, never surprised, immune to illusions and mind-affecting spells, immune to electricity, normal fire, and poison, half-damage from cold, magical fire, and gas; SW weapons made of cold iron or silver inflict full damage, as do acid and *magic missiles*; MR 70%; SZ M (6' tall) as human or L (7' tall) as marilith; ML fanatic (17); Int genius (18); AL CE; XP 23,000. Chr 17. Special abilities (usable at will unless otherwise indicated): *animate dead*, *cause serious wounds*, *cloudkill*, *comprehend languages*, *curse*, *darkness 15' radius*, *detect evil*, *detect magic*, *detect invisibility*, *gate* (will not use), *infravision*, *polymorph self* (7 times per day), *project image*, *pyrotechnics*, *telekinesis*, *telepathy* (can communicate with any intelligent creature), and *teleport without error*.

In human form, Lillianth appears as an incredibly fit, competent fighter in close-fitting chain mail wielding a long sword in each hand; she appears to be about 30 years old, with shoulder-length brown hair. She wears an exquisite diamond- and pearl-set platinum neck choker with pendants (value 16,000 gp) and matching platinum bracelets each set with a pearl (value 12,900 gp for the six). Lillianth is extremely confident in her considerable abilities, almost to the point of arrogance, and remembers grudges and slights forever. She is, however, also intensely pragmatic and wholly unscrupulous. She will ally with anyone for any purpose if it serves her ends. She has no compunctions concerning allying with creatures of opposed alignments if this advances her interests.

Janelle, alu-fiend: AC 2 (*bracers of defense AC 2*); MV 12, fly 15 (D); HD 5; hp 32; THAC0 15 (13 with *long bow +1* and *sheaf arrow +1*, 12 with *long sword +3, frostbrand*); #AT 1 or 2; Dmg 1d8+3 (*long sword +3, frostbrand*) or 1d8+1 (*long bow +1* with 12 *sheaf arrows +1*); SA spells, regains lost hit points by wounding opponents in melee (gains 1 point for each 2 points of damage so inflicted); SD danger sense (75%), immune to nonmagical weapons, electricity, nonmagical fire, and poison, half-damage from cold, magical fire, and gas; SW full damage from acid, *magic missiles*, and weapons made of silver or cold iron; MR 30%; SZ M (5'7"); ML elite (14); AL CN; XP 6,000. Chr 18. Janelle is a genius (Intelligence 18) with the spell powers of a 10th-level wizard; she knows the spells *color spray, detect magic, magic missile, taunt; blindness, continual light, invisibility, mirror image; dispel magic, lightning bolt, spectral force; confusion, minor globe of invulnerability; cone of cold*, and *hold monster* (all inscribed in her traveling spellbook). Special abilities (usable at will, unless otherwise noted): *charm person, darkness 15' radius, dimension door* (once per day), *ESP, infravision* (240' range), *shapechange* (to humanoid shape of same size and weight), *suggestion*, and *teleport without error*.

She looks every much like a ranger with her bow and long sword. In both human and her natural winged guise she is a feisty redhead, extremely comely (Charisma 18), about 25 years old in appearance, with a black sense of humor. Janelle is the only member of the tanar'ri party who is not evil and who may form a lasting alliance with the player characters if treated well. Her hands are festooned with gold and silver rings set with (mostly) low-value gems; total value 2,500 gp.

Villiane, alu-fiend: AC 2 (*bracers of defense AC 2*); MV 12, fly 15 (D); HD 5; hp 32; THAC0 15 (13 with *long sword +2*); #AT 1; Dmg 1d8+2 (*long sword +2*) or 1d6+20 (*javelin of lightning*); SA regains lost hit points by wounding opponents in melee (gains 1 point for each 2 points so inflicted); SD as Janelle, above; SW as Janelle, above; MR 30%; SZ M (5' 4"); ML steady (12); Int genius (17); AL CE; XP 4,000. Chr 16. Special abilities: as Janelle, above. Villiane cultivates her image as a hedonistic warrior-maid; she appears to be only about 18 years old. She carries three *javelins of lightning* on her person and wears gold and jacinth earrings (value 10,400 gp the pair). Villiane is dark and shapely, but her thick eyebrows and sardonic smile give her appearance a sinister edge (appropriately so, since she is the cruelest of the four).

Lynnara, succubus: AC 0; MV 12, fly 18 (C); HD 6; hp 33; THAC0 15; #AT 2; Dmg 1d3/1d3 (fists, kicks, bite, etc.); SA kiss drains one level (recipient only notices on a successful Wisdom check, made at a +4 penalty); SD never surprised, immune to fire (magical or normal), poison, electricity, and weapons of less than +2 bonus, half-damage from cold and gas; MR 30%; SZ M (5'); ML average (10); Int exceptional (16); AL CE; XP 11,000. Chr 19. Special abilities (usable at will): *become ethereal, charm person, clairaudience, darkness 15' radius, ESP, gate* (will not use), *infravision, plane shift, polymorph self* (into a comely form of any human or demihuman race), *shapechange* (to humanoid form of same size and weight), *suggestion, telepathy*, and *teleport without error*.

Lynnara has disguised herself as a stunningly beautiful enchantress of about 22. She has long, curly blond tresses which reach almost to the base of her spine. She wears a silk cloak and flimsy dress of midnight blue edged with silver and black (value 2,800 gp) and sports a matching set of neck choker and earrings of platinum set with black opals and peridots (value 5,400 gp for the set). She pretends to be under a vow of silence and merely smiles mysteriously at characters if addressed. Lynnara is staggeringly vain (although with good reason) and expects a steady stream of complements. So long as these are forthcoming, all will be well; if they are withheld for any reason, she will begin flirting with, and tempting, player characters until they respond with suitable attentions.

1. Watch Point

Janelle keeps watch here, invisible (of course, she sleeps sometimes, but not when the PCs turn up!). At any sign of intrusion she immediately uses her *dimension door* power to move to area 2 and alert her fellow tanar'ri. They begin spell- and power-using precautions immediately. There is nothing of interest here except Janelle's pack (containing the kind of gear one would expect to find in any adventurer's pack—some iron rations, a waterskin, etc.—along with a change of clothes).

2. Empty Cave

This cave is difficult to enter, due to razor rock; the fiends make little use of it, other than as a source of fresh water.



3. Sleeping Quarters
This alcove is where the tanar'ri ladies have made their beds; examination of the four bundles of blankets and the three packs (Lillianth's, Villiane's, and Lynnara's) and the spare clothes here will reveal little other than that they probably belong to adventurers (character class uncertain), probably human, and most definitely female.

4. Assembly of Fiends
The other three tanar'ri spend most of their time here, endlessly discussing strategy for their attack on Shaboath, with one of the three being asleep at any given time. Like Janelle, they keep their human guise at all times (the better to disguise their true nature, should the pit fiend or any of his allies stumble across their hiding place) and, as an added precaution, are all invisible (thanks to previous spellcasting on Janelle's part when they first arrived here). If Janelle arrives here to give warning, the tanar'ri at once begin spellcasting. If they have time, Janelle will cast *mirror image* and *minor globe of invulnerability* on herself, while Lillianth moves into area 5 and from there casts a *projected image* back into area 4. The three other women then spread out to prearranged ambush positions and await the intruders. Tactics are dealt with further below.

5. Lillianth's Command Post
This is the area to which Lillianth will relocate as a precaution should the PC intruders prove hostile or allies of the pit fiend. Through her projected image in area 4, she can negotiate with the strangers if the PCs attack, only closing to melee when most of their best spells have been expended.

This cavern contains the treasure chest of the fiends. Mockingly, Shesinellek gave them a considerable monetary sum when they were despatched from the Abyss to "aid them in purchasing assistance." Fat lot of use it has been to them in these desolate caverns, but the chest (unlocked and untrapped) contains 22,000 gp, 4,400 pp, and jewelry items and gems worth a total of 27,000 gp.

Tactics & Negotiations

The fiends will initially try to use *ESP* to learn something of the nature and intent of their opponents, but the range for this power is limited and they may not have sufficient time. They will defend themselves if attacked, seeking to subdue as many PCs as possible via *charm*, in the hope of capturing PCs as minions they could use in an attack on Shaboath. If combat erupts, Lillianth uses her *telekinesis* to send a wizard PC hurtling into the air, where she shakes him or her like a rag doll, making spellcasting on the victims part extremely difficult (the wizard must make successful Intelligence check, at a +2 penalty, each time he or she wishes to cast a spell, as well as a Dexterity check at a similar penalty if the spell has a somatic or material component). Lynnara and Villiane initially rely on their *charm* powers, while Janelle will opt for *confusion*, resorting to *cone of cold* and *lightning bolt* only if the PCs are unremittingly hostile.

Important: None of these fiends will attempt to *gate*. This is absolutely precluded given their mission to the Prime Material; gating help has been refused them and would result in automatic failure of their mission.

As soon as the PCs enter area 4, Lillianth's *projected image* appears in the center of the room, a sword in either hand, while the other women rise from their hiding places behind boulders against the walls. Characters able to *detect invisible* will see what appears to be a ranger (Janelle) with an arrow notched and ready but pointed downwards, not at the PCs, another fighter or ranger (Villiane) with a javelin similarly out and ready but not in throwing position, and a mage (Lynnara) leaning against the wall, smiling. The spokeswoman (Lillianth) orders the intruders to halt and demands to know if they are minions of the "foul aboleth" and their baatezu allies. Should the PCs for some reason reply "yes," all four tanar'ri attack. Assuming the PCs try to parley, the fiends cease hostile actions at once and emerge from hiding, still in their human guise.

Through the negotiations that follow, the alu-fiends and succubus will use their *ESP* powers covertly and employ very subtle gestures to keep Lillianth, their spokeswoman, informed of what they learn of the PCs. It should become clear early on to Lillianth that the PCs intend ultimately to attack Shaboath; she makes no attempt to conceal her delight. She explains her position as best as she can without revealing her group's infernal nature, keeping as close to the truth as possible (the better to lull their suspicions and foil any *detect lie* or similar divination spells). Without mentioning the name of her superiors, she claims to represent a cabal from another plane, who sent her here on a desperate mission. She informs the PCs of the presence of baatezu in Shaboath (information they will not gain elsewhere) and of her nemesis there, the pit fiend. Lillianth makes it clear to the PCs that she intends to destroy this pit fiend, even at the cost of her own life and those of her three companions—and this means inflicting major damage on Shaboath. An alliance could be on the cards.

Note that Lillianth doesn't know about Jazirithel, the wastrilith tanar'ri (see page 35), and if told about this creature she becomes very angry, claiming (rightly) that it has been sent by her enemies to sabotage her mission. If the PCs haven't killed this creature, she immediately proposes a joint venture to destroy it. If they have, she's impressed by their prowess and is actually sincerely grateful. All the female fiends perk up at this good news and at once warm to the PCs, treating them as trusted allies.

The PCs can cut a deal with the tanar'ri, but the fiends' only interest is slaying Pallistren the pit fiend and his baatezu retinue, after which they will depart at once to return to the Abyss. They may, however, be persuaded

into accompanying the PCs as they attack other locations prior to an assault on Pallistren, but this will take careful negotiating on the PCs' part (and good role-playing on the part of the players). If the PCs strike them as greedy types, the ladies will offer their entire treasure (that is, everything in their war chest) in return for their aid. They will retain their human disguise as long as possible. If negotiations fall through and the PCs resume the attack, the fiends all fight to the death (whereupon they are banished back to the Abyss).

Can the PCs possibly trust the fiends? To some extent. They share a common enemy, the baatezu, and it's in their interest to work together toward destroying this mutual foe. Once this is done, all deals are off. If the PCs have treated the tanar'ri well, they may simply drop their disguise, thank the mortal fools for their timely help, and depart with promises of "be seeing you." After all, the characters have prevented the fiends from suffering the eternities of torture that await those tanar'ri who fail in special missions of this importance.

On the other hand, the tanar'ri *are* both chaotic and evil, so gratitude may not be enough to save the PCs. If any enmity has developed between one of the fiends and a PC, she may try to kill him (or her), drag him off to the Abyss, or whatever, especially if the character is wounded or weak. The DM will have to adjudicate matters on a situational basis. Remember that the tanar'ri are, individually and collectively, no fools. Has that ranger really been weakened enough after the battle that the succubus would consider that she could take him out? If she thinks she can charm him, get him away from his friends, and give him that sweet little kiss that will leave him sadder and a lot less wise, then she'll do it. Be merciless. If a deal is being cut, the tanar'ri are smart; they know a suicide mission when they see one, and they will insist on an integrated strike by themselves and the PCs. Remember Janelle's genius-level Intelligence and Lillianth's tactical brilliance. They won't be despatched to one area while the PCs head for another; they will suspect that the PCs are sending them into a hornet's nest while the PCs take a soft option. When it comes to planning their joint assault, note that Lillianth can sense Pallistren's presence, though she has no idea of the layout of the city. She will automatically be able to feel his presence within 200 feet, negating magic resistance and any magical barriers or wards.

Finally, the major exception to the previously described behavior of the tanar'ri is the alu-fiend Janelle, the only one of the ladies who is not chaotic evil. It is just possible that she may stay with the player characters when the rest of the fiends return to the Abyss; this depends on so many factors (whether she has formed a strong friendship or romantic attachment to a player character, how well the PCs have treated her, whether or not they have made her feel welcome, etc.) that it cannot be scripted but must depend upon developments in each individual campaign.

The Renegade Illithids

This faction is important, because they may be willing to ally with the PCs. Since illithids are of lawful evil alignment, they can be trusted (up to a point). These illithids are very strongly opposed to what the aboleth are attempting to do in Shaboath. In this, they are at variance with most of their kind. They are led by an extremely charismatic priest of Maanzecorian (see DMGR4, *Monster Mythology*), and they may be willing to negotiate with the PCs. Initially, however, they may be hostile. Tactics are dealt with following the location key.

The illithids can be reached by traveling a passage length of some 7 miles which has its own hazards. **Map 25** on **Mapsheet 5** shows the layout for the illithid retreat. The location key below details the illithids (and slaves) present in different locations. The location key is followed by a tactical and strategic guide for the DM. Note that the illithids have many *charmed* slaves: fomorian giants, broken ones, and a half-elven thief. Ceiling height varies between 20 and 50 feet from place to place, and the entire complex is unlit. Illithids have diverse coinage and minor trinkets of value 1,100 to 2,000 gp (1000+ 100xd10) apiece. Their slaves do not have treasure. Exceptions are detailed below.

1. Watch Post
The illithids, ever watchful for intruders from any direction, have posted a fomorian giant is here together with a single illithid. The giant has a huge horn crafted from bone, and if she sees anything approaching without an illithid escort, she blows it for all she is worth. Obviously, this negates any hope she has of surprising the intruder(s), but it does automatically alert the other giants in area 2. They are well trained and send a messenger to area 3 at once. These fomorian giants have all lived in the underdark so long that they have no penalties to attack rolls from darkness.

Fomorian Giant: AC 3 (pelt); MV 9; HD 13+3; hp 86; THAC0 9; #AT 1; Dmg 2d6+8 (huge club); SA surprise (–2 penalty on opponents' surprise rolls); SD rarely surprised (1-in-10 chance); SZ H (13½' tall); ML elite (14); Int average (9); AL NE; XP 6,000.

Illithid: AC 5; MV 12; HD 8+4; hp 45; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA *mind blast* stuns all in area of effect (a cone 60' long and 5 to 20' wide) for 3d4 rounds except on a successful saving throw vs. rod/wand/staff, tentacles extract brain in 1d4 rounds (struggling target) or a single round (charmed or incapacitated victim), spell-like powers; SD spell-like powers; MR 90%; SZ M (6½' tall); ML champion (15); Int genius (18); AL LE; XP 9,000. Special abilities (as 7th-

level mage, usable once per round, one at a time): *astral projection, charm monster, charm person, ESP, levitate, plane shift*, and *suggestion*.

2. Fomorian Nest
This small cavern holds three more fomorian giants (hp 100, 72, 65); one of them will be asleep at any given time. The area is littered with gnawed bones (some of distressingly human- or demihuman-size), filthy bedding, and ordure; it smells disgusting. The giants are barracked well away from their more fastidious masters.

3. The Congregational
This is the vernacular name the illithids give to the extensive chamber where most of their community make their home. There are ten mind flayers here (hp: 60, 55, 52, 47, 44, 39, 37, 35, 32, 27). This chamber has dry, clean air, and the illithids have even had their slaves construct cubicle-like wall partitions of stones and small rocks. Their beds (surprisingly comfortable wooden structures with covers of a strange, unidentifiable weave) occupy these cubicles. There are four broken ones here (stats as in area 4, below; hp: 39, 36, 30, 25), cleaning up and generally catering to the whims of the illithids.

4. Broken Ones
The illithids have managed to capture some members of a pack of these wretched creatures in caverns far to the south, eating the brains of the rest. The pack, which is a mongrel group with all manner of animal variants amongst its number, had originally fled far below ground to escape hunting parties of angry humans and elves in woodlands far to the east of Haranshire; they were chased long enough to keep running a long, long way down. The illithids kept the greater types as guards (until they enslaved the fomorians), menials, and general-purpose dogsbodies. At any given time there will be eight of these creatures here, with three of them being asleep. They fight with an assortment of club-like weapons, gaining attack and damage bonuses due to their great Strength; they all have infravision to 90-foot range.

Broken Ones, Greater (8): AC 5; MV 9; HD 5; hp 37, 35, 34, 30, 26, 25 (x3); THAC0 15 (14 with Strength bonus); #AT 1; Dmg 1d6+3 (club, Strength bonus); SD regenerate 2 hit points per round; SZ M (4′ to 7′ tall); ML steady (12); Int high (13); AL NE; XP 650 each. Str 18/40. Special abilities: each greater broken one has 1 to 4 minor special abilities native to the animal stock from which he or she derives (keen hearing, night sight, etc.); these should be determined randomly by the DM if needed.

Generally, these Broken Ones are somewhat thin and not in particularly good health. Their cavern is littered with similar detritus to that of the fomorians. A Duergar head has been stuck atop a pole in the northern half of the chamber; the rest of the dwarf has been eaten.

5. Watch Post
A single fomorian (with 81 hp) and an accompanying illithid (51 hp) stand guard here. The fomorian has an identical horn to his fellow at area 1.

6. Grand Cavern of the Illithid Conclave
The illithids have ceremonial meetings here on a weekly basis where they offer homage to Maanzecorian. Otherwise, the cavern is always occupied by the three illithids who lead the community. One is simply an unusually tough, strong illithid (64 hp) but the others are priests of Maanzecorian. These two have 18 Wisdom for the purposes of determining saving throw adjustments. They are also protected in their lair by the charmed half-elven thief, Shasurita, who hangs around the entranceway *invisibly* (she is 33% likely to be asleep at any given time).

Ipshizeen, illithid Priest (11th level): AC 5; MV 12; HD 8+12 hp; hp 62; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA spells, spell-like powers, *mind blast* stuns all within area of effect (a cone 60′ long and 5 to 20′ wide) for 3d4 rounds except on a successful saving throw vs. rod/wand/staff, tentacles extract brain in 1d4 rounds (struggling target) or a single round (charmed or incapacitated target); SD spells, spell-like powers, +4 bonus to saving throws vs. mind-affecting spells (*charm, fear*, illusions, etc) due to high Wisdom; MR 90%; SZ M (7′ tall); ML champion (15); Int supra-genius (19); AL LE; XP 12,000. Wis 18. Spells: *command* (x2), *cause fear, darkness* (x2), *sanctuary* (x2); *enthrall, hold person* (x2), *know alignment, silence 15′ radius* (x2); *continual darkness, dispel magic* (x2), *emotion control** (x2); *cloak of fear, detect lie, divination, modify memory**; *mindshatter**, *time pool*; *word of recall*. Special abilities: *astral projection, charm monster, charm person, ESP, levitate, plane shift*, and *suggestion*.

Ipshizeen has a magnificent set of ornate velvet and silk robes with many moonstones and bloodstones set into them (value 6,500 gp), and he wears matching silver bracelets set with a sapphire in each (value 4,000 gp the pair). He also has silver keys which open the treasure chests here. Ipshizeen has Cha 18 with respect to other illithids, and also with respect to his charmees.

Bilikant, illithid Priest (7th level): AC 5; MV 12; HD 8+4; hp 46; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA spells, spell-like powers, *mind blast* stuns all within area of effect (a cone 60′ long and 5 to 20′ wide) for 3d4 rounds except on a successful saving throw vs. rod/wand/staff, tentacles extract brain in 1d4 rounds (struggling target) or a single round (charmed or incapacitated target); SD spells, spell-like powers, +4 bonus to saving throws vs. mind-affecting spells (*charm, fear*,

illusions, etc.) due to high Wisdom; MR 90%; SZ M (5'4" tall); ML champion (15); Int genius (18); AL LE; XP 11,000. Wis 18. Spells: *command, darkness* (x2), *sanctuary* (x2); *hold person* (x3), *resist cold, resist fire; continual darkness, dispel magic, emotion control*; mental domination*, probability control**. Special abilities: *astral projection, charm monster, charm person, ESP, levitate, plane shift*, and *suggestion*. The younger illithid wears a *ring of fire resistance;* his blue-violet robes are worth 1,700 gp.

Shasurita, half-elven Thief (12th level): AC –1 (*leather armor +3, shield +2*, Dexterity bonus); MV 12; hp 46; THAC0 15 (13 with *long sword +2*, 10 with *short bow +2, arrow +1*, and Dexterity bonus); #AT 1 or 2; Dmg 1d8+2 (*long sword +2*) or 1d6+3/1d6+3 (*short bow +2* with quiver including 11 *arrows +1*); SA thief abilities (+4 to attack rolls and quadruple damage on backstabs); SD thief skills (see below), invisibility; SW *charmed;* SZ M (5'3"); ML champion (16); AL N (NG); XP 7,000. Str 11, Dex 17, Con 15, Int 12, Wis 12, Cha 15. Her thief skills (including adjustments for race and Dexterity) are Pick Pockets (55%), Open Locks (80%), Find & Remove Traps (75% or 85% with her special lockpicks), Move Silently (65%), Hide in Shadows (65%), Hear Noise (65%), Climb Walls (95%), and Read Languages (45%). She has a *ring of invisibility*, a *ring of flying* (casts the *fly* spell, once per day, for 12 turns) and a set of enchanted lockpicks which give her a +10 bonus to Find & Remove Traps rolls. Finally she has a scroll of the following wizard spells scribed at 12th level: *dispel magic, polymorph self, stone to flesh*. She will fight fiercely to protect the illithids here as long as she is still *charmed;* if freed from the *charm* she will bide her time and then seek her revenge at a moment when the chances of success seem greatest.

The treasure of the community is gathered in two locked and trapped chests beside the southeast wall. Since illithids can rarely use magic items (their magic resistance usually negates the usefulness of the item), they have accumulated not only monetary treasure but some useful magic from their victims over the years. The first chest has a poisonous fungal spore trap which if triggered causes a cloud of spores to be released in a 20-foot cube. The spores have the same effect as *dust of sneezing and choking*, except that a failed saving throw means the victim is reduced to zero hit points (death's door) rather than instantly slain; those who do save are still disabled for 5d4 rounds. The chest contains bags with 6,200 sp, 4,950 ep, 7,200 gp, 1,655 pp, and small pouches of diverse gems (32 in all, for a total value of 16,400 gp). There are also two fine gold ingots (value 2,000 gp apiece) which are wrapped in a velvety cloth which is a rather formless and poorly tailored



(but effective) *cloak of protection* +2.

The second chest is trapped with an acid-spray device which coats anyone within 20 feet when the lid is opened and causes 4d6 points of damage (a successful saving throw vs. rod/wand/staff halves this). The acid sticks to flesh and garments for 1d4 rounds, inflicting 1d6 additional points of damage per round (it can be washed off with a quart of water; half this amount for halflings or gnomes). The acid digests metal items in three rounds if they fail their item saving throws. This chest contains several items. The first is a sturdy, lacquered wooden case with 20 internal subcompartments. Each holds material spell components for a spell of 1st to 6th level; the DM should choose the spells, with an 80% chance that each one fits with a spell in the traveling spellbook of a wizard PC, but no item here has a value exceeding 500 gp. When a spell component is taken and used, there is a 90% chance that it is magically replaced the next day. If it is not, that spell component is "lost" in the sense that it will never reappear. Tucked inside a sliding drawer at the base of this case is a *Murlynd's spoon*.

Second, the chest contains an ornate *helm of underwater action*. Third, a pair of spider-silk gloves of great delicacy can be found inside a leather slipcase. These are *gauntlets of dexterity*, but they will only fit the hands of a halfling, gnome, or elf. A ceramic *alchemy jug* can be found with engravings of umber hulks on its surface, and finally a *ring of mind shielding* sits snugly inside a jade casket (value 1,600 gp) beside a plain diamond ring (nonmagical, but worth 4,000 gp).

7. Broken Fishermen

Four broken ones (hp 29, 27, 26, 25) are always here, drawing water from the pool area, dredging up algal and fungal residues (which are pretty disgusting), and doing their best to net or spear eels, fish, or even the aquatic worms which sometimes enter the waters.

8. The Wardens

Four more illithids (hp 50, 44, 41, 32) lair here, with one being asleep at any given time. Their bedding and personal possessions are here, together with a fine display of stuffed bugbear heads (debrained, of course) along the west wall.

9. Watch Post

This contains one fomorian (80 hp) and one illithid (37 hp), just as in area 1 and area 5.

Tactics

The first response to an incursion here depends on the PCs' actions. PCs who do not immediately attack will not be attacked in turn; in this case, go straight to the negotiation section below. PCs who do wade in, weapons slashing and spells flying, will probably be repulsed by illithid counterattack. Given the number of mind flayers and their allies present in these caverns, it is unlikely that the PCs will be able to overwhelm all the creatures in this complex in one assault. At some point, they will probably beat a strategic retreat.

How Ipshizeen (the effective commander) reacts to a PC incursion depends on how successful they are. PCs who do attack and manage to slay or disable a goodly number of the defenders in a single raid gain Ipshizeen's respect. He casts divination spells to learn what he can of them, thereby learning that their general purpose is to deal with Shaboath. He then offers an alliance. His likeliest tactic is to send Shasurita out *flying* and *invisible* with a message on a scroll, written in the elven tongue and attached to an arrow fired close to the PCs; Shasurita then returns to the illithids. If this happens, give the players **Player Handout 23**. Ipshizeen's intentions are wholly sincere. He has no desire to die, and he has the same goal as the PCs. If the PCs obey the instructions on the letter, negotiations can begin.

Alternatively, if the PCs kill only a few defenders, Ipshizeen will use the same divinational spells and come to the same conclusion, but he decides to try to argue from a position of strength. He and three other illithids will *plane shift* close to the PCs and try to abduct one or more of them, *plane shifting* away with the PC in tow and taking him or her to the illithid lair. Repeated *suggestion* and *modify memory** spells follow until the PC hardly knows what time of day it is; *charm person* will also be used repeatedly until successful (all 20 illithids in the complex can try this, one at a time). Ipshizeen then despatches the same message to the remaining PCs, but this time add a P.S. to **Player Handout 23**, along the lines of "If you wish to see your friend again, you would be well advised not to attack us." Ipshizeen may, if the PCs put up a truly pathetic showing, try to mount an ambush. Ever cautious, he will try to use *charm* powers and such spells as *emotion control* and *mental domination** to subdue them so he can employ them as slaves for his own planned assault on Shaboath. If the PCs then deal out some serious damage to the illithids and Ipshizeen fears defeat, he orders the attack broken off and offers treasure and information in return for opening negotiations. He will plead that he did not know whether the PCs could be trusted and, after all, they attacked him and his people first. The ambush was only returning to the PCs the same treatment they had originally dished out to the illithids, after all. If the PCs agree, then again negotiations can begin. Ipshizeen coughs up 10,000 gp equivalent in treasure to mollify the PCs.

It's always possible that the PCs might use divinational spells to discover what Ipshizeen's community are and what they intend. Given their magic resistance, it's unlikely this will be successful, but it's just possible. If the PCs initiate an offer of negotiations, Ipshizeen delays for 24 hours while he uses divination spells to check them

out. Then he offers to open negotiations, only mounting the ambush scenario described above if they seem unusually weak. However, this time if things go ill he offers 20,000 gp in treasure for a truce. If the PCs agree, negotiations can begin.

Finally, if Ipshizeen is slain, then young Bilikant can take his place; if both priests are slain, then this illithid community lacks leadership and they can no longer function as effective allies. No negotiations will be offered or accepted.

Talking to the Mind Flayers

Set the scene! Ipshizeen is sincere but he likes to have every situational advantage he can. He keeps Shasurita *invisible* and out of the frame, but he gathers all the illithids in a conclave, with every fomorian available standing around the circle of mind flayers and PCs. Broken ones will be despatched to the guard points. The conclave will be held in area 6, but Ipshizeen will keep the PCs waiting and will appear from area 7, resplendent in his ceremonial robes with the largest surviving fomorian behind him.

The priest begins by saying that he knows about the PCs and what they are doing. He is confident that his magic resistance will defeat any divination spells they have attempted and that he can stretch the truth a bit. He says that he is interested in alliance with the PCs, because he also wishes to destroy Shaboath. He explains that the aboleth are constructing a huge magical device which will extend the range of their *domination* abilities for miles, perhaps even hundreds of miles. He notes that some illithids have allied with the aboleth and even act as their couriers, but he and his community, being far more insightful and intelligent than those poor dupes, realize that the aboleth will control everyone if they succeed. "That means you, and us. We are very different, but our differences are not significant compared to the mutual threat we face. We could fight, and we illithids would destroy you. But we would be weakened and unable to prevail against foul Shaboath. This would be senseless. We offer you the hand of friendship and alliance. We will, of course, need to discuss our understanding and terms of alliance. Those of you of trustworthy nature (he pauses and looks at lawfully aligned characters) might wish to discuss the details with me."

Ipshizeen's intention is sincere. If the PCs ask for some time to consider the deal, he nods wisely and agrees, pleased that his potential allies are not "small-brained." In the end, the PCs can reject or provisionally accept and discuss terms. If they reject alliance, Ipshizeen will be angry but will not attack them. If attacked again, the illithids will fight to defend themselves to the end; they have nowhere to go, so raise their morale to 19.

If the PCs provisionally agree, then Ipshizeen offers further information about Shaboath as a sign of good faith (if they ask for this before he offers, a successful Charisma check gets Ipshizeen to agree). However, Ipshizeen only agrees to talk to characters who are (a) lawfully aligned or (b) have Intelligence scores of 15+. Neutrally aligned characters have to make successful Charisma checks to be accepted into the further conclave. Chaotics are unacceptable, and Ipshizeen demands guarantees from lawful PCs regarding the behavior of their associates.

The illithids here have been spying on Shaboath for some time, via Shasurita's flying, invisible excursions (keeping well out of range of invisibility detections) and Ipshizeen's own *time pool* investigations. Ipshizeen knows the broad nature of what the aboleth are doing, although not all the details. He tell the characters that to stop the aboleth, they must destroy "the Tower of Domination." However, this is not a single building but rather a complex of five different magical towers, each of which generates a field of magical power. The aboleth are working to fuse the fields and generate a transcendent effect. "This is difficult for them, for two of the magical fields are hard to fuse—those of enchantment/charm and necromancy," Ipshizeen comments. "But they are close. The field generated by each tower is strengthened as they sacrifice spellweavers and magic-using creatures—including your kin and mine—to their infernal tower-machines. We cannot afford dispute. We must fight together." Impress on the players that beneath his cold, controlled exterior this illithid really means what he is saying. They should not doubt his sincerity.

Ipshizeen knows also the general nature of defenders of Shaboath, and he has a partial map of the city. There are limits to the accuracy of his divinations, and some areas have been warded against divination, so only certain areas are mapped out. He offers this, once terms have been agreed. If this happens, give the players **Player Handout 24**.

Now, the deal comes down to accepting terms of agreement. It is not possible to script these in this book, because the complexity of the possibilities are too great. However, as guiding principles Ipshizeen demands first some evidence of the PCs talents. Thus, he will want them to move first in any assault upon the city. His illithids and slaves will follow up right behind them, but they want to see the PCs go in first. Second, he also wants to see that the PCs bear two things in mind: (a) it will obviously need more than one attack on the city to destroy the multiple towers therein, and (b) the PCs and illithids should use every possibility for spying, divination, and strengthening themselves before any incursion is made. Thus, for example, if the PCs say that they wish to return to the surface world to re-equip, get every one-shot magical item they possibly can, bring as many henchmen as possible for logistic support, etc., Ipshizeen will regard this favorably. The aboleth breakthrough isn't going to happen next week; when Ipshizeen says "soon," he means "soon" in

illithid timescale, and illithids live around twice as long as humans. PCs should not be over-hurried. Give them time to earn some more experience (for example, by carving up fire giants in the rift), but not an indefinite period. The DM must count the number of weeks of game time which expire after the PCs meet the illithids, and make a note of elapsed time. During this time, the aboleth magic constructs grow stronger. The PCs cannot tarry forever.

At the conclusion of negotiations, the PCs and Ipshizeen should sign a written document of agreement, each retaining copies. Ipshizeen wants to swear oaths invoking both his own Power and that of each lawful PC (preferably lawful neutral, but lawful good will do in a pinch), to seal the agreement. The DM should get players to draw up their own contract (an essential clause is that both parties agree not to undertake any form of hostile action against the other at any time in the future, of course!). Then, evaluate it. Make sure your players give you this document well in advance of game play. Illithids are geniuses, and you need time to get your genius hat on and check the small print. Think like an illithid. Ipshizeen will certainly try to make sure that he minimizes risks for himself and his own faction, and that there are holes in the agreement which allow the illithids to provide minimal support by default and let the PCs take most of the risks.

The morality and ethics of entering into an alliance with the illithids is dealt with in the next section.

Further Locations

On **Map 25**, passages lead away from the illithid lair southwest and southeast. Those leading southwest lead, after a 5-mile stretch, to the caverns of a tribe of Duergar, some 70 strong including 20 superior types (10 of 2+4 HD and five each of 3+6 HD and 4+8 HD). The illithids regard them as an agreeable food supply. If the PCs want to attack the Duergar, the DM should design a cavern system or modify one of the many earlier maps to accommodate them. The illithids are not interested in the Duergar, save for food, though they will happily enjoy fresh Duergar brains if the PCs go dwarf-bashing. The idea of enslaving or charming the Duergar and using them in the assault on Shaboath does not appeal to Ipshizeen, who regards the Duergar as too weak to be of much use. The nest of Duergar should have a total of some 60,000 gp in treasure; the suggested magic haul is a *ring of protection +2*, *slippers of spider climbing*, and a scroll of wizard spells scribed at 14th level bearing *magic missile*, *shield*, *wall of fire*, and *web*.

The southeastern passage leads to an extensive catacomb system which is home to some 90 albino underdark bugbears. Again, the illithids have no interest in them save as meals. If the PCs want to mop up the bugbears, the XP haul will be weak; only some 4,000 gp in treasure and a single *dagger +2*. Again, the DM should design his or her own cave system or modify a previously used map.

Negotiating Alliances: "The Enemy of My Enemy . . ."

Can PCs justify alliances with illithids and tanar'ri? Certain of them may have moral problems with this.

An alliance with the illithids is justifiable to moral pragmatists. These particular illithids aren't actually much of a major menace to any good-aligned creatures, given the location of their lair; they mainly dine off bugbear and Duergar (both evil races). In addition, they are actively opposed to an evil (the aboleth) which has already done great harm to many of the PCs' own people and promises to *dominate* vast numbers of good-aligned creatures. Neutral good and neutrally-aligned characters should have be able to accept the alliance as "a necessary evil," and even neutral good characters who are of the "if it's evil, kill it" variety should be able to buy the pragmatic argument. Chaotic good characters may be appalled at the idea of allying with lawful evil, but they have a mutual lawful evil enemy and the threat is one of mass *domination* and enslavement. This is a case of accepting the lesser evil to combat the greater one.

Lawful good characters, especially priests and paladins, may have more serious reservations about allying with illithids. This is especially true for PCs of the "awful good" persuasion. It depends on whether they are moral absolutists or not. If they are, then they're beyond rational argument and alliances are probably impossible. Role-playing will play a major role here for some characters. Do not force the PCs into the alliance if they are genuinely appalled at the thought. The issue is one of individual purity verses "the greater good." Allow them to make their own choices and respect their decision, so long as they understand that by refusing the alliance, they significantly reduce the chances of victory over an evil far more terrible than the one which offers alliance. Characters willing to take the moral responsibility for this possible failure should be allowed to do so.

The solution may lie in a *commune* spell. If this is used, the lawful good priest or paladin may be advised that alliance with the illithids is acceptable on the following conditions: (1) the PC must not commit any evil deeds in the course of the mission, or permit others to do so if this is within his or her power; (2) the alliance must be short-term, lasting only until its specific goal, the assault on Shaboath, is achieved; (3) the PC must seek *atonement* immediately afterwards and accepts a *quest* (as well as making a hefty offering to the temple or faith he or she serves). Note that it is *not* acceptable for the PC to cut a deal with the intent of killing his or her erstwhile allies once the mission is complete; such blatantly chaotic behavior should be considered an severe alignment violation.

Allying with the tanar'ri is much more problematic, of

course. If the DM does his or her work well, the PCs may never realize the fiendish nature of these four ladies. If their disguise is pierced, the PCs must wrestle with their consciences. Lawful good PCs should be appalled at the very thought of such an alliance. Neutral good pragmatists can justify it; the fiends are not planning any further hostile action against any non-evil creatures on the Prime Material at this time and plan simply to destroy other evil beings and then exit to the Abyss. The "destroy the greater evil to preserve the greater good" argument is acceptable here. Chaotic good characters should enjoy the chaotic behavior of their new allies as well as be able to accept the mutual goal of overthrowing tyrannical, enslaving lawful evil. Neutrally aligned characters should have no moral problems with the arrangement.

It's up to the PCs which deals they cut and how. Once again role-playing is the key here; the DM must demand that they justify their positions in terms of their characters' personalities. Paladins simply cannot be allowed to light-heartedly ally with tanar'ri, but a paladin who has already entered into an alliance before realizing the nature of his allies might be justified in keeping his or her own part of the bargain as part of his or her own moral code, for example. As far as such player characters' patron Powers are concerned, the close association with seductive chaotic evil beings might be a good test of the character's moral fiber.

The Refugee

Map 26 on **Mapsheet 5** shows the layout of this small cave, an ancient tomb looted long ago. The entrance is difficult to locate, as it lies some 20 feet above the floor of the main cavern (secret door roll or Intelligence check to notice). The winding passageway is only 5 feet high and 2 feet wide. At three points along the rough stone passage, there are traps:

- Trap #1. At this point, an ancient, desiccated corpse lies on the floor. The floor here contains a pressure plate which, if stepped on by anyone weighing more than 75 lbs, causes a dozen rusty spikes to shoot out from the walls, floor, and ceiling. Each has a THAC0 of 15 and strikes with enough force to cause 1d6 points of damage. The spikes withdraw back into their hidden sockets 3 rounds later. This trap cannot be disarmed, but it is simple to step over the pressure plate once it has been identified.
- Trap #2. The floor is hinged at this spot, dumping anyone who steps upon it into a pit trap filled with metal stakes (2d6 damage from the fall and 1d8 for each stake; assume that 1d6 stakes will hit a human-sized target). The floor panel can be wedged into place by anyone making a successful Remove Traps roll.
- Trap #3. A deadfall here causes the roof to partially collapse on anyone who fails to step on the deactivation pressure plate directly beneath it; the rocks cause 3d6 points of damage.

Setting off any of these traps alerts the occupant of the chamber beyond of the intruders' approach, unless masked by *silence 15' radius* or the equivalent.

The Ancient Tomb
This chamber has been roughly carved from the stone. It is dominated by an ancient stone coffin on a raised platform in the center of the room. Behind this coffin lurks the missing mage Jelenneth.

Jelenneth, dual-class human (3rd-level mage/5th-level thief): AC 8 (Dexterity bonus); MV 12; hp 17; THAC0 18 (17 with sling); #AT 1; Dmg 1d4 (dagger or sling stone); SA spells, thief abilities (+4 to attacks and triple damage on backstabs); SD spells, thief abilities (see below), familiar (see below); SW limited spellbook; SZ M (5'4"); AL N (formerly NG). Str 12, Dex 17, Con 14, Int 16, Wis 13, Chr 15. Spells: *color spray*, *phantasmal force*; *invisible*. Thief abilities: Pick Pockets (25%), Open Locks (20%), Find & Remove Traps (30%), Move Silently (70%), Hide in Shadows (75%), Hear Noise (45%), Climb Walls (80%), and Read Languages (10%).

Jelenneth's spellbook is a fragmentary one she salvaged from the ancient corpse who had fallen prey to trap #1: it has only the three spells listed above in it. However, she also managed to find a scroll (scribed at 9th level) with the spells *find familiar* (already used), *ESP*, and *mirror image*; she will only cast spells from the scroll *in extremis*, since she cannot replace them.

This is indeed the kidnapped apprentice the player characters set out to find at the beginning of the campaign. The intervening weeks (or months, as the case may be) have not been kind to her. Despite repeated efforts by kidnappers, Derro, kuo-toa, and mind flayers, she managed to resist all attempts to *charm* her into being a docile slave. Eventually, after a number of attempts, she managed to escape her captors by leaping overboard while being ferried across the Sunless Sea. Making her way half-drowned to the shore, she took refuge here, knowing that any pursuit would concentrate on the passageways leading up to the surface. Once she deemed that the hubbub had died down, she made a number of scouting forays, one of them almost up to the City of the Glass Pool, but has found no escape route that she could take without perishing.

During the time of her captivity, she was totally cut off from any access to spellbooks, but she was able to pick up a few thieving skills from fellow prisoners. Subsequent experience in the school of hard knocks has given her plenty of opportunity to use and improve those skills. She

now bears little resemblance to the eager young mage who was kidnapped from the Baron of Mutton in Milborne; her dark hair is hacked short, her outfit is little more than rags and an old cloak, and she bears many scars from repeated attempts to break her spirit. Only by her piercing green eyes might player characters be able to recognize her from the miniature portrait they saw the night she was kidnapped (Intelligence check to remember).

When the characters enter, Jelenneth is crouched *invisibly* behind the empty sarcophagus, along with her familiar Jhoil, a strange ferret-like creature who looks something like a hyperactive furry snake with tiny legs at front and back; his keen sense of hearing and smell help warn her of approaching danger. She will cast her *phantasmal force* to make it appear as if a lich is rising up out of its coffin to repel intruders and demand (from her hiding place, in as husky a tone of voice as she can manage) that the tomb robbers leave the ancient dead in peace. If characters attack, she will have the illusion respond as best she can from her limited vantage point. Should the characters discover her, she feigns surrender, then makes a bolt for it, sacrificing her *mirror image* if need be. Should the PCs somehow let slip that they are from her home and have come looking for her, she will be momentarily overcome, before muttering "Well you sure took your time about it!" Naturally, if at any point the PCs somehow reveal that they are foes of the kidnappers, she will warily reveal her presence.

Despite her relatively low level, Jelenneth will wish to join the PCs for their final assault on Shaboath, remarking that she "has a score to settle" with whoever is behind the kidnappings. The DM may run her as an NPC or hand her over to a player to become a player character or henchman. Give each PC a 300 XP story bonus for finally succeeding in their original mission of finding out what had become of Tauster's apprentice.

Other Locations

The DM may wish to include other side-passages and cave systems to those shown on the map on the inside front cover. The following adventure hooks are included for DMs whose player characters may need a few additional experience points before venturing out onto the Sunless Sea.

Giants in Thrall

A group of some 30 to 40 stone giants prowls in one cave system, drawn by the lure of a baneful monolith which has a *sympathy* effect for stone giants, with a range of 5 miles. The stone, which is a minor artifact, changes the alignment of the giants to neutral evil over a period of 1 to 4 months. Destroying the artifact should be difficult but not impossible for the PCs; the giants regard it as a sacred object and fiercely resist any attempts so harm it. Once the thing is destroyed, the giants revert to their natural alignment in 1d4+4 days. They will be grateful for their release, but they will want to get away—their memories of their enslavement are as those of some nightmare, and they won't want to stay in the underdark and help the PCs directly. However, 1d4+1 weeks after they have returned to their mountain homes they send gifts thanking the PCs—gems with a gp value equal to half the XP value of the freed giants as well as a *hammer +3, dwarven thrower* (if there is a dwarf PC, otherwise a similarly useful item). PCs should earn experience points equal to the XP value of the stone giants they free here.

Trouble with Fungus

A small group of myconids is fighting a losing battle in another cave complex against a crazed, exiled Drow male, Otyl Erys, who suffers from the delusion that he is a minor god of fungus. The Drow has a *wand of plant charming* (casts *charm plant*, using one charge; the wand has 22 left; XP 2,000) and commands a small army of fungal monsters (including gas spores and ascomoids). He is also accompanied by a small group of wererats, all armed with short swords and light crossbows, their bolts dipped in paralyzing venom. Otyl has demanded that the myconids worship him as their god. The Drow should be a tough opponent. The myconids desperately need help; if the PCs free them from their persecutor, they will supply their deliverers with 10 sachets of *powder of hallucination* (see the *MONSTROUS MANUAL* entry on myconids for details). They have no treasure to offer the PCs.

The Dao Miners

An infestation of dao (a dozen or so, with 2d6+6 earth elementals) is at work in a convoluted cave system extracting precious gems for removal to the Elemental Plane of Earth. The dao fight savagely against any and all intruders; if the PCs seek some very difficult hack-and-slash, this is where to find it. The dao have good treasure in gems (1d4+4 x1,000 gp value each) and they have also brought with them from a distant site a wondrous treasure—a chitinous tarrasque plate which was almost wholly crafted into shield form before the dwarves crafting it were slain (by the dao). It would take only 1d4+4 weeks to complete the work, to yield a *shield +5*, but only master dwarven craftsmen could complete the task and they would want a huge sum in payment, of course.



Traversing the Sea

Basically, the PCs need one or more boats. There is no material in the cavern suitable for crafting boats, of course. There is a *folding boat* on Szandur's Isle, but the PCs still need some sort of water craft to get there in the first place. The PCs might try lugging canoes or the like down to the cavern, probably having hirelings carry them, but they'll have to take them down the 30-mile stretch of passageway to the Sunless Sea themselves. Attack and damage rolls, and penalties to surprise, can be imposed by the DM as he or she sees fit for PCs trying this and no, they can't bring mules with them. Razor rock, in particular, is absolutely impassable for mules.

This leaves two options. The DM can allow the PCs to trade some particularly nifty items discovered prior to this for a *folding boat* before they get to the Sunless Sea. Alternatively, a minor/major creation spell can create a temporary vessel (a very crude, hollowed-out wooden rowing boat) which can hold at least some of them, while others use *fly* spells and the like to accompany their friends. If the latter option is taken, wizards would do well to memorize multiple *creation* spells or perhaps place a few on scrolls. Swimming is out of the question for armored PCs, of course, and is deeply hazardous besides. A wandering monster check should be made on the "Aquatic" table on the inside back cover for every mile of sea covered by swimmers or water-walkers, and for every other mile for characters in some sort of boat.

Szandur's Isle

The island here is small; it is a natural rock outgrowth from the sea floor. Maximum height above water level is 18 feet. The surface of the island is barren and strewn with an unusual amount of rubble (movement rate reduced by 25%). Clearly visible are the ruins of several small stone buildings, many reduced to no more than foundation stones. Clearly, some settlement was abandoned or destroyed here long, long ago. Checking through the rubble, the PCs must make a locate doors, Find Traps, or Intelligence check to find the secret trapdoor in the floor of one of these foundations. **Map 27** on **Mapsheet 5** shows the layout here. The trapdoor is bolted shut from the inside. If opened, it reveals steps leading sharply downwards.

The small dungeon complex here is occupied by Szandur, a specialist Enchanter who has fled the surface world to escape her many enemies and taken up study of the aboleth and their experiments with *mass domination*. She is wily and paranoid and assumes that the PCs have been sent by her enemies to kill her. Negotiating with her is dealt with below. This wizard has some notes on the aboleth and two magical items that the PCs should find especially useful.

All doors in this dungeon are locked.

1. Entrance Complex

The door to this bare chamber has a *magic mouth* cast just inside it. If the door is opened and the portal crossed by anyone other than Szandur, or if Szandur is not within 10 feet of anyone so crossing the portal, the *magic mouth* screams furiously, "Intruder!" This has two consequences.

First, the yell of the *magic mouth* is sufficiently loud that it shatters a very thin glass globe bracketed to the middle of the west wall. This causes acid to be released on to a thin strand of tough rope directly below it, which in turn causes a weight to drop in a cavity behind the wall. The entire midsection of the west wall then pivots vertically at its midpoint, turning inside out (as it were) to reveal a stone surface covered with iron spikes. These spikes are then fired toward the door area at the rate of six per round. They have an effective THAC0 of 12 and cause 1d8+3 points of damage per hit. Anyone standing in the line of fire (a ten-foot-wide area) is a potential target. There are 60 spikes in all.

Also, an invisible stalker lurks in the southeast corner of the room. It knows about the trap and does not enter the area of effect but otherwise attacks anyone not with Szandur, trying to prevent them from entering the corridor to the south.

> **Invisible Stalker:** AC 3; MV 12, fly 12; HD 8; hp 40; THAC0 13; #AT 1; Dmg 4d4 (vortex); SA surprise (–6 penalty to opponents' surprise rolls, –2 to those able to *detect invisible* foes); SD invisibility; MR 30%; SZ L (8' tall); ML fearless (20); Int high (14); AL N; XP 3,000.

Note that *find traps* cast at the doorway will not reveal the wall trap and that the *magic mouth* is not in itself a trap. The yell of the *magic mouth* has only a 20% chance of being heard by Szandur in her scribing chamber.

2. Distorted Passage

This stretch of plain passageway 30 feet long and 10 feet wide has two spell effects operative: a *hallucinatory terrain* which makes it look like solid, plain stone (covering the central pit trap) and a *distance distortion* which makes it appear to be 60 feet in length. The pit is 8 feet wide, 8 feet long, and 20 feet deep. The bottom 4 feet of the pit is filled with a poisonous acid. Any PC falling in may have equipment destroyed by the acid (item saving throws receive a +1 bonus), while he or she suffers 1d8 points of acid damage per round of contact with the acid. Acid damage continues for 1d4+4 additional rounds after contact has ceased, unless the acid is washed off with water (four pints are needed; if less is used, subtract 1 round from the duration of continuous damage). What's worse, the acid is poisonous, with an onset time of 1d4+4 rounds: a character who comes in contact with the acid suffers 20 additional points of poison damage (a successful saving throw vs. poison

reduces the poison damage to 5 points).

Lead PCs fooled by the *distance distortion* may walk right into the southern door. This appears to be an ordinary wooden door, but in reality is covered in razor-sharp barbed metal spikes coated in Type N poison (a failed saving throw vs. poison means death; the character still suffers 25 points of damage even on a successful save). Impact damage for walking into the door is 1d10 hp (or 1d6 hp if the victim is wearing metal armor); if the character was running at the time, these damages are doubled (to 2d10 or 2d6, respectively). The sound of a PC thudding into the door is 60% likely to be heard by Szandur.

There is an *alarm* spell operative in the 10 foot area of passageway due north of this door and, if this is triggered, then Szandur will automatically hear this and take precautions accordingly.

3. Equipment Chamber

This is simply a storage chamber with preserved food, water, flasks of oil, waterskins, ropes, empty glass bottles and flasks, etc. The PCs can loot all the spare mundane equipment they can carry here.

4. Szandur's Study

The entrance door here is locked normally and also *wizard locked* at 14th level of spell use. The study room beyond is a clutter of tables and chairs, work desks, maps and charts, reams of manuscripts, moth-eaten old carpets, etc. More importantly, Szandur works here with a guardian always protecting her. Note that there is a *grease* spell in operation right in front of the entrance door.

Szandur, 14th-level Specialist Wizard (Enchanter): AC –2 (*bracers of defense AC 3, ring of protection* +2, Dexterity bonus); MV 12; hp 48; THAC0 16 (14 with *dagger* +2 in melee, 12 with *dagger* +2 in missile combat); #AT 1; Dmg 1d4+2 (*dagger* +2); SA spells, bonus spells (one per level, from the school of enchantment/charm), opponents suffer –1 penalties to saving throws against spells from her specialty school (indicated in **bold** below); SD gains +3 bonus to all saving throws against enchantments and charms (specialist bonus, amulet) and +5 against *domination* (specialist bonus, amulet); AL NE; XP 10,000. Str 9, Dex 17, Con 16, Int 18, Wis 15, Cha 16. Spells (including specialist bonuses): *alarm, burning hands,* ***charm person****, comprehend languages, grease, identify; continual light, ESP, fog cloud, hypnotic pattern, locate object,* ***ray of enfeeblement****; babble, clairaudience, clairvoyance, dispel magic,* ***suggestion****, water breathing;* ***charm monster****, dimension door, Evard's black tentacles, hallucinatory terrain* (already cast), *improved invisibility;* ***chaos****, demishadow monsters, distance distortion* (already cast), ***feeblemind****, monster summoning III;* ***eyebite (charm)****, invisible stalker, true seeing; monster summoning V,* ***steal enchantment****. She wears a *ring of fire resistance* and an amulet (XP 500) which confers a bonus of +2 to saving throws against all enchantment/charm spells and a +4 bonus against both the *domination* spell and the aboleth *domination* power. She carries a scroll with a *dimension door* spell on it at all times, as an emergency escape policy. In addition, she carries a *wand of fear* with 21 charges, has a *scroll of protection from elementals* and a *potion of extra-healing*, and wears a *necklace of adaptation*. Szandur is 5′ 8″ and 53 years old; she is very pale-skinned, with a very long black hair, intense black eyes, and a continuous tremor in her very bony hands.

Szandur has an invisible stalker (44 hp) on permanent guard duty in this chamber. Szandur also has two spell effects operative. First, she has a *stoneskin* spell running. Second, she has a *contingency* spell in operation (cast on her some time before by an old ally). If she is ever reduced to zero hit points or below, or if she is *held* or otherwise paralyzed, her *dimension door* spell is triggered, shifting her to the sealed chamber (area 5).

When Szandur gets any warning of intrusion, her first move is always to cast *improved invisibility*, thus reducing her Armor Class to –6. She follows with *true seeing* unless battle has already been joined. Her next move is to summon some protection. If she still isn't being attacked, she'll summon another invisible stalker (of 42 hp) and give commands for bodyguard duty. If fighting is already going on, she'll use *monster summoning* instead. The DM should either generate summoned monsters using the standard random tables or resort to the wandering monster tables on the inside back cover of this book. Szandur's first spell when she sees PCs is always *chaos*, often followed up by *babble*. She piles on summoned monsters to attack the affected PCs and use *Evard's black tentacles* to create a barrier before herself, expecting her stalkers and summoned monsters to weaken the PCs in melee. Of course, she will use *eyebite* or *feeblemind* to pick off suitable targets. *True seeing* will be used to spot anyone trying to sneak up on her.

If someone gets to Szandur in melee, the stalker(s) will always try to interpose themselves. If the wizard is reduced to 10 hit points or below, she will *dimension door* to area 5 and consume the *potion of extra-healing* she has cached therein. She then casts *clairvoyance* or *clairaudience* to see and hear what the PCs are up to after she has gone. If the DM judges that the PCs have been sorely weakened, Szandur will use the *dimension door* scroll in area 5 to move to area 1 and attack the PCs from the rear, using *hold* spells and her wand.

Szandur will only try to negotiate if she cannot *dimension door* out of trouble or if she is finally out of spells, the PCs are still (mostly) standing, and she has no escape route. She offers her monetary treasures, and after ascertaining that the PCs are interested in the abo-

leth she offers copies of her notes on them. If the bargain is struck, Szandur sends invisible stalkers to follow PCs around to see what they're up to. If she ascertains that they have acquired further clues and information, she will try to have a stalker infiltrate the PCs and steal the relevant item. She certainly bears them a titanic grudge in future but will not act to attack them again—at this stage, anyway. She will divulge the contents of her notes and her simple map (see below), but she won't given them the symbolic map from area 5 if she can possibly avoid this.

If Szandur is slain or captured and the study chamber explored, the notes scattered around inform the PCs of Szandur's past (this may need amending if the DM has decided to make this wizard a major NPC in the campaign world) and make it clear that she is currently studying magical powers of the aboleth. An Intelligence check or Spellcraft proficiency check allows a wizard or priest PC to determine specifically that Szandur has an interest in their *domination* ability—perhaps not surprising given that she is a specialist Enchanter, after all. Nothing more specific can be gleaned. The maps of the Sunless Sea show nothing Aljayera's map does not show, but if the PCs don't have this map you can give them **Player Handout 21** at this time. The PCs can also find spare material components for 1d4+4 of Szandur's spells (choose randomly) around the room.

5. Sealed Chamber

This is Szandur's bedroom. The walls of the room are oily, coated in an enchanted liquid which confers 50% detection resistance. This is magic resistance against divinational spells, which are 50% likely to fail utterly if used to try to scry into this area (it does not interfere with scrying attempts originating within the chamber and targeted elsewhere). Air quality here is stuffy, but breathable; there is an invisible stalker (36 hp) on guard here, part of whose duty is to make sure that the air in this room doesn't get exhausted (an easy enough task for a creature from the Plane of Elemental Air).

If Szandur is sent here by her *contingency* spell, the stalker knows enough to get a *potion of extra-healing* down her throat as soon as she arrives (on her bed). This won't negate any paralyzation, of course, but if her hit point total upon arrival is between zero and –10 it will restore her to consciousness.

Beneath Szandur's bed is a wooden case and a locked wooden coffer (Szandur carries the small gold key which fits this on a chain around her neck). The case contains two of each spell component for spells in Szandur's spell listing and spellbooks. The coffer is *wizard locked* (14th level). It contains three scrolls, each bearing a single spell (*dimension door*, *teleport*, and *airy water*, respectively), all scribed at 12th level; a tiny *folding boat*; Szandur's symbolic map of Shaboath's magical towers (give the players **Player Handout 25** if they take this); and pouches with pearls and gems (total value 25,700 gp). Szandur's spellbooks are here; these contain all the spells listed in her character description, plus *alarm*, *grease*, *magic mouth*, *wizard lock*, *detect scrying*, and *stoneskin*. The enchantment/charm spells are in one spellbook and all her other spells in the other.

There is a false bottom to the coffer. If found and opened (this is separately *wizard locked*, again at 14th level), a tiny recess beneath holds three exquisite spider sapphires (value 5,000 gp each), two *potions of extra-healing*, and three small crystal vials of smoky gray viscous liquid. If drunk, this liquid will cause 3d6 points of dehydration damage; a sip alone inflicts 1d4 hp and makes the imbiber's mouth feels horribly dry and parched. This liquid is a very effective missile weapon against aboleth since it dries up their protective slime. A direct strike from a vial causes 3d12 points of damage to an aboleth; a splash causes 2d6+2 hp. Against oozes, slimes, and jellies of all kinds, the same damage applies. Against humans, demihumans, and humanoids, the liquid only causes damage if ingested (3d6). The DM should make judgment calls about damage on other nonhuman targets, but a creature in water will not be harmed unless it is somehow forced to ingest the liquid.

The PCs may wonder what on Oerth (Toril, Mystara, etc.) **Player Handout 25** means. If they had the foresight to obtain the key to aboleth runes earlier (**Player Handout 22**), this will help them immensely; if not, they may want to try to acquire it now (see page 5).

The Isle of Shadows

This island is a bleak ruin shrouded in perpetual cold, black drifting mist, and fog. The place radiates a palpable evil to a range of 200 feet from the shoreline. No marine life enters this area. Even the aboleth avoid this place. The mist and fog is cold. Without magical protection, PCs suffer 1d3 points of chill damage per turn on the island. The island is not only foggy, it is dark (treat as the equivalent of starlight for the purposes of penalties, imposing a –3 penalty to characters' attacks and a +2 penalty to their Armor Class). The insides of buildings are considered to be total darkness (–4 to attacks, +4 penalty to Armor Class). Infravision does not work here, as any heat is very rapidly dissipated by the bitter chill of the island. Blindfighting, however, works normally. Any PC party with any idea of what they're doing will stack up on *resist cold* spells before thoroughly exploring this spot.

The island is another bare rock protrusion, but bizarrely decorated. Dotted at irregular intervals around the shoreline are statues of a greasy black metallic-sheened stone, from 4 to 9 feet in height. These statues are oddly angular heads, greatly extended in vertical scale, with closed slit eyes and frowning mouths. They radiate necromantic

magic if tested, and touching one causes any good-aligned character to suffer 1d12 points of chill damage. Undead flit around the island, and wandering monster checks are at twice normal frequency. This is an unhallowed place, and all Turning Undead attempts must be made as if the priest (or paladin) were four levels lower than normal.

Many buildings here appear to have turned to dust over the centuries. Dilapidated buildings show stone surfaces where hard stone has turned to a flaky, ash-like, fine powder; many walls dissolve at a touch. Only two buildings remain virtually intact and unchanged over the countless years since their occupants perished. These are shown in **Map 28** on **Mapsheet 5**; they stand some 60 yards apart. This wretched isle holds the remains of a cult of the lost Dark God (known as Tharizdun on Oerth). All areas here are unlit. *Light* and *continual light* spells can only be cast if the caster makes a successful saving throw vs. spell, and the radius of effect is only one-tenth of normal. Items already bearing such dweomers must make a saving throw vs. spell (at the level the caster who placed the spell was at the time) or be extinguished. Torches and lanterns give light for a radius of only a single foot.

The PCs would do well, in truth, to avoid this place, but it does offer magic and experience—though the risks are great.

1. The Conclave

This door to this windowless building has a *glyph of warding* set upon it (32 points of chill damage plus paralysis for 32 rounds). Beyond the door, the entrance chamber leads to a circular chamber, with a heavy black curtain barring the way ahead. A vicious trap is also set into the ceiling here (12 feet overhead). If the words "Blessed be Tharizdun" are not spoken when the PCs walk along this passage, two iron portcullises slam down and cage them. From the bars of each portcullis, barbed metal hooks swing inward and strike at everyone inside the cage. The hooks are THAC0 12 and cause 1d10 points of ripping damage as they embed themselves in a victim's flesh, plus 1d6 points of chill damage from the frozen metal. The chill damage is continuous until the victims can somehow extricate themselves.

The curtain at the end of the passageway bears a disturbing pattern of sinuous black serpents weaving their way through a tortured convolution of unclothed bodies and limbs. The faces of the victims portrayed cannot be seen, but their struggles and pain can clearly be sensed. The heavy cloth of the curtain is impervious to fire, acid, cold, and electrical attacks. Spells such as *disintegrate* have a straight 50% chance of affecting the curtain. If the PCs have to brush through the curtain into the chamber beyond, each must make a saving throw vs. spell. Failure means that the individual is affected by a *ray of enfeeblement* effect.

The circular room contains seven skeletal figures seated in chairs around a great wooden table, the surface of which is wooden but appears greasy and almost metallic. The chamber itself is otherwise bare, save for black torches in wall brackets. Each skeleton wears a black cloak and carries a black metal rod. The cloaked figures radiate freezing cold (1d4 points of damage per round spent within 10 feet of such a creature, but damage is not cumulative for being in the area of effect of more than one such creature). These priest-skeletons are unique; treat them as spectres for the purposes of Turning. Any successful Turning attempt will only turn one of them, however, and only for one round per adjusted level of the successful turner.

Priest-Skeletons (6): AC –2; MV 12; HD 7+7; hp 50, 44, 40, 39, 31, 26; THAC0 14; #AT 1; Dmg 1d8 + 2d6 (black metal rod + chill); SA chill radius (1d4 points, 10' radius); SD immune to *charm*, *sleep*, *hold*, and *fear* spells, immune to cold, electricity, nonmagical weapons, and acid, blunt weapons inflict only half damage, saving throws as 12th-level priests with Wisdom 18; SW may be Turned as spectres, holy water inflicts 2d4 points of damage per vial; SZ M (5'); ML fearless (20); Int high (13); AL NE; XP 4,000 each.

Skeletal High Priest: AC –2; MV 12; HD 7+7; hp 44; THAC0 10; #AT 1; Dmg 1d8 + 2d6 (black metal rod + chill); SA chill radius (1d4 points, 10' radius), spells; SD spells, immune to *charm*, *sleep*, *hold*, and *fear* spells, immune to cold, electricity, nonmagical weapons, and acid, edged weapons inflict only half damage, saving throws as 16th-level priest with Wisdom 18; SW may be Turned as spectre, holy water inflicts 2d4 points of damage per vial; SZ M (5'); ML fearless (20); Int high (13); AL NE; XP 6,000. Spells: *cause fear*, *command*, *curse*, *darkness* (x2), *freezing hands* (cold-based version of *burning hands* wizard spell); *continual darkness* (x2), *hold person* (x2).

Chill damage from the rods carried by each skeletal priest is halved if a saving throw is made against spells. Destroying the whole group earns any good-aligned priest or paladin in the party an XP bonus of 2,000 in addition to normal monster XP.

There is no obvious treasure here. However, some rather dangerous wealth is hidden inside the monolithic stone table. The tabletop is nearly 12" thick and has an AC of –2 (a missed attack roll means a weapon or tool just slides harmlessly off the surface). It is impervious to fire-, cold-, and electrical-based attacks. Only blunt weapons can be used to smash it; if 50 points of damage are so inflicted on it, the slab splits right down the middle. When this happens, a cloud of superfrozen ice crystals fills the entire chamber; any PC in the area of effect suffers the effects of a *cone of cold* (for 14d4+14 points of damage);

only those standing within 10 feet of the passageway are allowed a saving throw to jump back out of the area of effect (possibly colliding with the *enfeeblement* curtain if it is still hanging). Inside the very structure of the slab lie 50 black gems.

Each of these gems is a diamond of base value 1,000 gp, and each is cursed. The effect of the curse is subtle. It begins to operate seven days after a PC takes possession of the gem. Initially, it grants the possessor a +1 bonus to saving throws vs. paralysis and cold-based attacks. This bonus increases by +1 each week thereafter. After the third week, the character begins to radiate cold; simply touching him or her inflicts 1d4 points of damage. After the penalty has reached +8, his or her skin blackens and begins to flake off. Hereafter the character must make a system shock roll every third day; failure indicates that death and transformation into one of Tharizdun's skeletal priests. Any victim who dies from the curse is lost forever; no magic will return that character to life. *Dispel magic* will not affect these gems. *Remove curse* will lift the curse from 2d6 of them.

The rods the priest used are not usable save by evil characters. Just grasping one inflicts 2d8 points of chill damage. The robes of the priests, however, can be taken and worn with benefit on the island. They confer immunity to the unnatural cold of the island, to the radiant chill damage of the skeletal priests, and to the chill shock from touching a rod (making it safe to wield one). They radiate faint evil, but simply wearing them has no bad consequences.

2. The Hall of Endings

The name of this windowless building is inscribed on the archway above the door. Also on this door is a *glyph of warding* identical to that on the doorway of area 1. The ground floor of the featureless, stark building is set some thirty feet below the island's surface; opening the door reveals a set of stone steps leading down to an altar to the Dark God. To any good-aligned priest or paladin, this malign structure doesn't radiate evil: it screams evil. Untold numbers of lives ended here; hence the name of the place. Good-aligned priests and paladins coming within 10 feet of the altar must make a saving throw vs. spell or flee in fear for 1d6 rounds.

The altar appears to be smooth, black stone, but it seems almost to have a surface "skin," beneath which scenes are depicted akin to those on the curtain of area 1. Touching the altar activates an *enfeeblement* effect, but only those who actually touch the stone are affected.

The sense of evil from the stairs leading down is very strong. The players should realize their PCs are going to come up against something very unpleasant indeed. This



is a very dangerous locale.

The stairs to the lower level lead down only 40 feet, but they feel as if they go on forever. Each PC on the stairs must make a saving throw vs. spell. Success means the PC can venture 10 feet onwards; failure means the PC simply cannot lift one leg before another—the sense of chilling despair and terminal exhaustion is just too great. PCs in this condition must make a second saving throw to be capable of spellcasting (if applicable). The stairs are desperately cold. Automatic chill damage is 1d6 points per round unless the PCs are wearing the robes from area 1; even *resist cold*, *control temperature 10' radius*, and similar spells reduce damage only to 1d4 points per round.

The stairs appear to open out into a room 50 feet wide and 40 feet across, the northern wall of which is a solid veil of darkness. Only *true seeing* can pierce this veil of magical darkness to reveal the 20-foot by 40-foot room beyond; *light* and *continual light* cannot counter this effect. A successful *dispel magic* cast against 18th level spell use, or a *sunburst*, will bring down the veil. Any spell passing through the veil from area 2b to area 2c has a 50% chance of being absorbed and negated; thus area-of-effect spells cast in area 2b may not affect the area behind the veil. However, spells may be cast from area 2c back into 2b without diminishment.

Monsters lurk in area 2b, patiently awaiting the entrance of any intruder. Two shadows wait on either side of the entrance point, just inside the room and out of sight of anyone on the stairs. In addition, one round after the first PC enters this chamber, a spectre drifts from behind the veil and flies to attack.

The chamber is a malign place in itself, though it does not radiate chill as the stairs do. A hostile *prayer* spell is in operation within the chamber, acting against the PCs. The walls are decorated with black wall hangings and stone murals showing writhing serpentine forms, horribly distorted bodies, and spheres of blackness swallowing up helpless victims of human and demihuman kind. Bracketed wall torches spark into black flame when any PC enters the room and pour out a loathsome, sedating incense which fills the room; each character must make a saving throw vs. poison or lose 2 points each from Strength, Dexterity, and Constitution (exceptional Strength is reduced to 17) and 1 point each from Intelligence, Wisdom, and Charisma. This effect is temporary, lasting for 2d6 turns after PCs get out of the area of effect.

Shadows (4): AC 7; MV 12; HD 3+3; hp 26, 22, 20, 16; THAC0 17; #AT 1; Dmg 1d4+1 + special (touch); SA touch drains 1 point of Strength for 2d4 turns; SD 90% undetectable, immune to nonmagical weapons, immune to *sleep*, *charm*, and *hold* spells and to cold-based attacks; SW may be Turned; SZ M (5' tall); ML fearless (20); Int low (7); AL CE; XP 420 each.

Spectre: AC 2; MV 15, fly 30 (B); HD 7+3; hp 39; THAC0 13; #AT 1; Dmg 1d8 + special (touch); SA touch drains two life-energy levels; SD immune to nonmagical weapons, immune to *sleep*, *charm*, and *hold* spells, to paralyzation and poison, and to cold-based attacks; SW may be Turned, holy water inflicts 2d4 points of damage per vial, *raise dead* destroys the spectre utterly if it fails its saving throw vs. spell; SZ M (5'); ML fearless (20); Int high (13); AL LE; XP 3,000.

The most powerful enemy here is the skeletal priest in its throne behind the veil. This ghastly and unique servitor of the Dark God has most of the powers of a lich, though fortunately its spellcasting powers are less. However, while seated on its throne it gains the following abilities: 40% magic resistance, *true seeing*, *protection from good*, and the ability to cast each of the following, once per day, at 16th level of magic use: *blindness*, *Otiluke's freezing sphere*, *ray of enfeeblement*, and *weakness* (reversed *strength*, with a range of 30 feet).

Varandek, Priest-Servitor of the Dark God: AC –3; MV 12; HD 12; hp 70; THAC0 10; #AT 1; Dmg 1d10 + special (touch); SA chill radius (1d8 points of damage per round to all within 10 feet), spells, touch causes paralysis (permanent until *dispelled*, saving throw vs. paralyzation to resist), throne powers (see above); SD immune to *sleep*, *charm*, *hold*, paralysis, petrification, gaseous attacks, polymorphing, *caused* wounds, electrical- and cold-based attacks, nonmagical weapons, and death magic, half damage from edged weapons, makes saving throws as a 18th-level priest with a Wisdom score of 18, commands Undead as 18th-level priest; MR 40% (while seated on throne); SZ M (5' high); ML fearless (20); Int high (13); AL NE; XP 10,000. Spells: *cause fear*, *command*, *curse*, *darkness* (x2), *freezing hands*, *freezing arrow* (as *Melf's acid arrow*, but chill damage rather than acid), *hold person* (x3). Varandek can cause *paralysis* with its touch, as a lich can, and the Priest-Servitor also wears a unique pair of metal bracelets tight about its wrists, almost like manacles.

It takes the Priest-Servitor one round to activate these bracelets, transforming its hands into claw-like protrusions of black ice. Its touch then gains a +2 bonus to attack rolls and inflicts 2d8 points of additional chill damage (for a total of 1d10+2d8 per touch, plus paralysis). However, this makes its very vulnerable to a *shatter* spell: should it fail its saving throw against such an attack, its hands shatter and break, inflicting 4d10 hp of damage on the undead creature and reducing its subsequent attack and damage rolls by –4, as well as reducing its spellcasting to spells with only verbal components (i.e., *command*).

Should the PCs eventually triumph here, even getting at the Priest-Servitor's treasure here is hazardous. The words "Blessed be Tharizdun" must be spoken within 5 feet of the throne, a great slab of featureless black stone. When this is done, the throne sinks back into the west wall, revealing yet more stone steps, descending 30 feet into a hemispherical black chamber (area 2d). The stairs have exactly the same enchantment cast on them as the stairs from 2a to 2b, while the round chamber itself is filled with the same incense as 2b and 2c. The chamber is featureless, save for three black metallic cases, each some 18" x 24" x 6" deep. Each can be opened readily, but a saving throw vs. spell is needed for each. If failed, the PC opening the case is reduced to zero hit points and falls unconscious (using the "death's door" rule), but he or she continues to suffer chill damage (unless wearing one of the black robes). Magical healing is impossible in this chamber; such spells if cast are simply lost without effect. A fast-thinking PC wizard can save the life of such an unfortunate with *levitate* or the like; healing is possible in the upper chambers (areas 2a, 2b, and 2c).

The first case contains 25 black gems of base value 1,000 gp, each identically cursed to those found in area 1. The second case contains a *wand of cold* with 44 charges. The third case has a unique glyph cast upon it so that the case itself radiates magic. The glyph was placed to trap the magic of what is inside, not to affect those opening the case. Inside it is a simple and unadorned mace which, initially, is nonmagical. After one week away from the island, the mace functions as a *mace +1*, but after two weeks it becomes, in the hands of a paladin or priest, a full *mace of disruption*. Note that its NG alignment is currently suppressed but can be detected when it becomes magical again.

Pyramid of the Ixzan

This floating island is an entirely artificial construction. The Ixzan occupants are allies of the aboleth, who provided them with the slaves to build this and then enchanted it. If the PCs assail this fortress, the aboleth take notice. A first attack on the pyramid brings no response, but after a second attack all Ixzan are evacuated to Shaboath and the aboleth will suspect that an organized campaign is underway against them. How they respond to this is detailed in the "Active Response" section of the chapter "Great Shaboath." Thus, the PCs would do well to wipe the Ixzan out as swiftly as possible to prevent their being available as reinforcements for Shaboath; the characters' best strategy is to leave this island alone until their last foray prior to attacking Shaboath itself.

Map 29 on **Mapsheet 5** shows this pyramid complex. **Map 29a** provides a cross-sectional view, while **Maps 29b** through **29e** show individual layers of the pyramid. To conserve space, full stats are only given for special Ixzan; the DM should use following stats for normal Ixzan:

> **Normal Ixzan:** AC 4; MV 3, swim 12; HD 1+1 to 6+6; THAC0 19 (HD 1+1 and 2+2), 17 (HD 3+3), 15 (HD 4+4 and 5+5), or 13 (HD 6+6); #AT 1; Dmg 2d4 for HD 1+1, 2+2, and 3+3 (bite) or 3d4 for HD 4+4, 5+5, and 6+6 (bite); SD +4 saving throw bonus against illusions and Elemental Water, half-damage from blunt weapons of below +3 enchantment; SW begin to suffocate if remain out of water for more than 1 full turn; SZ M (5' wingspan) for Ixzan of 1+1, 2+2, or 3+3 HD, and L (7' to 10' wingspan) for those of 4+4, 5+5, or 6+6 HD; ML champion (16); Int high to genius (13–18); AL CE; XP 65 (1+1 HD), 120 (2+2 HD), 175 (3+3 HD), 270 (4+4 HD), 420 (5+5 HD), or 650 (6+6 HD).

1. Fountain Pyramid
A central magical waterspout rises throughout the entire structure, drawing water from the depths and propelling it upwards until water spurts in a perpetual fountain some 40 feet into the air before washing down the steps of the pyramid and flowing over the surface of the whole structure back into the Sunless Sea. The water speed is so strong that it is not possible for characters to enter the complex by swimming against the current down the waterspout into the lower levels of the structure; only the Ixzan can do this, and then only at a movement rate of 3.

2. Slave Pyramid
The Ixzan keep slave builders, dogsbodies, and future sacrifices here. Each of the three chambers (a, b, and c) within the slave pyramid holds 1d10+6 slaves, who are 80% likely to be dwarves, 10% likely to be humans, and 10% likely to be either halflings or gnomes (equal chance of either). All these slaves are *charmed*. They will not be drawn forth to fight for the Ixzan, with the exception of four mountain dwarves in area 2c who have some fighter skills above the normal.

> **Dwarven Fighters, 3rd level (2):** AC 8 (leather armor); hp 20 each; THAC0 17; #AT 1; Dmg 1d6 (picks, heavy shovels, builder's tools, etc.); SD +4 bonus to saving throw vs. spell, vs. rod/wand/staff, and vs. poison; SW *charmed*; SZ M (4½' tall); ML elite (14); Int very (11); AL LG; XP see below. Con 14.

> **Dwarven Fighters, 5th level (2):** AC 8 (leather armor); hp 37, 33; THAC0 15 (14 with Strength bonus); #AT 1 at +1; Dmg 1d6+3 (as above, Strength bonus); SD +4 bonus to saving throws vs. spell, vs. rod/wand/staff, and vs. poison; SW *charmed*; SZ M (4'); ML elite (14); Int very (12); AL LG; XP see below. Str 18/31 and 18/43, Con 16 and 15.

There will always be a group of 1d6+2 slaves at work on the above-water part of the pyramid, scrubbing the stone statue, cleaning scum and algae off the pyramids, etc. The Ixzan will always try to use them as shields in melee if possible.

PCs earn 500 XP for every slave freed, 750 XP each for the dwarven fighters (losing a like amount for each *charmed* dwarf they kill in combat). However, none of the slaves will want to leave the "nice Ixzan" until their *charm* has been *dispelled*. All these slaves have been *dominated* so often, and had *forget* spells cast on them repeatedly, that they are disorientated and confused. They only have the vaguest idea of where their homes are, and none at all of how to get back to them. PCs only earn XP if these slaves are returned safely to the surface world, and good-aligned PCs should lose XP for failing to do so. By this time, the PCs should have made preparations for dealing with freed slaves; if they haven't, they don't deserve XP here.

3. Ilxendren's Pool
Dwarf-built, this huge statue of the Ixzan patron deity (see **DM Reference Card 5**) rises some 25′ above the surface of the large pool in which it stands, ascending on a huge, fluted pedestal. The statue can be commanded by any Ixzan priest of level 7+ to create the following effects, once per day: *cone of cold, fear* (as wand), *magic missile, ice storm,* and *Otiluke's freezing sphere*. Spell effects are at 12th level of magic use. The statue appears to come alive when these effects are created—for example, if *fear* is generated the statue's eyes glow red and the wings appear to cloak themselves around the body. Further, each day up to six Ixzan spellcasters can gain the benefits of *protection from good* for 12 turns if they touch the statue; in the event of a PC attack, such Ixzan will certainly try to get to the statue for this bonus if they can do so. The statue has effective Armor Class of 2 and takes 50 points of magical damage to destroy. Edged weapons inflict no damage on the structure, which is also resistant to cold-based and Elemental Water spells.

4. The Great Pool
The Ixzan spellcasters here keep watch over the slaves and a lookout over the Sunless Sea generally, employing their infravision. There are two ordinary 5+5 HD Ixzan here (33, 26 hp) and two spellcasters.

> **Ixzan Priest (8th level):** AC 4; MV 3, swim 12; HD 5+5; hp 30; THAC0 15; #AT 1; Dmg 3d4 (bite); SA spells; SD spells, +4 bonus to saving throws against illusions and Elemental Water, half damage from most blunt weapons (unless of +3 or better bonus), *silence* does not prevent spellcasting; SW begins to suffocate after 1 full turn out of water; SZ L (8′ wingspan); ML champion (16); Int exceptional (15); AL CE; XP 975. Wis 17. Spells: *curse, darkness* (x2); *hold person, resist fire, spiritual hammer; blindness* (x2), *prayer; cloak of fear, free action.*
>
> **Ixzan Wizard (6th level):** as above but with 32 hp and Int 17. Spells: *charm person* (x2), *magic missile* (x2); *invisibility, mirror image; fly, slow.*

The wizard tries to *fly* to avoid melee; it employs its *slow* and *charm* spells first, while the priest uses *darkness* and *blindness* to disable opponents after gaining the statue's *protection from good* benison (see area 3).

Sunken Pyramid Levels

The internal chambers of the pyramid are not only underwater but pitch dark! Water flow in the 40-foot-long side-channels is brisk, as water is drawn toward the central water spout. By contrast, water circulation in the interior chambers is sluggish. The turbulence in the passages means that melee and missile attacks have –1 attack and damage penalties in addition to those normal for underwater combat for PCs (the Ixzan, naturally, are used to this effect and suffer no penalties). It's impossible to move *down* the waterspout from one pyramid level to one below, given the force of the flow. Moving upwards is possible, but a Strength check is required. If successful, the PC can go up with the current and move into a side-channel as he or she wishes. If the check fails, roll 1d6. On a roll of 1 or 2 the PC overshoots by one level, moving up two pyramid levels. Otherwise the PC gets caught in the current and shot out of the top of the pyramid at area 1, being flung 50′ into the air and then falling onto the surface level of the pyramid (treat as a 50-foot-fall for damage purposes; in addition to 5d6 points of damage, the victim will also be *stunned* for 1d4 rounds).

5 to 8. Ixzan Communal Chambers
These large chambers are home to the bulk of the ordinary Ixzan community. Each chamber contains the following creatures:

- Six Ixzan of 1+1 HD (hp 8, 7, 6, 5, 5, 2).
- Four Ixzan of 2+2 HD (hp 17, 14, 13, 10).
- Three Ixzan of 3+3 HD (hp 20, 19, 18).
- 1d3 Ixzan of 4+4 HD (hp 30, 27, 20).

These chambers are all somewhat repellent (Ixzan are not tidy housekeepers). Half-rotten fragments of debris (chunks of eel, decaying plants, etc.) tend to drift to the bottom of each chamber, eventually escaping by being swept out in the main current.

9. The Priesthood
This chamber holds two 5+5 HD Ixzan with the abilities of 8th-level priests (same stats and spells as the priest in area 4, save that these have 40 and 36 hp respectively).

10. Chamber of Ixzan Wizards
There are three wizards here, making this a highly dangerous location. One is a 5+5 HD type, with 31 hp and 6th-level wizard abilities (same stats and spells as the wizard in area 4). The other two are more dangerous still.

Ixzan Wizard (9th level): AC 4; MV 3, swim 12; HD 5+5; hp 25; THAC0 15; #AT 1; Dmg 3d4 (bite); SA spells; SD spells, +4 bonus to saving throws vs. illusions and Elemental Water, half damage from most blunt weapons (unless of +3 or better bonus), *silence* does not prevent spellcasting; SW begins to suffocate after 1 full turn out of water; SZ L (9' wingspan); ML champion (16); Int genius (17); AL CE; XP 1,400. Spells: *charm person, magic missile, phantasmal force, shield; levitate, mirror image, ray of enfeeblement; dispel magic* (x2), *lightning bolt; Evard's black tentacles, polymorph other; cone of cold.*

Ixzan Wizard (9th level): as above, but has 6+6 HD, 39 hp, and an XP of value 2,000. Spells: *charm person, magic missile* (x2), *shield; detect invisibility, ESP, stinking cloud; dispel magic, lightning bolt, slow; confusion, minor globe of invulnerability; cone of cold.*

This chamber has some treasure, for the Ixzan have recently feasted on some Svirfneblin explorers (not from Carmeneren's tribe) they were lucky enough to capture. The odd dismembered body part is floating about here and there, and coinage swirls around on the bottom of the chamber. In total, there are 200 ep, 400 gp, 85 pp, and two gold rings each worth 350 gp here.

11. The Tyrant
This chamber is home to the brooding vampiric type which tyrannically commands the Ixzan colony. It is an enormous brute, with a 14-foot wingspan and a thicker skin than most. It is extremely aggressive and virtually fearless, and a priest of Ilxendren into the bargain.

Vampiric Ixzan Priest (8th level): AC 2; MV 3, swim 12; HD 6+6; hp 52; THAC0 13 (12 with Str bonus); #AT 1; Dmg 3d4+3 + special (bite, Strength bonus); SA bite drains one level, spells, SD regenerate 3 hp per round, spells, +4 bonus to saving throws vs. illusions and Elemental Water, half damage from all blunt weapons, *silence* does not prevent spellcasting; SZ L (14' wingspan); ML fanatic (18); Int exceptional (15); AL CE; XP 2,000. Str 18/30. Spells: *curse, darkness* (x2); *hold person* (x2), *spiritual hammer; blindness* (x2), *prayer; cloak of fear, free action.*

The tyrant has, amongst other things in its lair (see treasure below), a singular item of Drow make. This slim silvered rod, some 18 inches in length, is decorated with ornate Drow runes and currently contains 10 charges (XP 5,000). On command, the rod will cause a 12 HD water elemental to appear and serve the summoner for 24 hours. The elemental is not subject to becoming out of control as with the wizard *conjure elemental* spell. Only one elemental can be in service from the rod at any one time. The tyrant knows the item is charged, so there will be no elemental in this chamber initially, but the vampire will certainly summon one as its first action if attacked.

The vampire-priest corrals all the treasure its people gather, and there is a good haul here. An ornamental stone clam has been sculpted on the floor at the western end of the chamber, and its hinged lid can be opened easily. The hoard here comprises 1,400 gp, 2,550 pp, 17 gems of 100 gp base value, 15 pearls each of 1,000 gp value, a fine black pearl of value 5,000 gp, two wax-sealed crystalline flasks (*potions of invulnerability* and *speed*), and a collection of jewelry items—rings, bracelets, and the like. These have a total value of 4,000 gp, but one of the plain gold rings is a *ring of spell storing* which has been exhausted but can be recharged. It can hold the spells *cure serious wounds, cure critical wounds, cure disease*, and *remove curse.*

12. Young Ixzan
There are 19 young Ixzan here (all 1+1 HD types with 3 hp each). They grovel humbly when the PCs enter; if attacked, they flee in disorganized fashion. Ixzan are born chaotic but not evil; the evil impulses must be ruthlessly drilled into them in their youth. A firm believer in triumph of the fittest, the baleful tyrant has trapped the young here to starve unless they consume each other; only the "fittest" 25% will be allowed to live. The young hate the vampire and fear it, and only want to escape their wretched confinement. If the PCs kill the vampire-priest, these Ixzan will not go to Shaboath but swim away into the wide waters of the Sunless Sea.

13/14. Base of the Mutants
Two exceptional mutant Ixzan swim around these chambers. They are regarded as blessed by Ilxendren, given the nature of their mutation, but they are feared by all the other Ixzan save for the tyrant. They are malefic things and are among the most aggressive hunters of the Ixzan group. Each has a blue-colored tail, like Ilxendren itself, covered in barbed spines. They have an effectively infinite number of these barbs and can fire 1d4+1 of them each round to a range of 30 feet (underwater, or 60 feet if not underwater). Damage from a barb hit is 1d3 hp, but the victim must make a saving throw vs. poison or suffer an additional 1d12 points of damage.

Ixzan Mutants (2): AC 4; MV 3, swim 12; HD 6+6; hp 41, 33; THAC0 13; #AT 3–6; Dmg 3d4/1d3 + special x1d4+1 (bite/tail barbs); SA tail spikes, poison (see above); SD +4 bonus to saving throws vs. illusions and Elemental Water, half damage from most blunt weapons (unless of +3 or better bonus); SW begin to suffocate after 1 full turn out of water; SZ L (12′ wingspan); ML champion (16); AL CE; XP 1,400 each.

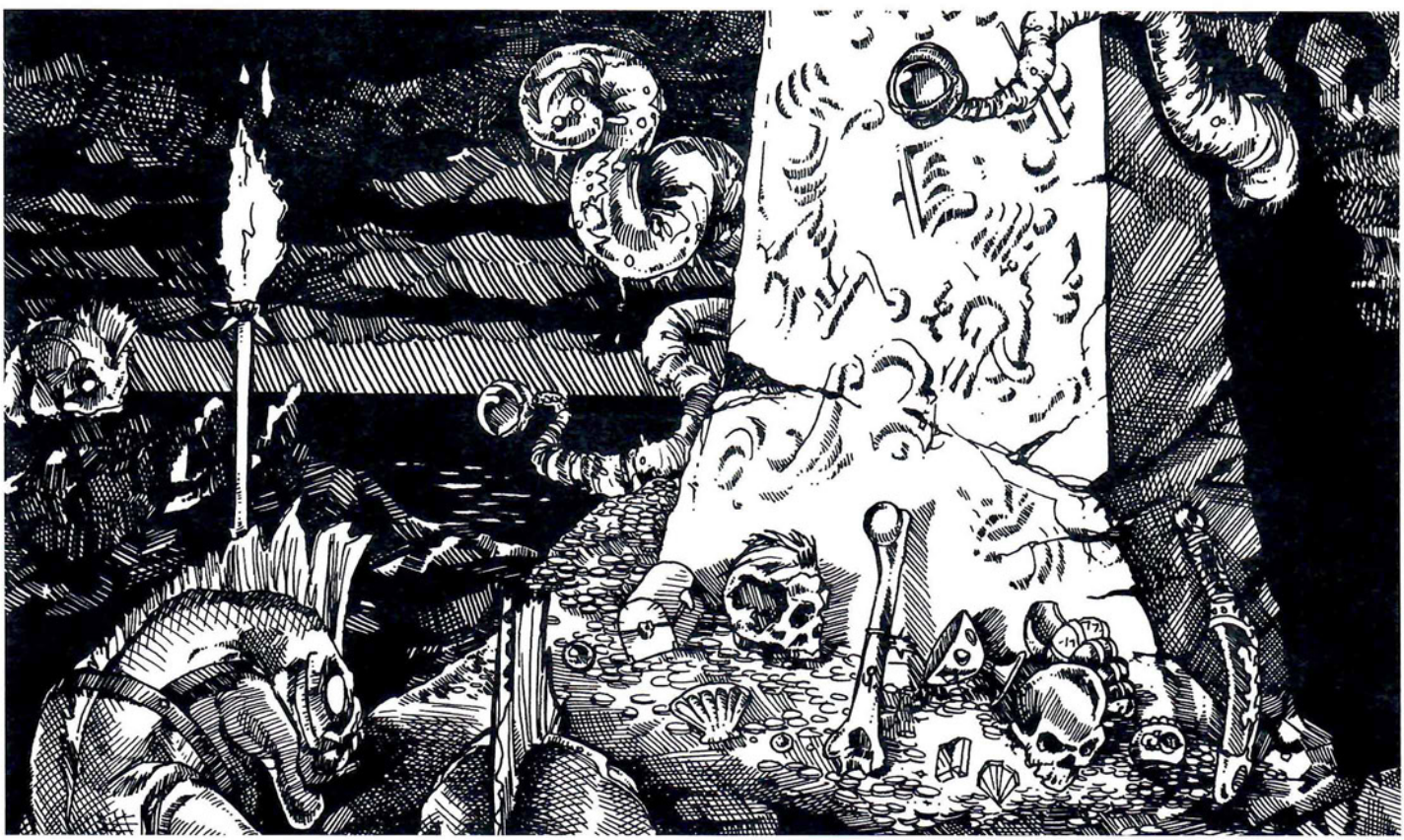
Tactics and Strategy

The location descriptions above show where Ixzan are initially. Obviously, the community is active; Ixzan swim in and out of their pyramid, foraging for food and gliding around just under the surface of the Sunless Sea. At any given time, there is a 25% likelihood for each Ixzan (save for the tyrant) that it is 1d100 rounds traveling time away from the pyramid when PCs attack first. However, no more than one spellcaster from each group will ever be absent, nor will both mutants be absent at the same time. The young are always in the pyramid.

During a PC attack, the DM can wing it depending on circumstances. For example, if there is an Ixzan in the water close by the pyramid when PCs attack the surface level, it will swim inside at once and alert the priests and wizards. The spellcasters prepare defensive spells, with a wizard able to *fly* casting that spell. All the Ixzan are practiced in the use of the waterspout and will use it to assail the PCs from above; they will also swim out to assail them from the "shoreline" of the pyramid with spell attacks, attacks from the statue in area 3, and so on. The tyrant will not leave its chamber during a first attack.

It is likely that the PCs won't wipe out the whole group in one attack. Prior to a second foray, the Ixzan will reorganize, withdrawing into their subaquatic levels and leaving only a couple of low-level spies on the surface. There will certainly be Ixzan spies dotted around the "shoreline," if the PCs haven't decimated them to the extent that they just don't have enough bodies left to do this. The tyrant will summon one of the mutants into its chamber as a bodyguard; if neither mutant survives, it summons the strongest surviving wizard instead. Ixzan will continuously move through their waterspout, gliding down in the air from the point where it emerges from area 1 back into the waters and through a side-channel, to maintain a constant patrol and surveillance.

After a second attack, any surviving Ixzan here will evacuate to Shaboath, provided that at least one spellcaster type survives to lead them. Otherwise, they disperse into the Sunless Sea. If any do reach the aboleth city, then the PCs have triggered aboleth reactions, as explained in the "Active Response" section of the chapter "Great Shaboath."



Other Islands

Other islands and one underwater site in the Sunless Sea are noted on the map on the inside front cover. No detailed locations are provided for them here. Should the PCs visit these sites, the DM may want to customize mini-adventures suitable for a short play session based on the following suggestions or substitute other encounters of his or her own devising. XP awards are suggested below. Magic items gleaned from these side-adventures should not include any powerful items; use potions, scrolls, other one-shot items, wands with a handful of charges, or very low-powered +1 items which can be traded by the PCs for one-shot items when they return to the surface world.

The Isle of Derangement
This small island has, in the center of its one cove, a single 6-foot-high standing stone with a Derro handprint indelibly etched into its surface. This stone was once touched by the mad Derro demideity Diinkarazan, and it causes insanity in anyone approaching within 30 feet (saving throw vs. spell to resist). However, from time to time creatures swim too close to shore and are affected; as a result, a community of wholly deranged kuo-toa lives here. They have become the dominant group by killing anything else that arrives.

There are 20 ordinary kuo-toa here, three 4th/4th level Whips, two Monitors (as insane as the rest), a Lieutenant, and a priest/thief leader of 8th/10th level. The priest/thief cannot use priest spells due to her madness, but she can summon the following spell-like powers, once per day each, at 14th level of spell use, from the enchanted stone: *confusion*, *enervation*, *insanity* (as the symbol, but only one victim is subject to the effect), *ray of enfeeblement*, and *weakness* (reversed *strength*, to a range of 30 feet). Any attempts to negotiate with the kuo-toa will be greeted with babble about their sacred Power, which appears from the stone and demands sacrifice. The PCs will probably be inclined to dismiss this is mere delusions, given their source, but careful checking round the island reveals that the shores of the cove are lined with spat-out kuo-toan bones, suggesting that the tale may not just be paranoid imaginings after all. In fact, a kraken (see page 36) visits this spot from time to time, amuses itself by the worship of its insane subjects, and snacks on one. Its visits are infrequent, and player characters should encounter it here only if they dally.

Suggested XP: The kuo-toa have piled up some treasure around their "sacred" stone; pearls and small gems, worth a total of 12,000 gp. The kraken has a further 35,000 gp worth of precious and semiprecious stones in an underwater cache in the center of the cove. Suggested magic: *dagger +2*, *potions of flying* and *extra-healing*, scroll of priest spells (scribed at 8th level) with *dispel magic*, *glyph of warding*, *protection from evil 10' radius*, and *cloak of bravery*.

Geyser Rock
This island has a central fissure which reaches hundreds of feet downwards. Superheated geysers periodically send plumes of smoke and boiling water shooting hundreds of feet into the air. This looks like a good place to avoid. It is.

This is the watch-post of Jazirithel, a wastrilith tanar'ri (fully described in the *PLANESCAPE™ MONSTROUS COMPENDIUM® Appendix*). Jazirithel is here for a specific reason. This tanar'ri has an ancient personal grudge against Lillianth, the marilith leader of the tanar'ri spies (described in the previous chapter). He is carefully observing what she is up to, and waiting for a time when she will try to act against the baatezu of Shaboath (or to make any foray generally against the city). He will then act to stymie her, so that she goes back to the Abyss and her marilith superior in disgrace. Pleading that Jazirithel screwed things up for her won't cut any ice with her vicious and capricious superior; she should have been able to deal with a mere wastrilith, after all.

There are wheels within wheels here. The baatezu are broadly allied with the aboleth; Lillianth's tanar'ri are violently opposed to them, and Jazirithel intends to indirectly aid the aboleth by sabotaging Lillianth's plans. The PCs would thus do well, on balance, to eliminate this tanar'ri menace from Geyser Rock. This will not be easy, as the water lord has recruited 1d4 Ixzan and 1d3 water elementals as his minions. It is just possible that the PCs could use a smart tactic such as persuading Jazirithel that they, too, want to slay Lillianth and thus lure him into an ambush, which would gain Lillianth's gratitude and help them ally with her (if they want to ally with a marilith, that is). Most likely, though, PCs should give this water lord a wide berth or just attack and slay him as an indirect ally of the aboleth.

Suggested treasure: The tanar'ri is greedy and avaricious and has his treasure with him, being far too paranoid to leave it back in the Abyss. Total value should be 45,000 gp. Suggested magic: none.

Jazirithel, wastrilith tanar'ri: AC –1; MV 9, swim 15; HD 15; hp 89; THAC0 5; #AT 3; Dmg 1d8/1d8/1d12 (claw/claw/bite); SA breath weapon (a blast of boiling water in a cone 30' long with a 10' base for 3d10 points of damage); SD immune to cold-based and Elemental Water spells, electricity does full damage if it hits but is reflected back on the caster instead 50% of the time, water elementals will not attack a wastrilith (50% chance of wresting control of any water elemental within 100'), minions (see above), immune to nonmagical weapons, half-damage from silver weapons, immune to poison; SW fire does double damage to the wastrilith if it is caught out of the water (does none at all if immersed); MR 25%; SZ L (10' tall but very thin); ML fanatic (17); Int high (14); AL CE; XP 19,000. Special abilities: *darkness 15' radius*, *infravision*, *telepathy* (can communicate with any intelligent creature), *teleport without error*.

Sunkenhome
There is a long-abandoned, crumbling settlement site on the bed of the Sunless Sea. The buildings are so crumbled, so overgrown with rank stringy plant life and the like, that the PCs will not be able to ascertain who constructed the city without great difficulty. The ruins are infested with giant moray eels (see the MC entry in 8-page booklet), and worst of all a bloated underdark kraken lairs here (the same one who occasionally visits the Isle of Derangement). Even the aboleth don't tangle with this brute, though they do try to capture moray eels for guard duty in Shaboath. From time to time, a plume of bubbles rises from the site of the city, alerting the PCs to its presence.

In fact, this place is an old Drow settlement sunk beneath the waters by very powerful magic. Most of the Drow drowned and their skeletons still litter the buildings, many half-calcified or encrusted with marine life. One notable peril here in addition to the kraken is an underwater-lairing banshee, the spirit of a Drow who was trapped in one of the submerged buildings at the time of the catastrophe and perished slowly. Note that water carries sound quite well, making the Drow banshee a real danger to unwary explorers.

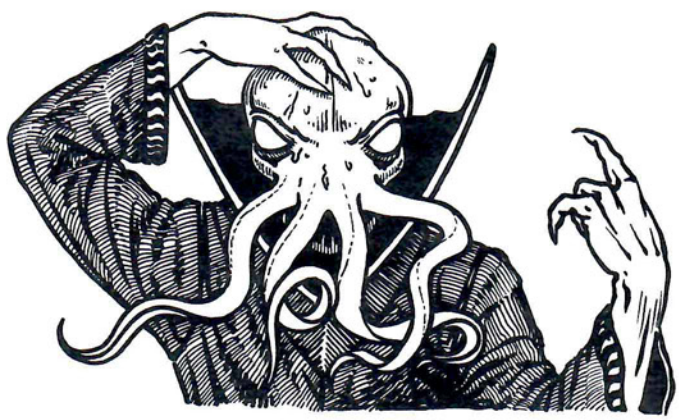
Kraken: AC 5 (tentacle) or 0 (body); MV swim 3, jet 21; HD 20; hp 120; THAC0 5; #AT 9; Dmg 3d6 x2 (barbed tentacle)/2d6 + special x6 (tentacle)/7d4 (beak); SA barbed tentacles drag prey to beak for bite attack, ordinary tentacles constrict for 3d6 points of automatic damage on subsequent rounds after the initial hit, can sink any ship of less than 60′ length, spell-like abilities (see below); SD damage inflicted on tentacles is not subtracted from the kraken's total (it takes 18 points of damage to severe a single tentacle), poisonous ink cloud (80′ x 80′ x 120′, inflicts 2d4 points of damage per round to those within the cloud, dissipates in 1d4+1 round); SZ G (120′ long); ML fanatic (18); Int supra-genius (20); AL NE; XP 14,000. Special abilities (one at a time at will, unless otherwise noted): *airy water* (120-yard sphere or 240-yard hemisphere), *animal summoning III* (fish), *control temperature* (40-yard radius), *control winds* (once per day), *faerie fire* (duration: 8 hours), and *weather summoning* (once per day).

Drow banshee: AC 0; MV 15, swim 15, fly 15 (B); HD 10; hp 46; THAC0 11; #AT 1; Dmg 1d10 + special (embrace); SA death song (range 30′ above water and 60′ when submerged—see below), sight works as *charm person* spell (saving throw vs. death magic to resist); SD noncorporeal, immune to weapons of less than +2 enchantment, immune to *sleep*, *charm*, *hold*, and other mind-affecting spells, immune to cold and electrical attacks; SW may be Turned (as "special" undead), instantly slain by *raise dead*; MR 70%; SZ M (5′); ML champion (15); Int genius (17); AL CE; XP 10,000.

The Drow banshee appears as a beautiful pale elf-maiden swimming up from below. The sight of her affects males as a *charm person* spell. Her song is not the fearful wail of normal banshees but an alluring, melancholy song that makes those who hear it and fail a saving throw vs. death magic swim into her embrace, where they gladly perish (saving throw vs. death magic to resist, with the recipient still taking 1d10 points of chill damage on a successful save). If she is driven off (Turned, etc.), anyone who fell prey to her *charm* who still survives must be restrained or he will swim down to join her in the dark waters, eventually drowning if he does not fall prey to her embrace or chill touch first. Note that female characters are immune to all the Drow banshee's powers except the chill touch; if the tanar'ri ladies are with the PCs, they can soon send the banshee packing.

Suggested XP: Some Drow magic items should have survived here. The DM might use one special item from FOR2, *Drow of the Underdark*, if he or she has this sourcebook (good choices might be a *potion of magic resistance*, a *ring of antivenom* with 12 charges remaining, a *lurker cloak*, or a *spider mask*). Otherwise, this is a good chance for the DM to introduce an unusual magical item into the campaign (anything from a *portable hole* to a *philosopher's stone*. Gold and platinum *objets d'art* and ornaments of eerie, sinister beauty can be found here (to the tune of 80,000 gp), together with some potions (1d4+2, as the DM determines, but eschew *control* or *giant strength* potions) which have survived in sealed glass vessels.

Note that investigating this site has a 10% chance of bringing the PCs into contact with a group of 1d2+1 ordinary aboleth visiting to capture giant morays.





Great Shaboath

The great city of the aboleth is the final goal of the PCs. Destroying the Tower of Domination here requires much careful preparation.

Preparing for the Final Battle

The PCs should return to the surface world and re-equip, train, and conduct magical trade as before. They may wish to hire henchmen and, if they have no allies to fight with them in Shaboath, the DM may allow them to hire some high-level muscle. A 10th-level fighter and an 11th-level thief would be appropriate, but these NPCs will want to be paid serious money; at least 2,000 gp per week in addition to a fair share of all treasures and magic garnered and a watertight guarantee of *raise dead* or *resurrection* if needed. There are also other possibilities for advance preparations at this stage:

Scrying

Magical scrying of Shaboath should be allowed to yield information as normal, with one exception. Nothing can be learned of any of the Great Towers of Shaboath by any means other than a *commune* spell. With other spells, the DM should review the locations of this chapter from **Map 30** and give PCs information accordingly.

If a *commune* spell is used, only a Power with a direct and major interest in arcane and magical secrets (Mystra on Toril, Boccob or WeeJas on Oerth, Thoth or Rad on Mystara) will be forthcoming. Irrespective of questions asked, the Power will tell the enquiring priest that the aboleth are constructing a complex of towers; that these will have a combined effect which will generate a powerful and very extensive domination effect; and that all towers must be destroyed for their work to be undone. A tower may only be destroyed by magical means, using magic from its opposed school of magic. The priest will be advised that the aboleth's work is not going to culminate immediately, but it isn't going to take all that long either. The Power is no more precise than that.

If the PCs do not use a *commune* spell, or pay an NPC priest from a faith they have cultivated previously in the campaign to do so (which should cost 25,000 gp), then the DM may want to have the Rockseers give the PCs this information from their own scryings.

Allies

The PCs will encounter two possible groups of voluntary allies during their exploration of the Sunless Sea: the renegade illithids led by Ipshizeen and the small tanar'ri group. An earlier chapter detailed the ethics of such alliances. The logistics are another matter.

The tanar'ri are desperate and pragmatic; thus they're prepared to work with the illithids as well as the PCs. They'll ally with anything. The illithids are deeply unhappy about the fiends and refuse point-blank to work directly with them. It is possible, though, to persuade the illithids to accept a three-way alliance if the mind flayers and fiends are kept totally separate. This means the PCs will have to split into at least two groups, one with the illithids in tow and the others with the fiends. Players whose PCs are not in one group can be allowed to roll dice for attacks etc. of the allies, but the DM should, as always, retain veto control over NPC actions. Note that no voluntarily allied group will agree to undertake any strike against any location within Shaboath without at least one PC accompanying them; they are smart enough to notice when they are being set up or sent on a suicide mission or at least up against the toughest opposition while the PCs head for the soft spots.

The PCs may also have henchmen, freed slaves who will join them (Jelenneth, the paladin Geronmen, Snagger the dwarf, and others they may liberate from Shaboath), controlled Derro, and/or charmed creatures such as the fire giants from the great cavern rift. The more the better, except that a *charm* spell is a very double-edged thing and the PCs would be well advised to use charmed creatures as shock troops and sword fodder capable of inflicting initial damage (insofar as this is in accord with the PCs' alignments, of course). They should be prepared to lose them quickly, though, and to make sure that if the *charm* is undone (or, worse still, overcome by aboleth *domination*) the PCs are not themselves in a position to be decimated by this reversal.

The illithids, once a contract has been agreed, will fight with the PCs until one of two things happens: either 50% or more of them are slain, or 25% or more of them including Ipshizeen are slain. After this time, they will assert that the agreement can be nullified because of excessive casualties and they will desert, fleeing far away.

The fiends are more difficult and unpredictable. Lillianth will stay and fight to the death, but her henchfiends may well flee when the going gets tough. The chance of this is 15% for each alu-fiend and 5% for the succubus. These percentages are increased by 25% each if Lillianth is slain and by 10% each if any of the other fiends is slain. On the other hand, these fiends have been down here on this mission quite a long time and welcome the chance to socialize with the PCs, so it's possible that a friendship or romance may spring up between one of these ladies and a PC, in which case the DM should let role-play and not a random roll determine her actions. Note that several of the ladies may focus their attention on the same PC, becoming quite jealous of any attentions paid by a PC to one of their "rivals": they view the discomfort this causes the character as a harmless bit of sport.

Farewell to the Rockseers

The Svirfneblin can be of no further direct help to the PCs at this stage. They will appreciate it if the PCs tell them of their adventures and what they have learned, but they cannot tell them anything else. If the PCs have any kind of alliance with tanar'ri or Derro which the Svirfneblin know about, the PCs will be shunned.

The Rockseers are another matter. Their emissaries to the surface elves have been well received during the PCs' adventures underground, and they have learned of a hill or mountain range close to the lands of the surface elves (the DM should determine a suitable location within his or her own campaign). The Rockseers feel their isolation much more keenly than before, and after a great conclave they have determined to leave their old home and migrate to a new one. This is a time for leave-takings and very mixed feelings. The deep elves have a sadness and a sense of wrenching themselves away from their roots, but they are also excited at the prospect of a great adventure and a new life—far enough away from the aboleth that there is no risk to them there. Further, a charismatic priest from the surface elves has *communed* with Corellon Larethian, and a great wonder has transpired. Corellon has sent an avatar to the Rockseers and assured them of his forgiveness, and given them his blessing! The hearts of this people are filled with a great joy after this. The DM may even wish to stage this epochal event when the PCs can witness it, during one of their visits with the Rockseers, but this has to be done carefully. The appearance of an avatar is an event of terrifying, awesome nature (in the true sense of "awesome"—that is, the onlookers are filled with awe).

The Rockseers are deeply grateful to the PCs. After all, it is their contact with these brave adventurers which has led to this state of affairs. A whole new world has opened up for them. Aljayera will tell the PCs all he knows from his own renewed scrying, warning them that the great magical towers of Shaboath block all attempts to conduct such magical operations. He can give them the information noted above for communing. He also knows the following: there are baatezu emissaries in Shaboath, including at least one fiend of great power; illithids, kuo-toa, and Derro throng the city; most of Shaboath has risen to the surface of the Sunless Sea, for reason which he does not understand, but some parts are submerged, so the PCs need water breathing magic; there are many *charmed* or *dominated* slaves used as workers and guards; the heart of the city is the great pool complex surrounding the magical towers. The heart of this magical nexus is the central tower within the pool. Aljayera believes that a singular savant aboleth of immense power dwells there. Aljayera can tell the PCs of savant aboleth (review the MC entry in the 8-page booklet and feed the PCs general information on spellcasting powers, *glyph* crafting, and the like, but not exact stats such as AC, HD, etc.). Aljayera also knows that there is a magical flux point within Shaboath, though he does not know exactly where. Obviously, if the PCs can find this it could make getting in and out of the city quickly much easier.

Aljayera commends hit-and-run tactics to the PCs. He says that he considers that the aboleth may complete their work within a matter of weeks. However, Shaboath is far too strong to decimate in one strike. In all likelihood, at least three assaults will be needed (this depends to some extent on how many allies the PCs have). The PCs should try, initially, to weaken the city by freeing slaves and looting any treasure and especially magic they can find. Aljayera advises them not to try attacking the towers in a first strike—after all, since they cannot be scried the PCs need to see them and try to get some estimate of what guards are in the area and so on.

The DM should review the PCs' interaction with the Rockseers to date. If they have gone out of their way to be helpful in downtime in the campaign, keeping an eye on the progress of the Rockseer emissaries on the surface world and making a real effort to cultivate their friendship with the deep elves, then Aljayera has a final gift for them: a *helm of brilliance*. This should only be given if the PCs have really made efforts to keep in touch with the deep elves and shown real concern for their friends. Average role-play is not good enough; only distinctly superior role-play should be rewarded with this gift.

Being neutral, the Rockseers are unconcerned about any alliances the PCs have with evil beings, but Aljayera warns the PCs about the risks they run with such allies and urges them to take precautions against treachery or loss of magical control (with the *crown of Derro domination*).

The Great City of the Aboleth

Map 30 on **Mapsheet 5** shows the layout of the city, and smaller maps on **Mapsheet 6** detail key buildings. The DM should read through the location key and be thoroughly familiar with the city and its inhabitants before play begins.

PCs may be puzzled why the aboleth city is no longer submerged. Originally it lay far beneath the Sunless Sea, but when they began to build the Tower of Domination the savant aboleth found, to their annoyance, that the complex magics involved were muted by the dark waters. Experimentation revealed that the optimum conditions required that the towers be above water level, so, aided by the intercession of the Blood Queen, they used their magics to lift the sea floor at this spot all the way to the surface. Water within the city walls ranges from 1 to 2 feet

deep, making it easy for them to slither about (although it will reduce player-character movement by half).

City Buildings

These are crafted of stone and have an eerie style. Most buildings are tower-like and have smooth, fluted contours. Many have decorated walls, with what appear to be tentacle fronds or an almost rubbery appearance (rather like the belly of a blue whale). All the stone of the city is very damp and slightly slimy (–10% to all Climb Walls rolls). Buildings occupied by ordinary aboleth are single-story; those occupied by slaves or other creatures (illithids, etc.) will be 1d2 stories high. Building occupants not detailed below may be taken from **DM Reference Card 6**. For space reasons, details of internal decor are not given save for major locations and then only briefly. The DM should embellish these details to give the city more atmosphere and character. Crafted statuettes, alcoves and nooks created by fluted internal walls, wall murals, urns, vases, and so on will be among typical building decor. Remember that, while evil and alien, the aboleth are an ancient and civilized people, and their *objet d'art* should seem strangely beautiful to PC eyes.

City Patrols

Shaboath is regularly patrolled by kuo-toan militias. Whenever the PCs move from one street to another (making a turn or passing a crossroads) there is a 25% chance that they will encounter a kuo-toan patrol. A patrol consists of a Lieutenant, a Monitor, a 3rd/3rd level Whip, and 10 ordinary (2 HD) kuo-toa.

Creature Stats

DM Reference Card 6 gives the DM a profile for the Grand Savant and also a monster roster for creature types encountered in more than one location. Additional monster types in the city that the PCs have already encountered before (Derro and kuo-toa) have standard stats on **DM Reference Card 4** instead. The DM should keep both these cards to hand. Spellcasting types such as Derro savants have their spell lists given individually. Singular and major creatures have stats given in full. Important treasures are noted in the text, but to conserve space, mundane treasures have not been included (the PCs have better things to do at this point than picking kuo-toan pockets); if needed, standard treasure can be determined from the *Monstrous Manual*™ and *Dungeon Master*® *Guide* entries. However, for randomly rolled treasures delete all magic items and halve the monetary value; the aboleth don't pay their *dominated* slaves.

Victory Conditions

The PCs have to destroy all four of the peripheral Great Towers (the Towers of Enchantments, Alteration, Necromancy, and Summonings). Finally, they must destroy the Grand Savant's Tower and the Grand Savant itself, which also necessitates killing the Derro enchanter Darlakanand.

Time Track

The DM should consider the first day of the PC's attacks on Shaboath as Day Zero. Note that certain reinforcements become available to the aboleth after this time, as new kidnapping victims are brought into the city, more giant morays are recruited from the Sunless Sea, and the like. These monsters should be placed in locations chosen by the DM (morays will have to go into pool locations, of course). The PCs have only 30 days after this initial assault to complete their work. After this time, the final sacrifices are made in the Grand Savant's Tower and the five-tower complex of the Tower of Domination becomes active. At this time (midnight on Day 30) every PC must make a saving throw vs. spell or fall under the *domination* of the Grand Savant. PCs so affected will desert to Shaboath and remain there. The city will now become rapidly filled with all manner of creatures summoned by the Grand Savant and *dominated* by it—fomorians, fire giants, Drow, illithids, Derro, and worse. The PCs can be told that there is now no hope of success for them. The DM is now faced with one of two choices. To prevent this disaster from wreaking enormous upheavals in the campaign world, he or she may decide that megalevel NPCs (characters such as Khelben, Elminster, Mordenkainen, Étienne d'Ambreville, etc.) work together to overcome Shaboath, but the PCs have, alas, failed, and the reputation for that failure will forever haunt them. The other choice is to force the PCs to live with results of their failure. The aboleth now dominate the underdark. The slavers pick up their activity on a much larger scale, enlisting whole tribes of gnolls and other humanoids to their cause. Encounters with illithids, Derro, Duergar, Drow, and other underdark races increase enormously as rebellious factions are driven out by the aboleth and their allies and attempt to carve out new homes for themselves nearer the surface. In this scenario, all the megalevel NPCs can do is seal the known exits to the underdark and counter the aboleth's incursions as best they can.

The PCs will not know that they have but 30 days. Clues around the city help them learn this, but they should realize that the sands of time are ebbing out and they must move reasonably swiftly.

Active Response

The aboleth don't just squat around and take attacks on their city lightly. They respond actively. The DM should move guards and servants around the city to make up for losses in key locations, and the aboleth will also send out NPCs and creatures to attack the PCs. The savant aboleth will always know where the PCs are (given their use of divination spells), so these enemies will attack the PCs if they are within a day's travel of Shaboath. If not, they prepare ambushes as the DM desires. The aboleth know of the flux points in the cavern and will know if the PCs use these; for example, they may stage an ambush in the chasm of the fire giants at Surtr's statue, using *dominated* servitors led by illithids.

The first such attack will take place within 24 hours of the second attack the PCs make on the city, or 7 days later than the first attack, whichever is sooner. The aboleth despatch their mercenary allies, the Raveners (see area 15 below) to attack the PCs.

The second attack will occur 1d4+1 days later. The Grand Savant will rouse itself, grudgingly, from its work and employ conjuration/summoning magic to cause a pack of summoned monsters to appear right in the middle of the PC party. Take three monsters from the Monster Summoning VI table in the *Monstrous Manual*® and one monster each from the higher-value tables. These creatures are utterly fearless (ML 20) and are, because of the nature of their own summoning, wholly immune to any conjuration or summoning spells, nor can they be *dispelled*. There are faint traces of a slimy substance on these creatures (if appropriate), suggesting their point of origin.

Further such attacks occur with a 25% probability every day thereafter if the PCs are in an underground location within 40 miles of Shaboath. *Protection from evil* will keep these monsters at bay, of course, but the Grand Savant is wily and knows this (and expects the PCs to have such protection). Due to its unique relationship with the Blood Queen, it can choose which beings it summons; therefore the DM should deliberately select creatures which have special ranged attacks (basilisks, pyrohydras, giants, will o'wisps, etc.). The PCs are being relentlessly harassed now, and they have to move swiftly. If attacks weaken them then they need a strategic retreat to the surface world, preferably using flux points (which become almost essential to keep up with the time scale for their operations).

However, give the PCs a break and do not have them be attacked in this way on the day before they launch their final assault on Shaboath, as they need to be at full strength to have a decent chance for success. Besides, by this point they will probably find the sudden peace more sinister than any ambush could be!

Lastly, all savant aboleth will have *stoneskin* precast when the PCs return for a second strike.

Specialized Magical Resistances

Several locations in Shaboath have specialized magic resistance. Aboleth know many arcane secrets, and enchanting magical wards and barriers are but part of them. These are referred to in the following manner: "this area has 75% teleportation resistance." This means that any *teleport* spell is 75% likely to fail if used to try to enter the area. A special instance is transmutation resistance; this (applied to stonework) means that a wall, building, etc., has resistance to any and all spells which would affect its substance (*stone to flesh*, *transmute rock to mud*, *stone shape*, etc.). Such resistances can be detected with *detect magic*, which reveals alteration magic at work. These effects can be *dispelled* by a successful *dispel magic* cast against 18th level of magic use, save for the Great Towers (which cannot be *dispelled*), but *dispelled* effects will be recreated by savant aboleth in 12+1d12 hours. If a protection is *dispelled* and then some damage inflicted (for example, by *transmute rock to mud*), the aboleth will repair the damage in 24+3d12 hours for a major effect and 1d4+4 hours for a minor one (*stone shape*, etc.). The DM may choose times which he or she considers appropriate, using these examples as guidelines.

Slaves and Servitors

All slaves are *dominated* by aboleth (the MC entry for the savant aboleth in the 8-page booklet details this effect). *Dispel magic*, *remove curse*, or removal from the city for a period of time will get rid of the effect. However, the slave in question is still somewhat disorientated for a time equal to 20 hours minus 1 hour per point of Intelligence; it takes time to recover fully from the powerful and prolonged *domination* effect. Major NPC slaves should receive *dispel magic* or *remove curse* to be of help, but many just need to be taken away and allowed to recover (after all, the PCs cannot have infinite numbers of spells up their sleeves, and they have other uses for them). Again, smart PCs will have paid hirelings to act as couriers to take slaves to safety. Most rescued slaves will be disorientated and confused, unsure of their bearings or whereabouts.

All Derro and kuo-toa in Shaboath are *dominated*, save for the enchanter Darlakanand. The illithids and Ixzan here are willing allies of the aboleth and so are not *dominated*. Other races (such as fomorians) are *dominated* unless otherwise noted.

The PCs earn XP for freeing non-evil slaves, provided that they are returned safely to the surface world (or to their homes), and their *charm* or *domination* eliminated. The XP award is 250 XP for the party per experience level of the slave, with a minimum award of 500 XP per slave.

Finally, note that *dominated* (and indeed *charmed*) spellcaster servants can cast spells and will do so intelligently, if able, to defend their masters/friends.

Entering Without Violence

Can Shaboath be entered by the PCs in some covert way so that they can spy out the land, see the occupants and defenses, and perhaps mount an initial surprise assault from within? This is possible, but difficult. The guards at the Sluice (area 4) cannot be bribed, but the Derro could be compelled to allow entry with the *crown of Derro domination*. Other guards may be subject to *charm*, etc. (though this would be difficult with the illithid inquisitors in area 9 if they are summoned). A plausible excuse will have to be given if *charm*, etc., is employed—the PCs are delivering slaves, have come to add their numbers to the Raveners (assuming, of course, that they know of this group's existence), are servants of the baatezu in the city, etc.: the possibilities are limited only by the player characters' ingenuity and gift for deceit.

There are also underwater entrance points to the city listed in the location key. Extensive underwater scouting may reveal these (the one at area 13c is a virtual beacon, but it is a dangerous entry point). Swimming up into the city is possible, but the PCs will then have to destroy whatever creatures they encounter very swiftly to prevent the alarm being raised. The PCs can then enter Shaboath and take a look around.

If the PCs can get into Shaboath, then there are small groups of humans and demihumans wandering around in the place—slaves, evil allies of the aboleth, and the like. Thus, PCs will not be conspicuous simply by their nature. However, if they are bristling with weaponry they will be; thus weapons must be kept concealed for the most part. Suspicious aboleth who encounter them do not approach directly but order slaves and lackeys to interrogate the PCs, find the nearest savant to cast divination spells in their direction, send for the kuo-toan army in area 10, or generally take whatever precaution seems appropriate. The PCs need to be unobtrusive and not risk any approach too close to the Great Towers.

It is almost impossible to script exactly the options for PCs entering Shaboath covertly or without violence, since resourceful players (especially those with access to *hats of disguise* and *change self* or *polymorph* spells) can come up with plans of action which no DM could anticipate. Make sure players give the DM a clear plan of what they intend in advance of game play, so that the DM can adjudicate the strengths and weaknesses and the chances for success. After all, there are many genius- and supra-genius creatures in Shaboath, and they can give an optimal response a lot faster than mere humans (including DMs) usually can!

Yes, Fine, but What are the Slimy Things Really Doing?

The savant aboleth, with Darlakanand and the Grand Savant, are constructing the Tower of Domination to project their *domination* effect for huge distances. They also wish to weaken the resistances of victims and ensure that only a minimum of them evade their control. This requires developing the following spell effects: the core effects *domination* and *enfeeblement* (enchantment/charm), *extension* (alteration, an obvious core effect), *enervation* (necromancy, lowering effective resistance by victims), and an effect similar to the priest Quest spell *conformance** described in the *Tome of Magic* (conjuration/summoning, and as a supremely Lawful spell the embodiment of all the tyrannical aspirations of the aboleth). These opposed magical effects, blended together through the Grand Savant's tower, will be projected into the world around, bringing sentient creatures to their knees, helpless slaves of the aboleth. At least, that's the plan. It's up to the PCs to put a stop to it.

City Location Key

1. City Walls
These are 30 feet high, slimy and damp. From the walls an invisible specialized form of *antimagic shell* stretches up to the cavern ceiling; this can be seen with *detect magic* and *true seeing*. This *antimagic* totally negates magical flight and levitation, whether by spell or device, preventing any entry into Shaboath via this method. Missile fire is not affected, however. The walls are 5 feet thick and have 75% teleportation resistance and 90% transmutation resistance.

2a–f. Watch Posts
Each of these areas is a stone platform which juts 10 feet out across the city walls and has stone railings to a height of 6 feet around it. Stone steps lead down into the city from each platform. Each watch post is manned by 1d4+2 human slave fighters (level 4+1d4) and a 6-HD Derro savant (35 hp each). Each of the savants knows 1d4+5 of the following spells (DM choice or roll 1d10, multiples are possible): *detect invisibility, fireball, ice storm, lightning bolt, magic missile, mirror image, shadow magic, slow, stinking cloud, web*. Guards at watch posts will always respond to any sight of human or demihuman characters by alerting the occupants of the nearest barracks complex. They do not attack immediately, because they know that kidnappers come to the city. The Derro yell a challenge to approaching people to identify themselves. After a one round delay, they order an attack by spell and missile unless the strangers have given some satisfactory response. Obviously, if the PCs are advancing with a pocket army of fiends and mind flayers the guards will respond more directly!

3a–f. Watch Barracks
Each of these complexes houses reinforcements for the watch posts around the city walls. **Map 30.3** shows typical



layouts for these barracks. Internally, buildings are subdivided into dorms and living quarters. Each barracks holds 1d2 Derro savants of 5th or 6th level, four 3-HD Derro, and four human fighters of level 4+1d3. These guards have no treasure.

4. The Sluice
The great gates of the city are as high as the walls, and huge brass bolts can be used to bar them. Initially, these gates will be open, revealing a long slide down which water gently streams into the Sunless Sea itself. Aboleth enter and leave the city by the sluice, but there are also gently inclining stone steps which are used by humans, demihumans, and others. The gates will be barred shut after any attack on the city, of course. Around the gates, four fomorian giants (hp 88, 87, 81, 66) lurk with two 6-HD Derro savants (33, 32 hp) acting as the intelligent eyes and ears. The giants are eager to attack anything, but the Derro always run for reinforcements in the event of trouble.

5a/5b. Derro Barracks
Each of these barracks house a total of 15 Derro (13 ordinary 3-HD types, a 5-HD leader, and one 5-HD savant). The savant in area 5a has 27 hp and knows the spells *blink, cloudkill, ESP, ice storm, invisibility, lightning bolt, slow*. The other savant (in area 5b) has 26 hp and knows *ESP, hypnotic pattern, levitate, minor creation, repulsion, shadow magic, wall of fog*. He employs a +3 *dagger of venom* as a weapon and has a *brooch of shielding* with 81 hp capacity remaining. The interiors of the barracks buildings are subdivided into living chambers, dorms, and the like.

6. The Walkway
The central portion of this walkway is sunk 5 feet below the level of the rest of the city; the water is 7 feet deep here. Narrow (3-foot-wide) paths on either side are covered by only a few inches of water. The walls on either side appear to be quite solid stone, but they can be drawn down into the ground by the guard in area 8, thereby instantly flooding the area and forcing anyone on the paths into the deep portion of the walk. See area 8 for further details.

7a/7b. Moray Pools
Each of these 15-foot-deep pools is occupied by a 5+5 HD Ixzan wizard of 7th-level ability (hp 31, 28) and a group of six giant moray eels (see **DM Reference Card 6**). These were grown from a common spawning and are each 15' long, with 5+7 HD. Both Ixzan have the same spell list: *charm person, magic missile* (x2), *protection from good; detect invisibility, levitate, web; dispel magic, lightning bolt*, and *ice storm*. They are none too bothered about catching critters such as Derro in their *ice storms*, either. The walls surrounding each pool have 95% teleportation/levitation/flying resistance.

8. The Lurker at the Gate
There is a portcullis at area 8a opened by a lever set into the west wall of the guardroom (area 8b). Behind the portcullis stands a hulking, enormous man clad in plate mail. Grongor is fully 6' 11" and massive, covered in black body hair, and always refers to himself in the third person ("Grongor doesn't know. Grongor must check."). He hefts a two-handed sword and demands to know the purpose of anyone seeking to enter Shaboath. Usually, one of the Derro savants from area 5 will authorize entry. If Grongor doesn't get the kind of reply he likes, he feigns having to check his roster of expected arrivals (he doesn't actually have one) and opens the door to area 8c, his bedroom and living chamber. He pulls a lever here, and the stone walls between areas 6 and 7a/7b slide into the ground, taking a full round to do so. As a second effect, an irritant substance is released into the pools (7a/7b) which enrages the morays, giving them +2 to attack and damage rolls for one turn (after which time the irritant volatilizes; the Ixzan are unaffected in any event). Neither of the levers here can be pulled by anyone with Strength below 18/76. There is nothing else of interest in the side-chambers.

> **Grongor, human Fighter (12th-level):** AC 0 (*plate mail +3*); MV 12; hp 112; THAC0 9 (3 with *two-handed sword +3* and Strength bonus); #AT 3/2; Dmg 1d10+9 (*two-handed sword +3*, Strength bonus); SZ M (6' 11"); ML champion (16); AL N; XP 5,000. Str 18/00, Dex 9, Con 18, Int 7, Wis 9, Cha 6.

If his *domination* is dispelled, Grongor becomes confused for a while, then angry at his kidnapping (he was overcome by paralyzing venom) and enslavement. He joins with the PCs for one attack on the city, after which he decides that vengeance is too much work and departs. He certainly wants payment and a share of treasure for this, for all his own money was taken from him and he's mad about that.

9a/9b. The Inquisitors
Each of these small single-story towers is home to an illithid overseer of the gate guards. One of these two will always be standing outside the doorway to its tower to see who appears through the doorway from area 8 and to investigate new arrivals. If there are any signs of trouble, the illithids flee at once after using *mind blasts* to disable opposition. The illithid from area 9a has 47 hp and personal jewelry worth 3,200 gp; the other illithid from area 9b has 44 hp and personal jewelry worth 4,000 gp. The first illithid flees to the kuo-toan barracks (area 10) to fetch reinforcements and help, the other runs to area 15 to fetch the Raveners. Each of the illithids also has a personal Whip (3rd/3rd level) slave and two ordinary (2 HD) kuo-toa as house servants, and these creatures will be compelled to fight to protect the illithid's retreat (if possible).

Each of the tower interiors contains small nick-nacks and personal effects (small statuettes, silvered boxes, coins, gems, etc.) worth a total of 4,000 gp each.

10. The Kuo-Toan Army
The force kept in residence here is considerable indeed. At any given time, many of the kuo-toa here are out on street patrol, while fully 50% of the off-duty force remaining inside the barracks will be asleep. The complex of chambers within this building is one of living chambers, kelp-strewn sleeping chambers, food stores, a recreational pool, and the like. The kuo-toa have absolutely no treasure whatsoever, save for Lieutenants and Monitors, who each wear pearl-set neckchains and mother-of-pearl badges of authority (value 5,500 gp per neckchain and 250 gp per badge), and priests who have ornamental items, pearl-set lobster-claw badges, and the like worth 3,000 gp apiece.

The DM should regard the kuo-toa here as a pool of reserve force which can be moved into other locations as desired following an initial attack on the city, and also as a first-response unit to attack those entering the city and offering violence. Kuo-toa emerge from this complex at the rate of two per exit point per round (some need to prepare, grab weapons, rouse others from sleep, wake and equip, etc.; hence this slowish rate of mobilization). In this complex, the officers (Captains and Lieutenants) share area 10a; the Monitors and Whips share area 10b; the priests share area 10c. Ordinary kuo-toa fill the other chambers.

- Three Captains (hp 77, 68, 62).
- Six Lieutenants (hp 61, 54, 52, 50, 45, 39).
- Four Monitors (hp 56 each).
- Four 5th/5th level Whips (hp 27 each), six 4th/4th level Whips (hp 22 each), ten 3rd/3rd level Whips (hp 17 each).
- 60 ordinary (2 HD) kuo-toa (hp 12 each).

In addition, there are three priests cloistered together here, each with the following stats:

Kuo-toan priest, 7th-level (3): AC 4; MV 9, swim 18; hp 51, 41, 40; THAC0 13 (12 due to Strength bonus); #AT 1; Dmg special (pincer-staff); SA spells, pincer-staff (traps target on successful attack roll); SD spells, 180° field of vision (can detect invisible, ethereal, and astral creatures), rarely surprised (1-in-10 chance), immune to poison, paralysis, and illusions, unaffected by spells that affect only humans, demihumans, and humanoids, electricity causes half-damage and *magic missiles* a single point of damage per missile, skin secretions reduce grapple/grab/tie/*web* attempts to 25% chance of success; SW suffer –2 to saving throws against fire attacks, *light* causes –1 to attacks; SZ M (6'); ML fearless (20); Int high (13); AL NE; XP 2,000. Str 17, Wis 16. Spells: *cause fear* (x2), *command* (x2), *purify (food and) drink*; *detect charm*, *hold person* (x2), *know alignment*, *obscurement*; *cause disease*, *prayer*; *babble*.

The first of these priests has a scroll with the spells *cause critical wounds*, *continual darkness*, and *protection from good 10' radius* (scribed at 9th level); the second priest has a scroll bearing the spells *cloak of fear*, *dispel magic*, *prayer*, and *spiritual hammer* (scribed at 8th level); the third priest has four *potions of extra-healing* in a great silvered flask at his belt, as well as a scroll (scribed at 12th level) with the spells *continual darkness*, *faerie fire*, *free action*, and *harm* (a reversed *heal*).

Note that an additional number of kuo-toa equal to the entire barrack's strength are on patrol or visiting other city areas at any given time, and these additional kuo-toa can also be used by the DM to restock the barracks and to strengthen other locations (in the latter case, the frequency of city patrols should be reduced accordingly).

11. The Pool-Towers
Many towers on **Map 30** have this location number. Each of them is a single-story tower, home to a single ordinary aboleth. There is always a fine sculpted pool, 30 feet deep, excavated from the floor here; the water of these pools is always pure and clean. Each aboleth has one or more personal slaves that the DM can either select or randomly determine from the following table:

1d10	Slave(s)
1–2	1d3+1 ordinary (2 HD) kuo-toa
3–4	1 ordinary kuo-toa and a 3rd/3rd level Whip
5	Human fighter, level 4+1d3
6	1 ju-ju zombie
7	1d2 ju-ju zombies
8	1 kuo-toan priest, 5th level, and a 2 HD kuo-toa
9	1 kuo-toan priest (level 5+1d3)
10	Roll twice on this table, ignoring further rolls of 10

Treasure in each of these Pool-Towers is worth 4+1d4 x 1,000 gp. It takes the form of gems; small crafted ornaments of pearl, mother-of-pearl, and coral; gilded ornaments around the pool; strange mosaics of semiprecious stones set into pool rims; and the like.

Important: The DM should not forget these locations! Ordinary aboleth are very dangerous opponents in themselves. They react aggressively to any form of intrusion or attack; they are arrogant and will be very angry rather than fearful. After an attack on Shaboath, move ordinary aboleth (and their slaves and treasures) into key locations that need their defenses strengthened.

12. Construction Points
At each of these sites, a small tower dwelling is currently being constructed. For 12 hours each day (random choice for each site), a slave labor crew will be at work—1d3 humans, 1d3 dwarves, 1d2 gnomes, 1d2 ogres, a fomorian giant, and an illithid overseer. There is a 10% chance at any given time that an ordinary aboleth will be within 40 feet of the work crew, admiring their work. Human and demihuman workers here, if freed, count as slaves for the purposes of XP rewards. Of course, if these work crews are in the way when some mayhem breaks out, the PCs must be careful not to use area-effect spells which could kill them (XP should be deducted for this).

13. Tower of Distillations
In this tower, a savant aboleth works to collect and distil the mucus clouds secreted by aboleth, the first step in preparing *potions of domination*. **Map 30.13** shows the layout for this tower. The front door of this tower is protected by a *glyph of enfeeblement* (see the savant aboleth MC entry in the 8-page booklet for details). This building has 90% transmutation resistance.

The entire ground floor (area 13a) is a workshop for the savant. It has an intelligent *dominated* slave worker assisting it in the making of potions, a human wizard who was one of the aboleth's kidnappers until the savant deemed him more useful within Shaboath on account of his familiarity with potion making. This pair are a dangerous spellcasting duo. There is a 50% chance at any given time that an additional ordinary aboleth will be here, providing slime for the potion manufacture. The usual litter of alchemical work can be found here—glass vessels, work tables, retorts, and the like, even oil burners for slow distillations. General equipment to the value of 3,000 gp can be taken from here (weight 100 lbs), and four *potions of water breathing* and eight *potions of domination* can likewise be garnered. Exits lead from this floor downwards in the form of a water chute, and upwards in the form of a stone ramp built flush with the circular tower wall.

The savant aboleth is an 8th-level priest/11th-level wizard with 81 hp; it knows the following spells: *bless, darkness, protection from good; barkskin, hold person* (x2); *continual darkness, dispel magic, feign death; divination, spell immunity // magic missile* (x3), *shield; blur, detect invisibility, mirror image, ray of enfeeblement; haste, slow, suggestion, water breathing; confusion, fear, minor globe of invulnerability; airy water, cone of cold, feeblemind.*

The wizard, Shalzerith, is short and thin, a middle-aged man with black hair, brown eyes, and a droopy moustache. If the PCs free him from his *domination* he will pretend to have been an abductee, forced to assist the aboleth with their work. He will try to get his spellbooks from area 13b, of course, and then uses his *teleport* spell to escape at the first opportunity. Other rescued slaves may recognize Shalzerith as a member of a gang which kidnapped them and inform the PCs accordingly; this depends on circumstances, obviously.

Note that both the savant and the wizard have precast *stoneskin* spells operative.

> **Shalzerith, human Wizard (10th-level):** AC 6 (*ring of protection* +2, Dexterity bonus); MV 12; hp 36; THAC0 18 (17 with *dagger +1*); #AT 1; Dmg 1d4+1 (*dagger +1*); SZ M (5'3"); ML fearless (20) when *dominated*, otherwise steady (11); Int genius (17); AL LE; XP 2,000. Dex 16, Con 15. Spells: *armor, identify, magic missile, shield; blindness, blur, improved phantasmal force, stinking cloud; dispel magic, fly, spectral force; Evard's black tentacles, polymorph other; hold monster, wall of force.*

If there is trouble outside these two will come to investigate, of course. Working as a pair, the savant opts for defensive spells first (*mirror image, spell immunity*) as Shalzerith tries to cast *blur* and *shield* as initial protections; if there is no time for this he tries to *hold* spellcasters and *polymorph* a tough fighter into a tiny (inch-high) squid. If the life of the savant aboleth is in danger, the creature will flee for the water chute while Shalzerith casts a *wall of force* to cover its escape.

The upper story of the tower (area 13b) is Shalzerith's quarters; his bedroom and living chamber. These rooms are comfortable and well furnished (trappings worth 3,000 gp; weight 50 lbs total), and a wooden coffer stands on the floor beneath a small wooden table. This is *wizard locked* and has *explosive runes* inscribed inside the lid. This coffer contains Shalzerith's spellbooks (with his listed spells, plus *wizard lock, explosive runes*, and 1d3 additional spells of 1st through 5th levels of the DM's choice). It also contains a hefty tome entitled *A Treatise on Alchymical Operations*, which can be read with gain by any wizard of 9th or higher level. A week's perusal of the book earns the wizard 10,000 XP and grants him or her a 10% bonus chance of success whenever brewing potions; the pages of the book become blank after such a close reading. Finally, Shalzerith has a small cache of gems in a pigskin pouch: six yellow topaz (value 500 gp each) and four deep purple oriental amethysts (value 1,000 gp each).

The water chute leads down 40 feet to an excavated chamber (area 13c) where two giant morays (5+8 HD, with 41 and 32 hp) lair in a clutter of overgrown kelp that provides them with excellent camouflage. They know better than to attack an aboleth and are placed here to protect the savant if it needs to flee from above (and also to prevent unwanted intrusion from the Sunless Sea). From this chamber, the chute turns south as it carries on downwards for a further 200 feet and emerges out into the deep waters of the Sunless Sea itself. A *continual light* spell has been placed at the exit point, and two *master glyphs* have been crafted here by the savant. One is a *Glyph of Enfeeblement*,

and the other a *Glyph of Negation* which, if triggered, cancels any water-breathing spell-effects the PCs currently have in operation and deactivates devices with this power for 2d6 turns. Since the PCs are currently some 250 feet below the surface of the Sunless Sea, this could seriously inconvenience them. Nevertheless, this portal offers the PCs an alternative entrance into the city other than entering by the Sluice.

14. Illithid Quarter

Each of the simple towers in this area is home to one illithid, who has a personal slave to administer to its whims. Use the table for area 11 to determine the nature of this slave. **Map 30.14** shows typical layouts for these single-story towers (14a and 14b). These illithids are wholly allied with the aboleth and will fight to defend the city. The DM should use these fearsome creatures to defend key city locations weakened in a first attack by PCs; illithids are especially likely to be moved to the sluice and watch posts (areas 4 and 3a to 3f) to employ *mind blasts* against oncoming enemies. Illithids have personal treasure (jewelry, ornaments, silks, etc.) worth 3,000 to 6,000 gp apiece in their homes. They do not have magical treasures.

One tower here (area 14c) is distinctively different from the rest. It is a two-story building, and the exterior has a marbled veneer with roseate veining. Even the door frame has gilded decorations. This tower has 80% transmutation resistance. Within this tower, the area marked (i) is a storeroom, (ii) is a slave chamber, (iii) is home to the illithid Schandreptibus, and (iv) is the living chamber of the illithid Caranthazal. These two illithids are priests of Maanzecorian and regularly consult with the savant aboleth of the Great Towers. If the city is under attack, they will retreat into the Great Tower complex and defend it. If attacked in their own home, they use *mind blast* attacks and then attempt to flee for the Great Towers, using protective spells if possible and whatever other spells may delay pursuit (such as *hold person*); even if they *hold* half the PCs, they'll still try to run for the Great Towers. If confronted again later within the Great Tower complex, these illithids fight to the death.

Schandreptibus, illithid Priest (12th level): AC 5; MV 12; HD 8+13; hp 60; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA *mind blast* stuns all in area of effect (a cone 60′ long and 5 to 20′ wide) for 3d4 rounds except on a successful saving throw vs. rod/wand/staff, tentacles extract brain in 1d4 rounds (struggling target) or a single round (*charmed* or incapacitated victim), spells, spell-like powers; SD spells, spell-like powers, +3 bonus to saving throws against mind-controlling spells and effects (Wisdom bonus); MR 90%; SZ M (6′2″); ML champion (15); Int genius (18); AL LE; XP 11,000. Wis 17. Spells: *bless, combine, command* (x2), *curse, darkness* (x2), *sanctuary; augury, charm person or mammal, enthrall, hold person* (x2), *know alignment, silence 15′ radius; continual darkness* (x2), *choose future*, emotion control** (x3); *babble, cloak of fear, probability control*; mindshatter*, true seeing; disbelief*, physical mirror**. Special abilities: *astral projection, charm monster, charm person, ESP, levitate, plane shift*, and *suggestion*. Schandreptibus has a splendid topaz, tiger eye, and sapphire neckchain worth 10,000 gp.

Caranthazal, illithid Priest (11th level): Stats as above, but Caranthazal has AC 2 (see below), HD 8+9, 52 hp, and Wis 18 (for a +4 saving throw bonus). His spells are *call upon faith*, command, curse, darkness* (x3), *sanctuary; calm chaos*, draw upon holy might*, enthrall, hold person* (x2), *moment*; continual darkness* (x2), *emotion control** (x2), *rigid thinking*; body clock*, cloak of fear, free action, mental domination*; mindshatter*, true seeing; disbelief**. Caranthazal has gold bracers set with agates, moonstones, and bloodstones; these are *bracers of defense AC 2*. He also has a pouch of fine gems, worth 5,200 gp in total.

The illithids also have sumptuous furnishings—silks, velvets, bejewelled goblets, and the like—littering their homes (total value 8,000 gp; weight 80 lbs). In Caranthazal's quarters, there is a canvas bag with two cane handles mounted on the wall; this contains treasures taken from spellcasters arriving in Shaboath and met first by these illithids. The bag contains two scrolls of priest spells (scroll #1: *continual light, prayer, sticks to snakes*; scroll #2: *heal, spell immunity, stone shape*) scribed at 14th level, and a silver-banded ebony tube (worth 150 gp) containing a scroll with the wizard spells *globe of invulnerability, Tenser's transformation*, and *shapechange*, scribed at 18th level. This latter scroll is very brittle and friable, and each time a spell is cast from it there is a 25% chance the scroll tears, destroying the remaining spells. Two crystal vials contain potions (*extra-healing* and *superheroism*), and finally a pair of black silk *gauntlets of dexterity* lie disregarded in the bottom of the bag.

15. The Raveners

This group is a mercenary band of high-level evil NPCs who have served the aboleth well for many years. This is a very dangerous group of enemies indeed. The DM should treat them as a mobile, elite strike force which will be sequestered close to key locations after a first strike. The aboleth also use the Raveners as an active strike unit to pursue and ambush the PCs. All these NPCs have *stoneskin* spells operative at all times. A description of their lair is followed by discussion of their battle tactics, since PCs may encounter them in a range of tactical situations. **Map 30.15** shows the lair layout.

The Raveners

Strychnesch, human Fighter (13th level): AC –7 or better (*plate mail +4, shield +3*, Dexterity bonus, *defender sword*); MV 12; hp 101; THAC0 8 (6 or better with Strength bonus and *defender* sword, 2 with *composite long bow +3*, Strength bonus, and Dexterity bonus); #AT 2; Dmg 1d8+5 or better (*defender bastard sword +4*, used one-handed, plus Strength bonus) or 1d8+8 (sheaf arrows, *composite long bow +3*, Strength bonus); SZ M (6'2"); ML fearless (19); AL LE; XP 8,000. Str 19/98, Dex 16, Con 17, Int 12, Wis 12, Cha 12. Tall, dark, handsome, and psychopathic, Strychnesch owns *rings of free action* and *warmth* and wears a *helm of underwater action*. He has *potions of extra-healing* and *gaseous form* and wears yellow gem lenses set into his helm so that they can be pulled down over his eyes, functioning as a *gem of seeing*. Strychnesch has gold bracelets and matching neckchain, set with moonstones and a ruby, worth 9,000 gp.

Jabulanth, half-elven Fighter/Thief (10th/13th level): AC 0 (*bracers of defense AC 4*, Dexterity bonus); MV 12; hp 63; THAC0 11 (8 with *long sword +3*, 6 with *long bow +1, arrows +1*, and Dexterity bonus); #AT 3/2 (sword) or 2 (bow); Dmg 1d8+3 (*long sword +3*) or 1d8+2 (*long bow +1*, quiver of 20 *sheaf arrows +1*); SA thief skills (+4 to attack rolls and quintuple damage on backstab); SD thief skills (see below); SZ M (5'6"); ML champion (16); AL NE; XP 8,000. Str 15, Dex 18, Con 15, Int 17, Wis 10, Cha 13. Thief skills: Pick Pockets 80%, Open Locks 90%, Find & Remove Traps 90%, Move Silently 90%, Hide in Shadows 90%, Hear Noise 95%, Climb Walls 95%, Read Languages 15%. Of medium height and build, but with broad shoulders, the flaxen-haired half-elf is, quite simply, a homicidal lunatic. He has green eyes, tattooed serpents on his forearms and forehead, and only half a right ear. He wears *rings of invisibility* and *fire resistance*, *slippers of spider climbing* on his feet, and has a scroll of the spells *fly*, *invisibility 10' radius*, *mirror image*, *polymorph self*, and *stoneskin* (scribed at 12th level). His baku-hide cloak is worth 1,500 gp, and the six sapphire rings which adorn his fingers are worth 1,200 gp each.

Morgoor, human Fighter (11th level): AC 0 (*full plate armor +1*); MV 12; hp 109; THAC0 9 (1 with *two-handed sword +4* and *girdle of frost giant strength*); #AT 3/2; Dmg 1d10+13 (*two-handed sword +4, girdle of frost giant strength*); SD gains +2 bonus to all saving throws due to *ring of protection +2*; SZ M (5'7"); ML fanatic (17); AL CE; XP 6,000. Str 17 (21 with *girdle of frost giant strength*), Dex 7, Con 18, Int 6, Wis 7, Cha 10. Morgoor is a fearsome enemy; her average height and only slightly stronger-than-average build belie her magical strength. Morgoor always tries to get into melee as quickly as possible and eschews missile weapons completely. She wears *rings of mind shielding* and *protection +2* (affects her saving throws though not her Armor Class), and carries a *potion of extra-healing* and two *potions of super-heroism* (+2 HD, 1d10+4 additional hp for 5d6 rounds). Morgoor adores diamonds, and has four of these (value 1,000 gp each) set into her crocodile-skin belt and a beautiful specimen (value 5,000 gp) in a belt pouch.

Repdal, human Wizard (14th level): AC –1 (*bracers of defense AC 3, ring of protection +3*, Dexterity bonus); MV 12; hp 48; THAC0 16 (13 with *staff of striking*); #AT 1; Dmg 1d6+3, +6, or +9 (*staff of striking* with 22 charges); SA spells; SD spells; SZ M (5'½"); ML champion (15); AL LE; XP 10,000. Str 9, Dex 15, Con 16, Int 18, Wis 9, Cha 8. Spells: *burning hands, comprehend languages, magic missile, phantasmal force, protection from good; detect invisibility, hypnotic pattern, improved phantasmal force, mirror image, stinking cloud; dispel magic, fly, lightning bolt, slow, water breathing; confusion, fear, ice storm, improved invisibility; cone of cold, feeblemind, hold monster, shadow door; globe of invulnerability, project image; prismatic spray*. Repdal is just over 5' in height and has an unremarkable appearance, being mousy and dumpy—which she feels keenly, and is aggressive and cruel as a reaction. She has a *brooch of shielding* with 44 hp defensive capacity remaining and a *ring of spell turning*, together with three scrolls of spells scribed at 14th level: (1) *ESP, magic missile, shield*, and *wizard eye*; (2) *charm monster, hold monster, demishadow magic*, and *teleport without error*; (3) *stoneskin* (x6). Repdal does not wear any jewelry, nor carry any monetary treasure, outside her home.

Cyvrand, human Priest (12th level): AC 0 (*plate mail +3*, no shield); MV 12; hp 60; THAC0 14 (11 with *rod of smiting*); #AT 1; Dmg 1d8+3 (*rod of smiting*, 16 charges); SA spells; SD spells; SZ M (6'); ML fanatic (18); AL NE; XP 8,000. Str 15, Dex 10, Con 15, Int 11, Wis 18, Cha 16. Spells: *bless, command, cause fear, curse, darkness* (x3), *sanctuary; hold person* (x2), *resist fire, resist cold, silence 15' radius* (x2), *wyvern watch; animate dead* (x2), *continual darkness* (x2), *dispel magic, prayer; cause serious wounds, free action, poison, spell immunity; flame strike, true seeing; conjure animals, harm*. Cyvrand is 6' tall, saturnine and scowling. He wears *rings of regeneration* and *the ram*, has *potions of extra-healing* and *vitality*, and a silvered flask with six applications of *oil of impact*. He also wears a rosy coral *necklace of adaptation* and a *necklace of missiles* with one 9 HD missile, two 7 HD missiles, and two 5 HD missiles. He always carries several scrolls of spells with him, scribed at 12th level: *heal; free action, dispel good; plane shift* (x4); *hold person, fire seeds, speak with monsters*. His black silk robes are worth 3,000 gp (if not

fireballed, etc.), and his fine ruby signet ring is worth 5,400 gp. Note that Cyvrand should be a priest of the same death cult (Cyric/Nerull/Thanatos) the PCs have long dealt with, and his spell list may need changing accordingly.

The front door of the tower is luridly decorated with a bronze skull doorknocker. All locations inside the tower are lit with wall-mounted lanterns; note that this tower has 80% transmutation and detection resistances. Beyond this wooden door is an entrance hall (area 15a) with two plain armchairs, and standing here are two juju zombie guards (hp 27, 23), brought by Cyvrand from the Tower of Necromancy. These creatures do not permit further entry and attack anyone attempting to open the northern door (simply knocking at the door does not elicit this response). Room 15b is Morgoor's room, cluttered and filthy; dirty clothes, discarded remains of meals, and all manner of detritus litter the place. The fighter keeps her treasure in the bottom of a barrel here, overlain with dirty clothes. Bags contain 6,000 sp, 2,500 ep, 4,400 gp, and 1,300 pp. Room 15c is Strychnesch's chamber, less filthy but largely bare and pragmatic, decorated with simple furnishings, ornamental wall shields, and trophies of old military conquests (enemy shields, weapons, and banners, none magical). A flamboyant (and wonderfully tasteless) portrait of the fighter himself, standing atop a mound of skulls, decorates the west wall. Strychnesch's treasure is within an ornate, silver-banded rosewood coffer here, which is locked and doubly trapped; Strychnesch does not carry the keys. The traps are a 10-foot spray of lethal poison (saving throw vs. poison or die, 20 points of damage even on a successful save, immediate onset) *and* a hail of poisoned darts (THAC0 12, range 30', damage 1d4 + 30 points on failed saving throw vs. poison or +15 points on a successful save, onset time 1d4+4 rounds). The coffer contains 1,500 gp, 600 pp, and pouches of gems worth a total of 11,000 gp.

The lounge area (15d) has a dual-action *glyph of warding* (24 points of chill damage and paralysis for 24 rounds; two successful saving throws vs. spell halve damage and negate paralysis, respectively). All the Raveners know the name of the glyph, of course. The lounge is finely decorated, with two splendid platinum statuettes of Blibdoolpoolp with pearls for eyes standing on two wooden tables here (value 6,000 gp each; other room items have a total value of 3,000 gp and a weight of 60 lbs). Two more juju zombies (hp 32, 22) stand guard here and attack any not accompanied by a Ravener who enter.

Upstairs, area 15e is a hallway, empty except for five comfortable chairs. Area 15f is Jabulanth's room. The thief has a strange obsession with time, reflected in the room decor. A vast number of hourglasses, with many-colored sands, eke out the passing of hours and days here. The half-elf likes little more than to sit and stare at them, twitching slightly. The door to this room is always locked and has a poison needle trap (save vs. poison or die, 20 points of damage even on a successful save, instant onset) set upon it. Jabulanth keeps the keys to Strychnesch's treasure coffer on his person, and his own treasure is kept in the base of the largest single hourglass here, a huge thing with a wooden base some 30 inches in diameter and six inches thick. This base has three hidden drawers (treat as secret doors for detection purposes), each trapped with a poison needle trap identical to that on the door itself (the elf knows how to slide open these drawers to bypass these traps). Each drawer contains a subdivided tray containing fine gems, all neatly sorted; in each are 10 gems of base value 100 gp, 10 of base value 500 gp, four of base value 1,000 gp, and one singular gem of 5,000 gp value.

The door to the upstairs hall (15g) has an identical glyph to that on the door directly below it. Room 15h is Repdal's, and it is awash with books of all kinds. None are magical, but there are (amongst many others) specialist tomes on chemistry, astronomy, and mycology of real value to sages who specialize in these fields (10,000 gp value each, but each requires 30 PC-rounds of hunting to find in this clutter). Repdal's very solid wooden-based bed has a secret panel in it, and sliding this open reveals a tray of crystal potion vials; six each of *extra-healing* and *flying*. These are kept for use on distant missions when needed. Opposite it is room 15i, Cyvrand's chamber. Cyvrand's "hobby" is bone sculpting and statuary, and this room boasts everything from finely-whittled and decorated hip-bone bookends to a splendidly mounted and threatening-looking umber hulk skeleton. Note that these bones are of sufficient quantity for Cyvrand to animate four ordinary skeletons and two monster skeletons (the umber hulk, and a troll) if need be. The priest keeps his treasure in area 15j, a shrine to his patron Power (details of decor should be modified to suit the priest's faith). This is, obviously, an evil area and good-aligned PCs "desecrating" it receive a 1,000 XP bonus (double this if priests or paladins, who lose a like number of XP if they do not purify this area). Ritual regalia (silvered bowls, gem-encrusted candlesticks, and the like) worth a total of 4,500 gp are here for the taking (weight 75 lbs), and Cyvrand's own treasure is stored in a hidden alcove within and at the back of the altar (2,000 gp, 2,000 pp, and gems worth a total of 7,200 gp).

16. Slave Block I

The slaves kept in this tower complex (shown in **Map 30.16**) are used as menials for building work. They are well guarded. The entrance doors to the tower are locked and barred from the inside. Room 16a contains the guards and overseers of the slaves: an illithid, two 4th/4th level kuo-toan Whips, a kuo-toan Lieutenant, and four 2 HD kuo-toa. The three towers beyond (areas 16b, 16c, and 16d) are each two stories tall, with stairs leading up from

the ground level to dormitories above (not mapped; they are simple 40-foot-diameter rooms with no exits bar the stairs). Each of these three tower complexes contains 8+1d4 hill and mountain dwarves, 4+1d2 gnomes, 6+1d4 humans, 1d2+2 ogres, and 1d3–1 halflings. Slaves here all have high Strength (15+) and/or some proficiency or skill of value (Stonemasonry, etc.) which make them useful to city maintenance. None has skills which would make him or her a useful fighter. Alignments are 25% good, 70% neutral, 5% evil (except for the ogres, of course). None of these slaves is capable of fighting effectively to aid the PCs. They are all *dominated*, of course, but will not be used to defend the city if it is attacked.

17. Slave Block II

This significantly more important location contains spell-casters who are designated for sacrifice, more powerful slaves (especially fighter-types) who are undergoing repeated *charm* and/or *domination* treatment to brainwash them completely, and slaves with exceptional skills. This area is powerfully well defended. **Map 30.17** shows the layout.

The door to this tower is locked and barred from the inside. In the entrance hall (area 17a), a pair of troll guards (40, 36 hp) lurk. These brutes are shod in iron plate mail (AC 2). A slightly nervous 4th/4th level kuo-toan Whip overseer stands with them. In the large chamber beyond (area 17b), the master jailer sits impassively at a desk; this is a huge brute of a kuo-toan Captain (77 hp). He has the keys to all the cells of the tower. There is a 50% chance that an aboleth is also here at any given time. Note that the "stairs" leading up and down here are actually more like ramps or chutes, allowing aboleth to employ them as crawlways. In side-chamber 17c, wizard prisoners are kept in a lightless cell with minimal bedding or furnishings. There are 1d6+2 wizards here, 80% likely to be human, 20% likely to be elven. They are each of 1st to 4th level and have no memorized spells, spellbooks, or equipment. Side-chamber 17d has, likewise, 1d6+3 priests of varying good and neutral faiths, of 1st to 5th level. Roll 1d6 for race: 1–3 = human, 4 = dwarven, 5 = elven, 6 = gnomish. These priests have no memorized spells or equipment.

In the upper level of the tower, area 17e is home to a group of fighters who are currently having their brain-washing completed. There are four fighters (two of 5th level, two of 6th level) here, and a savant aboleth which is exercising its *domination* over them. The savant is an 9th-level priest/9th-level wizard with 73 hit points, and it knows the following spells: *bless, command, darkness (x2); charm person or mammal, hold person (x2), silence 15' radius; dispel magic, emotion control*, water breathing; free action, protection from good 10' radius; true seeing // charm person, comprehend languages, magic missile, shield; blur, ESP, stinking cloud, web; lightning bolt, slow, suggestion; ice storm, minor globe of invulnerability; cone of cold.*

Chamber 17f contains a single prisoner, the wizard-sage Krelner. By sheer mental strength and no small measure of good luck, Krelner has persistently defeated all attempts to *charm* or *dominate* him and, because of this, is scheduled for sacrifice very soon. Krelner is a 9th-level wizard with the following profile: Str 10, Dex 15, Con 15, Int 18, Wis 18, Cha 10. He is 54 years old, with thinning gray hair and blue eyes; he stands 5' 9" tall. He is of neutral alignment and has 29 hit points (currently 21; he is hungry and tired). He has no equipment and no memorized spells remaining. If the PCs manage to find Krelner, they will gain possibly helpful information from him; see below after the location key. Note that Krelner is a friend of Jelenneth (they were briefly slaves together) and she can vouch for him if she is with the PC party.

The lowest level of the tower, some 30' below ground level, is entirely flooded. Chamber 17g is empty but has a water chute leading down and out of Shaboath. The terminal point of this chute has a *continual light* spell illuminating two glyphs identical to those which protect the chute leading to area 13c (see page 44). Chamber 17h is home to another savant aboleth, with the powers of a 12th-level priest/13th-level wizard. It has 68 hp and knows the following spells: *bless, command, curse, darkness (x3); charm person or mammal (x2), hold person (x3); dispel magic (x2), emotion control* (x2), glyph of warding; cloak of fear, free action, protection from good 10' radius; dispel good, true seeing; conjure animals, word of recall // color spray, hypnotism, magic missile, shield; detect invisibility, improved phantasmal force, mirror image, ray of enfeeblement; dispel magic, lightning bolt, spectral force, suggestion; confusion, improved invisibility, phantasmal killer, polymorph other; cone of cold, conjure (water) elemental, hold monster, shadow magic; flesh to stone.* This aboleth will be empathically aware of any assault on upper tower levels and will come up to investigate. It uses its *word of recall* spell to retreat to the Great Towers if seriously injured. It has a *stoneskin* spell active.

If the PCs do not find Krelner during a first attack on the city, then during their second attack they will see Krelner being taken to the Great Towers for sacrifice. They must rescue him from his captors to learn his valuable secrets. Krelner's guards will be a savant aboleth (take stats from either above), a kuo-toan Lieutenant, an illithid, and four ordinary (2 HD) kuo-toa.

If Krelner is freed, he can tell the PCs what he has learned of the Great Towers. He tells them that each can only be destroyed by use of magic of the school opposed to that to which that particular tower is dedicated (for example, the Tower of Necromancy can only be destroyed by the use of illusion/phantasm magic). As for the great central tower—he shudders and says this is home to some *thing* that makes the savant aboleth look like "a humble apprentice in the dweomercrafting arts." He knows that within the four Great Towers ringed around the central

complex, there is a magical core which can only be annulled if the surrounding towers are put out of commission first. If asked how he knows this, he will say that he has been studying Shaboath for some years before he was captured (he had hoped to write a scholarly monograph on the aboleth, and says he now knows the subject all-too-well). He can give scraps of information about the cavern which show that he is telling the truth. Krelner is very reluctant to help the PCs in their attack, but if given good equipment (*bracers of defense* and a *ring of protection* to get his AC down around zero or so, a magical weapon, and access to a spellbook) he might agree (Charisma check for persuading PC). He will not be inclined to push his luck, however, and so will only help with one attack.

18. Embassy of the Baatezu

This huge tower has 100% transmutation resistance. It is 40 feet tall, save for the semicircular eastern portion which is 100 feet tall, the final 40 feet being a towering spire which is splendidly crafted with tentacle-like protrusions. A pair of gargoyle golems stand watch at the base of this spire, along the balcony; they can be commanded to act by any baatezu or savant aboleth but do not otherwise act of their own volition unless they see a savant aboleth being attacked by any creature, whereupon they at once swoop down to attack the savant's assailant.

The baatezu here are intrigued by the aboleth experiments in extending *domination* and have brought gifts of gems and slaves. In return, the aboleth have allowed Pallistren and his retinue to occupy the tower. The savants have no intention of allowing the baatezu to learn much, but they also do not wish to give offense to these powerful beings, and by granting them emissary status they hope to delay them for long enough to complete their own work without provoking any angry response by rejected fiends. Of course, both groups spy on each other constantly, to little effect. The magic resistance of the baatezu, and the protections of the Great Towers, are such that the baatezu mission has proved largely fruitless to date.

The locations and inhabitants are described below, followed by tactics and strategy. A roster of stats for the baatezu is given separately from the main text. **Map 30.18** shows layout.

18a–c Entrance Complex

The central area here (18a) is an entrance hallway, decorated with marble and wall hangings; the side-chambers are guardrooms. Visitors are expected to knock on the front door, using the beautiful wrought-iron knocker, and wait for admission by one of the guards here. A hamatula baatezu resides in each side-chamber (with incidental



treasures—jewelry, coins, gems, etc.—to the value of 5,000 gp apiece). Any visitor who presents a plausible excuse will be allowed to pass these fiends and be admitted to the office of Pallistren's secretary.

18d. The Secretariat
Beautifully furnished with antique rosewood furniture and sumptuous silk wall hangings and tapestries which obviously were not made in Shaboath, this room is probably not what the PCs were expecting. A bored-looking young woman with exquisite auburn hair and perfect ivory skin sits in a gilded chair behind an enormous mahogany desk. Petrechella is an erinyes who prefers to spend most of the time polymorphed into human form, to hide her wings and because that's the way her boss does things around here. She is the pit fiend's mistress and hangs on to his coattails (as it were) in the hope of promotion. There is little for her to do, and she would find violence and the chance to rip humans into small chunks a welcome diversion from everyday routines. Nevertheless, she will act friendly and polite, smiling at the PCs as they enter, asking if they have an appointment, and ushering them in to see "the boss." Silks and desk ornaments here have a combined value of 7,000 gp, and the furniture (if it could somehow be moved) would fetch 2,000 gp per 100 lbs weight (total furniture weight is 800 lbs).

18e. Pallistren's Chamber
Furnished with elegance and taste (same treasure value as area 18d), this chamber is occupied by what appears to be a tall, slim, svelte man with pleasing dark features and a sardonic smile. Pallistren remains in human polymorphed form, because it terrifies fewer of Shaboath's ordinary inhabitants and makes getting about town unrecognized easier. He has a wardrobe of fine clothing here and usually favors a quilted velvet smoking jacket and a pipe. When the PCs enter, he will be sitting behind his desk doing paperwork and rises to greet them and shake them by the hand. Pallistren is beginning to think that the mission to Shaboath is a bust and that his place among a cabal of pit fiends is not as secure as he had envisaged. The tactics and strategy for this wily fiend can be very complex; see below.

If this room can be looted, Pallistren's desk and bookcase contains some material of interest in addition to the more dubious works of balefully predictable nature. A loose collection of scrolls bound with black-edged red silk contains some notes on Shaboath. If the PCs find this, give the players **Player Handout 26.** A *vacuous grimoire* is also stashed away here (which should of course seem to be something entirely different), as is a huge tome (weight 30 lbs) bound in leather with gold script spelling the title *Dzezerezin's Compendium of the Blood War*. Any good-aligned PC reading but a page of this book (other than the contents page) loses 1d10 x 5,000 XP and is struck instantly insane (saving throw vs. spell negates), but a non-good aligned sage specializing in extraplanar research would pay 40,000 gp for this book. Naturally, if the tanar'ri are still with the PCs, they will want to claim this as "vital war intelligence." A folded scroll has been stuck into this book as a bookmark; this is a scroll of the spells *fly*, *levitate*, *magic missile*, *polymorph self*, and *repulsion*, all scribed at 14th level. A bloodstain at the base of the scroll suggests the fate of the wizard who inscribed it.

18f. Tower Base
This bare floor level is occupied by a hamatula baatezu that has incurred Pallestrin's displeasure and been put in charge of the dozen nupperibos which act as menials around the place. Absurdly, these pathetic creatures are dressed in livery complete with gilded epaulettes, and to mark his disfavor Pallestrin makes the hamatula wear the same attire. This fiend has a vile temper accordingly and torments the nupperibos endlessly; it will delight in any chance for violence.

18g. Middle Tower Level
This is the hamatula's lair, accessed by a spiral staircase that continues up to a trapdoor in the roof (leading to the balcony above). The hamatula has a comfortable bed in its lair, table and chairs, and some very unpleasant souvenirs of a previous happier time spent on the Prime Material—a stuffed dwarf's head, a hat rack made out of dried and preserved halfling feet, and other less tasteful items. The resentful fiend has managed to sequester some treasure away from Pallistren's gaze here, hidden in a hollow leg of the table. If the wood plug at the base of the leg is found and pulled out, a trickle of coins and gems runs out of the cavity within—200 pp and six gems each worth 1,000 gp. The hamatula also has what appears to be a silver-topped walking stick propped up by the wall next to its bed. This looks suspiciously stout for a walking stick and is in fact a *rod of absorption* with 27 charges remaining within it.

18h. The Pit Fiend's Bedchamber
An enormous four-poster bed dominates this chamber; Pallistren likes to relax in comfort. A huge trolley laden down with silver and crystal flasks of every liqueur known to man (and some which fortunately aren't) stands beside it, and a wardrobe contains fine suits of robes and decorated cloaks which the vain pit fiend and erinyes have brought with them. The garments alone are worth 15,000 gp (weight 40 lbs), and the flasks and general room ornaments a further 6,000 gp (weight 80 lbs). The silk bed covers are worth 3,000 gp (weight 25 lbs). As to the nature of scenes depicted on the wall hangings and tapestries here, this is best left to the imagination of the DM who wishes to add an element of baatezu imagination to trawlings in the furthest shores of carnal

depravity in all its many forms. Suffice it to say that even the tanar'ri will be impressed, while most paladins and priests will want to shut their eyes and run from the room in horror.

An iron chest stands in this room. It is large and exceedingly heavy (400 lbs weight), and while unlocked it bears a terrible magical trap crafted in the very hells themselves. If the chest is even touched by anyone other than Pallestrin, two magical effects occur. The first is that the entire room is saturated instantly with an *acid storm* (no saving throw; 6d10 points of damage; note that the furnishings of the room take no damage from the acid, due to their infernal origin). Second, the being opening the chest is instantly transformed into a lemure and at once *plane shifted* to the Nine Hells (DM's choice of which). Locating, much less rescuing, this unfortunate, will be an epic quest; not even a *wish* can return the affected being to its former nature unless it is located and forcibly removed back to the Prime Material Plane. *Dispel magic* cast against 30th level of magic use will *dispel* this trap, but a thief attempting to remove the trap automatically triggers it. Note that the chest can only be opened by the hands of a living, sentient creature, so no *unseen servant* or similar ruse will do the job here. PCs may have a dumb charmed creature do the job for them while they wait outside the room, of course.

The chest contains rich treasures: sacks bearing 44,000 sp, 32,000 ep, 17,000 gp, and 7,200 pp, pouches with gems of total value 80,000 gp, eight vials of poison (DM choice), three *javelins of lightning* which cause double damage if used on the Outer Planes or against any creature from those planes, a superbly begemmed golden crown which is worth 40,000 gp and which also acts as a *ring of wizardry* doubling third-level spells, a *cloak of displacement* which bears an unfortunate curse (see below), and two special *iron flasks*.

The *cloak of displacement* functions in all respects like the standard magical item, but for every day it is worn there is a 1% chance that a succubus or incubus (as appropriate) will be *gated* within 10 miles of the cloak wearer and attempt to take the item back to the Abyss (and the wearer with it). A *remove curse* cast against 30th-level magic (use percentage dice as if for a *dispel magic* attempt) will rid the cloak of this curse, if cast by a priest or wizard of at least 14th level. Only one attempt may be made by each such spellcaster, however; further attempts automatically fail.

The first *iron flask* contains an imprisoned succubus, Shelita, captured in the Blood War. Pallistren whispers the most unpleasant of threats to the wretched creature from time to time to amuse himself, and the tanar'ri is wretchedly afraid. By virtue of this fear, if released the tanar'ri will fall on her knees and promise to faithfully serve her liberator for "a day" (12+1d12 hours). The DM should determine the duration in accordance with the Charisma and role-play of the PC opening the flask; if the player really puts some expressive work into commanding the tanar'ri, then the PC will get the full 24 hours of servitude.

The second *iron flask* contains a very special prisoner: an astral deva Pallistren trapped by a stratagem while the deva was on a mission to the lower planes. If freed, the deva thanks his benefactors. He has duties he must attend to and so cannot accompany them on "their good work" but promises to come to their aid thrice when called upon. To contact the deva, the PC must recite the phrase "Come, Callimar, for our need is upon us" three times in succession: this summons cannot be blocked by any magical barrior. The DM should carefully adjudicate the deva's responses to the tasks the player characters set for him: he will not commit any evil deeds, nor permit them to do so. Suitable tasks would be retrieving a lost comrade from lemuredom, combating the pit fiend, rescuing the PCs from some desperate combat, and the like. Note that while impeccably honorable in all his dealings, Callimar is neither aloof nor forbidding; rather, he behaves towards mortals with warmth and friendship. Secure in his own dignity, he is relaxed in manner rather than stern and judgmental, seeking to bring the PCs' better sides to the fore through example rather than chastisement.

Collimar, astral deva: AC-5; MV 24, fly 48 (B); HD 12, hp 84; THAC0 9 (6 with *deva mace*); #AT 2; Dmg 3d6/3d6 (*deva mace*); SA *celestial reverence* (see below), spell-like powers; SD immune to gas, poison, petrification, vacuum, nonmagical weapons (including those of cold iron and silver), normal fire, cold, electricity, *magic missiles*, level loss, and death magic, never surprised, half-damage from magical fire (including dragon breath), distress call (enchanted good creatures, such as unicorns or gold dragons, become aware of the deva's plight and come to its aid in any way they can), immune to *trap the soul* and *imprisonment*, spell-like powers; MR 70%; SZ M (7' tall); ML fearless (19); Int genius (18); AL LG; XP 15,000. Chr 20. Special abilities (usable once per round at will unless otherwise noted): *aid, augury, blade barrier* (once per day), *change self, comprehend languages, cure disease* (3 times per day), *cure light wounds* (7 times per day), *cure serious wounds* (3 times per day), *detect evil* (always active, reveals strength, direction, and general nature of any evil within 100 feet), *detect invisibility, detect lie, detect magic, detect snares & pits* (7 times per day), *dispel magic* (7 times per day), *heal* (once per day), *infravision* (always active), *invisibility 10' radius, know alignment, light, polymorph self, protection from evil, read magic, remove curse, remove fear, teleport without error*, and *tongues*.

At need, Callimar can use his *celestial reverence* power, causing all mortals within sight to make a saving throw vs. paralyzation. A character's response on a failed saving throw depends on his or her alignment. Good characters are filled with a strong protective love for the deva. Neutral and evil characters are awed by this display of

power and dare not attack; evil characters of less than 8 HD flee in terror. Callimar's *deva mace* has all the powers of a *mace of disruption*, inflicting 5d4 points of damage to any evil creature who so much as touches it. On a successful hit, it annihilates any undead creature of lesser strength than a wraith; greater undead are allowed a saving throw (see the weapon description in the *Dungeon Master Guide*) but suffer double damage (6d6) even on a successful save. Note that this power also works against evil creatures from the lower planes, such as baatezu. Finally, any target struck twice in the same round by a *deva mace* who fails a saving throw vs. spell falls senseless for 1d12 rounds.

Callimar appears as a stunningly handsome human male with large, feathery wings fanning gracefully from his shoulders. He has golden skin, amber eyes, and fair hair. His effective Charisma score, so far as mortals are concerned, is 20.

18i. Tower Balcony

Note that the two gargoyle golems are perched impassively on the balcony here.

This bare balcony is accessed from the trapdoor leading to the spiral staircase in area 18g below. The only feature of note is a stone bowl set upon two sculpted stone vrock legs 4 feet in height. Brackish water lies in the bowl; a *purify food and drink* spell purifies this at once and renders the bowl useless. Otherwise, the bowl can be used as a *magic mirror* three times per day for 1 turn each time, with a special effect that there is no reduction for success for scrying the Nine Hells. Pallistren uses this device to keep track of what is happening back home and also to examine distant sights and sounds in Shaboath if he doesn't have the energy, or can't be bothered, to fly around under cover of *improved invisibility* to check things out in person.

Monster Roster: Baatezu Embassy

Pallestrin, Pit Fiend: AC –5; MV 15, fly 24 (C); HD 13; hp 97; THAC0 7; #AT 1 (in human form) or 6 (in baatezu form); Dmg 1d4+6 (slap, Strength bonus) or 1d4+6/1d4+6/1d6+6/1d6+6/2d6 + special/2d4+6 + special (wing buffet/wing buffet/claw/claw/bite/tail); SA bite is both poisonous (save vs. poison or die in 1d4 rounds) and inflicts disease (no saving throw), tail constricts for automatic 2d4 points of damage each round after initial strike (Strength check to break free), *fear* aura (20' radius; save vs. rod/wand/staff at a –3 penalty or flee for 1d10 rounds), spell-like powers; SD regeneration (2 hp per round), immune to poison, cold iron, and fire (normal, magical, and dragon's breath), half-damage from cold and gas attacks and silver weapons, immune to weapons of less than +3 enchantment, SW *magic missiles*, acid, and electricity cause full damage; MR 50%; SZ M (6' 2") in polymorphed human form or L (12' tall) in baatezu form; ML fearless (19); Int genius (17); AL LE; XP 21,000. Special abilities (once per round at will, unless otherwise noted): *advanced illusion, animate dead, charm person, detect magic, detect invisibility, fireball, gate* (2 lesser or 1 greater baatezu), *hold person, improved invisibility, infravision, know alignment* (automatic; always active), *polymorph self, produce flame, pyrotechnics, suggestion, symbol of pain* (once per day; on a failed saving throw vs. rod/wand/staff, victim suffers –4 penalty to attacks and –2 to Dexterity for 2d10 rounds), *telepathy* (can communicate with any intelligent creature), *teleport without error, wall of flame, wish* (once per year)

Petrechella, Erinyes: AC 2; MV 12, fly 12 (C); HD 6+6; hp 40; THAC0 13 (11 or 9 with *long sword +2, +4 vs. good-aligned creatures*); #AT 1; Dmg 1d8+2 or +4 (*long sword +2, +4 vs. good-aligned creatures*); SA *charm person* gaze (see below), *rope of entanglement, fear* (at will, she can cause any creature looking at her to make a saving throw vs. rod/wand/staff or flee in panic for 1d6 rounds), can wield any weapon with proficiency; SD immune to nonmagical weapons, immune to poison, cold iron, and all fires (magical or nonmagical), half-damage from cold and gas attacks; SW *magic missiles*, acid, electricity, and silver weapons cause full damage; MR 30%; SZ M (5'9"); ML champion (16) if with Pallestrin, otherwise steady (12); Int high (14); AL LE; XP 7,000. Chr 19. Special abilities (usable once per round at will, unless otherwise noted): *advanced illusion, animate dead, charm person, detect invisibility, gate* (once per day, 50% chance of 1d8 spinagons or 35% chance of 1d4 barbazu), *infravision, invisibility, know alignment* (always active), *locate object, polymorph self, produce flame*, speak any language, *suggestion, telepathy* (can communicate with any intelligent creature), *teleport without error*.

Petrechella's *charm person* gaze has a range of 60 feet; anyone she looks at within that range (whether the other person meets her gaze or is even aware of it) must make a saving throw vs. spell as if he or she were half his or her current level (that is, an 8th-level fighter saves as if a 4th-level fighter). Failure means the victim becomes loyal unto death, doing her bidding even if it means perishing or killing friends and loved ones. Petrechella can release the victim at any time; otherwise only her death breaks the bond. However, she can only have one charmed victim at any given time. Petrechella keeps her *rope of entanglement* in the drawer of her desk and carries a sachet of *dust of sneezing and choking* at all times.

Hamatulas (4 total): AC 1; MV 12; HD 7; hp 51, 47, 40, 33; #AT 3; THAC0 13; Dmg 2d4/2d4/3d4 (claw/claw/bite); SA when both claws hit same victim can hug for 2d4 additional points (impaling victim on its

barbed torso, victim automatically takes 2d4 points of damage each subsequent round, victim with Str 16+ can attempt a Strength check each round to break free), *fear* (the first time a hamatula strikes an opponent, he or she must save vs. rod/wand/staff or flee in panic for 1d6 rounds); SD immune to nonmagical weapons and cold iron, immune to poison and all fires (magical and nonmagical), half-damage from cold and gas attacks; SW *magic missiles*, acid, electricity, and silver weapons inflict full damage; MR 30%; SZ M (7′ tall); ML fearless (19); Int very (12); AL LE; XP 6,000 each. Special abilities (once per round at will, unless otherwise noted): *advanced illusion, affect normal fires, animate dead, charm person, gate* (once per day, 50% chance of 2d6 abishai or 35% chance of 1d4 hamatula), *hold person, infravision, know alignment* (always active), *produce flame, pyrotechnics, suggestion, telepathy* (can communicate with any intelligent creature), *teleport without error*.

Nupperibos (12): AC 9; MV 6; HD 1; hp 6 (x12); THAC0 19; #AT 1; Dmg 1d8 (armed with long swords); SA *cause fear* (only if 10 or more nupperibos attack the same target); SD immune to all mind-affecting spells (*charm person*, illusions, etc.), permanently destroyed only by holy water or a holy weapon, immune to poison and fire, half-damage from cold and acid; SW blind, deaf, and mute, lack most baatezu immunities; SZ M (5′ tall and almost as wide); ML fearless (20); Int non (0); AL LE; XP 120 each.

Gargoyle Golems (2): AC 0; MV 9 and special (leap); HD 15; hp 60 each; THAC0 5; #AT 1 (leap) or 2 (claws); Dmg 3d6/3d6 (claw/claw); SA surprise (–2 penalty to opponents' surprise rolls), leap (can leap up to 100′ from perch, landing on target for 4d10 points of damage and crushing any objects he or she carries, item saving throws vs. crushing blow apply), petrification (anyone hit by both claw attacks in the same round must save vs. petrification or be turned to stone, golem will attempt to shatter the stone the next round); SD immune to *sleep, charm, hold*, and poison; SW *transmute rock to mud* inflicts 2d10 points of damage on the gargoyle, *earthquake* shatters the creature without affecting its surroundings; SZ M (6′ tall); ML fearless (20); Int non (0); AL N; XP 14,000 each.

Tactics and Strategy

Pallestrin will not act to defend Shaboath, or co-operate with the aboleth. Unless directly attacked, he remains within this embassy. From his scrying, he will see the PCs at work and hope that they will breach the defenses around the Great Towers, thus enabling him to follow them and investigate for himself. He tries to avoid conflict with the PCs even if they have tanar'ri with them, seeking to guide PCs away from his home. If they spot him, he airily passes himself off as "a tourist" and Petrechella as his "charming companion." If directly challenged by Lillianth or one of the PCs, he seems amused and suggests a friendly one-on-one battle to the death, delaying his transformation until just before the duel begins (the better to enjoy the consternation the sight of his true form invariably causes).

After the PCs have made a first strike against the Great Towers, the baatezu ambassador approaches the aboleth and offers to pick up the pieces *if* the aboleth are immediately forthcoming with information on their *domination* techniques. If the foolish mortals seem taken with Petrechella's charms, he will dispatch her to ply her wiles on them, pumping them of all the information she can in the process. Pallestrin will not ally with the PCs; he is simply too arrogant.

These fiends are wily. Their interest is in getting into the Great Towers and learning all they can. If they can wipe out the PCs en route, that's a bonus. But they will always seek to follow up on PC actions, rather than initiating attacks of their own.

19. Tower of Treasures

This is a vital location for the PCs. The aboleth store magical items taken from kidnapping victims here. Many are used to pay their servants and kidnappers, but over the years a good store of spare items has accumulated here. In particular, there are some aligned items which the aboleth cannot use and have not attempted to destroy, since this might be a needless risk. The tower is well guarded, but the PCs need to get in here. The tower has 70% transmutation resistance and 100% teleportation resistance. **Map 30.19** shows the layout. The doors to the tower are locked and barred from the inside. A *Glyph of the Slime Curse* (described in the MC entry for savant aboleth) is inscribed on the floor in the middle of the main chamber beyond.

Two fomorian giants (hp 80, 66) lurk in the main entrance chamber (area 19a), and they are reinforced by a savant aboleth in area 19b which has two enslaved 5th-level human fighters with it. The savant has the powers of an 9th-level priest/11th-level wizard, and knows the spells *command (x2), curse, darkness; charm person or mammal (x2), hold person (x2); dispel magic, emotion control*, glyph of warding; cloak of fear, spell immunity; true seeing // hypnotism, magic missile, phantasmal force, read magic; blindness, detect invisibility, know alignment, ray of enfeeblement; dispel magic, haste, protection from normal missiles, spectral force; charm monster, emotion, minor globe of invulnerability; cone of cold, feeblemind, wall of force*. It will always try to cast *haste* on the giants and fighters at once, following with as many defensive spells of its own (starting with the *minor globe*) as possible before it has to take the offensive.

The treasure repositories are on the higher tower level. Each of the three doors here bears a *glyph of warding* cast at 16th level (16d4 points of chill damage plus paralysis for

32 rounds; saving throws vs. spell to halve damage and negate respectively). Each of the three chambers (19c, 19d, and 19e) also contains a single stone golem, which attacks anyone entering if unaccompanied by aboleth.

Stone Golems (3): AC 5; MV 6; HD 14; hp 60 each; THAC0 7; #AT 1; Dmg 3d8 (fist); SA can cast a *slow* spell on any opponent within 10′ (once every other round); SD immune to weapons of less than +2 enchantment, healed fully by *transmute mud to rock*, ignores all spells except as noted; SW *slowed* for 2d6 rounds by *transmute rock to mud*, *stone to flesh* causes it to lose its immunities to damage-inflicting attacks for 1 round; SZ L (10′ tall); ML fearless (20); Int non (0); AL N; XP 8,000 each.

Each of the three bare chambers contains a single very large iron-banded chest. The chests bear *glyphs of warding* identical to those on the doors to the chambers, and each contains a pair of necrophidii which spring forth to attack anyone opening the chests (unless there is an aboleth in the room, in which case these guardians remain quiescent).

Necrophidii (6): AC 2; MV 9; HD 2; hp 13 each; THAC0 19; #AT 1; Dmg 1d8 + special (bite); SA surprise (–2 to opponents' surprise rolls), Dance of Death (hypnotizes all who see it and fail a saving throw vs. spell, allowing the necrophidii to attack without opposition); SD cannot be Turned (despite appearance, it is not undead), immune to poison, immune to all mind-controlling spells and effects; SZ L (12′ long); ML fearless (20); Int non (0); AL N; XP 270 each. Necrophidii are odorless and totally silent.

The chests contain the following items:

- The chest in area 19c has two suits of *plate mail* +2, two suits of *chain mail* +2, a *shield* +4, and a unique suit of human-sized silvered plate mail. This is *plate mail* +4, with a special function. Upon command, the wearer can cause the armor to shine brilliantly so that it will blind any creature looking at it within 60 feet, and any Undead in the area of effect are affected as per a *sunray* spell. This function drains one magical plus from the armor (thus, after one use the armor becomes *plate mail* +3, then +2, etc.). There is also a lacquered case containing what appear to be six hat pins here. If an *enlarge* spell is used, the "hat pins" grow into *javelins of lightning*. Lastly, there is a slim black wood wand, which stores *mass teleport* spells; it currently contains but two charges. It can be recharged by a wizard of 18th level or higher.

- The chest in area 19d contains a bastard sword which is actually a *sun blade* of lawful good alignment (though it will accept a user of neutral good alignment). There is also a nonmagical long sword in a scabbard which radiates magic; here it is the scabbard which is magical. Once per day, if a sword is kept sheathed within this scabbard by a good-aligned fighter or thief, the scabbard will add +1 to the enchantment of the sword for 1d4+4 hours afterward. Only one sword can be affected in this way, and it must be a sword whose normal enchantment does not exceed a maximum of +3 (thus a *long sword +1, flame-tongue* or a "normal" *long sword +3* could be affected but a *sword +1, +4 vs. reptiles* could not be). A beautiful shield, decorated with opals, glows with a pale yellow radiance here. This is a *shield +3* with a special protective function: it adds +2 to saving throws vs. spell, vs. death magic, and vs. rods, wands, and staves. Finally, a white robe has been wrapped around a small box. The robe is a *robe of the Archmagi* which is innately good-aligned, and the box contains six pearls. One of these is a *pearl of wisdom*, two are *pearls of power* (one affects 4th-level spells, the other 5th-level spells), and the other three pearls are *pearls of healing*. If one of the *pearls of healing* is crushed into a small goblet of wine and drunk, the imbiber is affected as per a *heal* spell—and the magic of the pearl is so potent that even a drained life energy level will be restored.

- The chest in area 19e contains several items also. A small pair of fine pigskin boots here will fit an elf, gnome, or halfling; these act as *boots of striding and springing* with the additional quality of *spider climbing*. A silvered brooch in a wooden box has fancy filigree work around a central motif of a door; this is a *brooch of shielding* (77 points of absorption protection left) which also enables its bearer to cast *dimension door* twice per day. Also here may be found a great bronze *brazier of commanding fire elementals* and a fine pair of gilded *bracers of archery*. Finally, a leather-bound book here has a holy symbol upon its front (select the most potent lawful good Power in the campaign world—Tyr in Toril, Rao on Oerth, Ixion on Mystara). Such is the enchantment of this book that no non-good creature can even bear to look upon it. A priest of the appropriate Power gains 75,000 XP for reading this work diligently for a month, but more to the point, given the PCs' circumstances, several pages of the book have spells inscribed in them which may be used as scrolls by priests and wizards of lawful or neutral good alignment. Each spell, however, will only operate if a short blessing invocation is made to the Power before the spell is cast (this takes but a single round). The spells are *goodberry, cure critical wounds, dispel evil, heal, restoration, resurrection // stoneskin, globe of invulnerability, Serten's spell immunity*, and *time stop*. A priest of the Power can cast spells from this book as if four levels higher than normal for purposes of range, area of effect, etc., and for the purposes of chances of spell failure if casting a spell of higher level than would normally be possible. If the *resurrection* spell is used, the candidate for *resurrection* had better be acceptable to the Power in question!

The Tower of Domination

This is actually a complex, as shown on **Map 30**. The entire area bounded by the internal city wall has 100% transmutation, teleportation, and detection resistances. Aboleth enter via the pool, and use their mucus-cloud to grant slaves and sacrifices *water breathing* ability, enabling them to traverse the pool.

The tactics of battle here are complex. During a first attack, the savant aboleth within the Great Towers will not emerge to fight, nor will servitors within these towers do so—they are all simply too busy preparing for the Great Day that is rapidly approaching. If attacked, savants within each of the four Great Towers will fight within their own tower, trying to hold their own terrain. Savants from other Great Towers do not move to other Great Towers to help defend them; they are too closely identified with the magic of their own Tower to relinquish their posts there. Savant aboleth close to death in their Towers (reduced to 20 hit points or below) will try to flee to the central Great Tower (area 25) by whatever means available to them (magically if possible). If reduced to 12 hit points or below, a savant aboleth will *frenzy*, as explained in the MC entry, making any retreat from battle impossible for them.

This area will always have defenders restocked, as far as possible, between attacks on Shaboath. This complex is the most essential of all locations for the aboleth, and they will always give first priority to defending it. Also, savant aboleth will inscribe *master glyphs* within the Towers to defend them further (see MC entry for savant aboleth for details on aboleth glyphs, and devise *master glyphs*, *complex gylphs*, and *complex master glyphs* accordingly).

The four satellite Great Towers (areas 21, 22, 23, and 24) have identical internal layouts, so the single map, **Map 30T**, acts as a map for all four. These are imposing structures some 80 feet high, with their walls intricately sculpted and fabulously well crafted.

20. The Azure Pool

The waters here are occupied by a whole array of aquatic creatures who act as guards. The waters are but 12 feet deep, in fact, but appear much deeper. There are always two ordinary aboleth (hp 55, 47) in the pool and 10 giant moray eels, together with the following number of Ixzan:

- 8 of 3+3 HD (hp: 25, 22, 21, 20, 17, 16, 13, 10)
- 8 of 4+4 HD (hp: 35, 31, 28, 25, 23, 19, 17, 13)
- 6 of 5+5 HD (hp: 40, 37, 32, 30, 26, 22)
- 4 of 6+6 HD (hp: 47, 41, 35, 31)

There are also three Ixzan wizards, each with 5+5 HD (hp 40, 37, 33) and at 9th-level ability, with the following spells available:

- #1 has *darkness, magic missile, phantasmal force, shield; blindness, blur, mirror image; air breathing, fly, lightning bolt; confusion, ice storm; cone of cold*
- #2 has *color spray, magic missile, protection from good, wall of fog; detect invisibility, levitate, stinking cloud; dispel magic, hold person, slow; improved invisibility, polymorph other; conjure (water) elemental*
- #3 has *magic missile* (x7); *mirror image, ray of enfeeblement* (x2); *fly, haste, invisibility 10′ radius; Rary's mnemonic enhancer* (already cast for extra *magic missiles*), *shadow monsters; telekinesis*.

These defenders are cunning and always spread out to evade area attacks, with the wizards using *fly* or *levitate* to get airborne. Wizard #3 uses *magic missile* attacks *ad nauseam*, aiming at spellcasters, after using *telekinesis* against a front-line fighter.

Note that there are also pool defenders located close to the base area of each of the peripheral Great Towers; see below for details.

21. The Tower of Alteration

The entrance portal to this tower is underwater, and the whole first level is flooded. *Complex master glyphs* of *Law* and *Enfeeblement* are inscribed just inside the portal, and it also bears a *complex glyph* with a dual effect (cold damage and paralysis, cast at 12th level). On each side of the archway entrance there is a caryatid column, which is difficult to distinguish from the remaining intricate stonework of the tower (standard spot hidden door roll to notice). These columns are imbued with the alteration magic of the tower and can each cast a few spells (see below). They attack if any creatures not accompanied by an aboleth attempt to enter the tower or if attacked themselves.

> **Caryatid Columns (2):** AC 5; MV 6; HD 5; hp 22; THAC0 15; #AT 1; Dmg 2d4 (sword); SA spells; SD spells, *stoneskin*; SW instantly destroyed by *stone to flesh*, *transmute rock to mud*, or *stone shape* unless the caryatid makes its saving throw; SZ M (7′ tall); ML fearless (20); Int non (0); AL N; XP 975 each. Special abilities (once per day, at the rate of one per round): *darkness 15′ radius*, *haste* (self only), *polymorph other* (into a moray eel), *telekinesis*. They have *stoneskin* effects operative.

Inside this Tower, abjuration spells do not function at all except in area 21d under special circumstances (see below), or unless they are priest spells cast by savant aboleth. Saving throws against alteration spells cast by savant aboleth are made with a –1 penalty. Individual tower levels are roughly 20′ high. The ground level of this tower (21a) is protected by a stone golem (identical to the ones in area 19), and the pool contains a Shaboath golem which denies access to the other tower levels.



Shaboath Golem: AC 3; MV 6, swim 12; HD 11; hp 50; THAC0 9; #AT 1; Dmg 2d10 (pseudopod); SA engulf target on an attack roll +4 above the number needed or on a natural 20 (target suffers 2d10 points of drowning damage per round, minus 1 point of damage per point of Constitution above 12, with a minimum damage of 2 hp per round), *wall of ice* (can drop it on enemies for 3d10 point of damage each); SD immune to Elemental Water spells and creatures and to cold-based spells, to paralyzation, poison, acid, *caused* wounds, Strength and energy drains, and gaseous attacks, cannot be *polymorphed*, immune to all mind-affecting and mind-controlling spells and effects; SW –2 penalty to saving throws against fire-based attacks, utterly destroyed by *transmute water to dust* unless it makes a successful saving throw vs. spell (in which case the golem loses 3d6 hit points or half its current total, whichever is greater); SZ L (10' long/wide); ML fearless (20); Int non (0); AL N; XP 6,000. Shaboath golems always remain under the control of their aboleth creators.

A pencil-thin line of raw magical power reaches from the central point of the floor of this tower to the central point of the ceiling. This can be seen with *detect magic* or *true seeing*. It cannot be *dispelled* in any way (but see the description of area 21d below). This line runs from the hemisphere of magic in area 21c to the sphere in area 21d; this feature is common to all the four Great Towers.

A wide stone ramp leads up to the second level of the tower. Chamber 21b is protected by two 12 HD water elementals (stats on **DM Reference Card 6**). The whole chamber is flooded, even though the characters are now well above the surface level of the surrounding sea.

Chamber 21c, the third level, is occupied by a savant aboleth (77 hp) of great power (12th-level Priest/14th-level Wizard). Two *master glyphs* (*Enfeeblement* and *Slime Curse*) are inscribed on the walls of this hemispherical chamber. The savant's spells are *bless, command, curse, darkness (x2), protection from good; barkskin, enthrall, hold person (x2), sanctify*; continual darkness, dispel magic (x2), emotion control*, glyph of warding; cloak of fear, free action, spell immunity; dispel good, true seeing; word of recall // magic missile (x3), phantasmal force, shield; blindness, ESP, improved phantasmal force, mirror image, ray of enfeeblement; hold person, lightning bolt, slow, spectral force, vampiric touch; charm monster, confusion, Evard's black tentacles, improved invisibility; conjure (water) elemental, feeblemind, hold monster, telekinesis; demishadow magic, disintegrate; power word: stun.* The creature has an active *stoneskin* spell running.

The central 10-foot area of this tower level has a hemispherical mass of what can be seen with *true seeing* or *detect magic* to be a core of powerful, raw, alteration-based magical energy. The savant can use this in addition to spell or melee attacks, to hurl balls of raw alteration magic at one target inside this area per round (attack roll needed, saving throws apply as normal). A target so struck is affected as per one of the following spell effects (roll 1d6): *color spray, slow, weakness* (reversed *strength*), *dimension door* (forced back to the pool at area 20), *polymorph other* (into an Ixzan), *irritation*. A successful saving throw vs. spell negates the effect. However, each time the savant hurls such a missile this drains 1 point from the Magical Force Units (MFUs) of the tower apex (area 21d), and the DM should keep track of this. As a final note, any water elemental summoned by the savant has no chance of becoming out of control.

If the PCs can defeat the savant (or force it to flee), they can gain access to topmost level of the tower, area 21d. While the savant lives and is in this tower, an impenetrable *wall of force* bars the way upwards past the first 10 feet in height of the spiral rampway leading up to 21d. This cannot be *dispelled* and only disappears when the tower savant is slain or forced to abandon its post. The whole top level is shrouded in magical darkness; only *true seeing* can reveal what lies within. A 5-foot-diameter sphere of pure alteration-based magical force is poised at the very top of the topmost tower level, unmoving. This sphere stores alteration energy gained by the sacrifice of spellcasting creatures in area 25; currently, it has 56 MFUs (Magical Force Units). The PCs have to reduce the MFU count to zero to disable the tower and ultimately make it possible for them to destroy the Grand Savant's Tower.

This can be done in one way, and one way only. The school of magic opposed to Alteration is that of Abjuration; therefore, abjuration spells must be cast directly at the globe. For self-affecting spells (such as *protection from normal missiles*), the globe must be touched, which causes the spellcaster to lose 2d10 hp from magical damage (no saving throw). Any wizard spells from the School of Abjuration, and also priest spells which have Abjuration listed as at least one of the "schools" for the spell in the *Player's Handbook* (such as *negative plane protection*) will do. In all likelihood, a *fly* spell or *levitation* magic will be required to reach the globe. For each spell level of abjuration spells cast into the sphere, subtract 1 MFU from the total. Lost MFU points are regenerated at the rate of 1 MFU point per day. If the PCs cast any other spells at the globe, nothing happens (the spell fails utterly). Striking at the globe with a magical weapon drains one plus from the magic of the weapon but inflicts no damage on the globe.

Not until the MFU scores in all of the four peripheral Great Towers are reduced to 25 or below can the PCs enter the Grand Savant's Tower, and not until all are reduced to zero can they reach the Grand Savant's chamber itself. Thus, the DM must keep exact track of MFU tallies for each tower.



22. The Tower of Necromancy
The archway portal to this tower has a *Glyph of Enfeeblement* inside the doorway, and a horrid *complex master glyph* (a *Glyph of Law and Vampiric Touch*) in addition. The latter glyph affects all non-aboleth who pass the threshold, causing them to lose one life energy level while inside the tower (saving throw vs. spell negates, the lost level returns 3 turns after the victim exits the tower). Victims also lose 1d12 hit points as if touched by a gray, shadowy, chill aboleth tentacle (saving throw for half damage). Note that illusion/phantasm spells do not function at all within this tower except in area 22d, or if cast as aboleth priest spells. Saving throws against necromantic spells cast by savant aboleth here are made with a –1 penalty. There appear to be no defenders at the portal, but if the PCs approach within 10 feet a pair of fomorian giant skeletons, their clawed hands aglow with black magical energy, rise up from the pool (area 20) to attack. These giants are only 50% likely to be detectable beforehand with *true seeing* and impossible to detect otherwise.

Fomorian Giant Skeletons (2): AC 4; MV 6; HD 13+3; hp 95, 72; THAC0 7; #AT 2; Dmg 1d4+8 + special/1d4+8 + special; SA vampiric touch (see below); SD regains lost hit points via vampiric touch, immune to *sleep*, *charm*, *hold*, *fear*, illusions, paralyzation, gaseous attacks, *caused* wounds, energy drains, and strength drains; SW can be Turned, holy water causes 2d4 points of damage per vial (but only if it can be splashed directly on the skeleton's bones—otherwise it dissipates in the surrounding water); SZ H (14' tall); ML fearless (20); Int non (0); AL NE; XP 9,000 each.

These monstrosities can be turned as Special Undead, but a successful turning only causes a skeleton to sink torpidly back into the pool, and it will be prepared to rise again after only one turn (and thus able to attack PCs exiting the tower). A blow from a skeletal hand causes 1d4+8 hp of damage and also drains 2d6 hp from the victim; at the same time, the giant regains 1d6 hp of any damage sustained. A successful saving throw vs. spell negates this attack.

Chamber 22a has only one defender—but a truly terrible one. The bone golem here has been crafted from the remains of sacrificed spellcasters, so its component parts are all human and demihuman. It appears to be merely a mound of bones on the tower floor until the PCs enter the tower, whereupon it attacks at once.

Bone Golem: AC 0; MV 12; HD 14; hp 70; THAC0 7; #AT 1; Dmg 3d8 (fist); SA hideous laugh (see below); SD cannot be Turned, 95% likely to be mistaken for undead, half-damage from edged and piercing weapons, immune to most spells; SW *shatter* instantly destroys a bone golem if it fails its saving throw vs. spell, and even if it makes its save edged/piercing weapons henceforth do normal damage and blunt weapons double damage on the golem; SZ M (6' tall); ML fearless (20); Int non (0); AL N; XP 18,000.

Once every three rounds, the bone golem may utter a hideous laugh. All who hear must make two saving throws vs. paralyzation. If one fails, then that character is *paralyzed* for 2d6 rounds. If both fail, then the character is instantly strickened dead with horror.

As before, the lower three levels of the tower are flooded. The water inside this tower is brackish and foul, and saturated with magical darkness. A *light* spell illuminates only a 1-foot radius in this water and *continual light* only a 5-foot radius. Chamber 22b is defended by two 12-HD water elementals (see **DM Reference Card 6** for stats). A singular savant aboleth lurks in chamber 22c. This creature has the powers of a 12th level priest/14th-level wizard, but it exists in a state of virtual undeath, hovering between life and undeath. It cannot be Turned. It is not subject to the usual restrictions concerning necromantic spell use by savants (see the MC entry). It is immune to *charm*, *sleep*, *hold*, and *fear* spells, and suffers minimum damage from *caused* wounds (for example, *cause light wounds* would inflict a single point of damage) and cold-based spells. It has the same priest spells as the savant in area 21c, but its wizard spells are *chill touch* (x2), *magic missile* (x2), *shield*; *ESP*, *Melf's acid arrow*, *ray of enfeeblement* (x2), *shatter*; *dispel magic*, *haste*, *protection from good 10' radius*, *slow*, *vampiric touch*; *confusion*, *contagion*, *enervation*, *polymorph other*; *animate dead*, *conjure (water) elemental*, *hold monster*, *summon shadow*; *death spell*, *globe of invulnerability*; *finger (tentacle) of death*. This creature has an XP value of 16,000.

At the core of this chamber is a hemispherical area of pure necromantic energy (very similar in appearance to the one in area 21c). The aboleth can use the energy here to summon undead to fight for it, draining one point of MFU from the sphere in area 22d each time it does so. It can do this once per round in addition to any other action. Roll 1d6 to determine the nature and number of undead so summoned:

1d6	Summoned Undead
1	1d4 skeletons
2	1d4 zombies
3	1d2 lacedon ghouls
4	1d2 shadows
5	1 wight
6	1 wraith

If a wight or wraith appears, 2 MFUs are drained rather than only one. All Turn Undead attempts here are as if the priest or paladin were four levels lower than his or her usual level of ability.

If the savant is defeated, access can be gained to area 22d (until then, an unseen barrier prevents this as per area 21d). The upper tower level has the same impenetrable darkness as the Tower of Alteration had in the corresponding area, with a similar sphere of pure necromantic magical energy below the ceiling. MFUs can only be drained from this sphere by casting illusion/phantasm spells directly into it, with each spell level so cast draining one MFU. Self-affecting spells can be cast into the sphere by touching it, which inflicts 2d10 hp of damage on the spellcaster (no saving throw). Non-illusion/phantasm spells and weapon strikes are treated exactly as per area 21d.

23. The Tower of Summonings

As before, the first three levels of this tower are flooded. Magic alterations work slightly differently in this tower. All greater divination spells fail utterly within it, as do all lesser divination spells (except in area 23d, or if cast as aboleth priest spells). Saving throws against conjuration/summoning spells cast by a savant aboleth are made with a –1 penalty. Further, protections against summoned creatures (notably *protection from evil/good, 10' radius*) are inoperative within the tower. If such a spell is cast, it is in abeyance and ineffectual inside this tower, but if the spell duration does not expire by the time the spellcaster leaves the tower then the spell becomes effective again (until duration expires). If the PCs *summon* any creatures inside this tower (by *animal summoning, monster summoning, conjure animals*, etc.), the summoned creatures automatically attack the PC spellcaster.

The portal to this tower has two *master glyphs* set by savant aboleth inside the doorway: a *Glyph of Enfeeblement* and a *Glyph of Chastising Summonings*, the effect of the latter being that all summoned creatures within the tower attack with a +1 bonus to attack and damage rolls against any PC who failed a saving throw vs. spell when entering the tower and passing the Glyph.

There are no visible protectors inside the Tower. When any PC crosses the threshold, he or she is affected by an instantaneous *glitterdust* effect around his or her head, blinding him or her for 1d4+1 rounds. Simultaneously, this triggers the appearance of 1d2 monsters from the Monster Summoning VI table of the MONSTROUS MANUAL tome. Since only one summoning can operate per round, the PCs will do well to rush in here all together, though for each group of four or more creatures which enters a separate summoning of 1d2 such monsters occurs (thus if 5 to 8 characters enter in a single round, two sets arrive; if 9 to 12, three arrive; etc., whereas if the characters enter one at a time each entrance provokes another summoning). Note that any character wearing the golden ring found on the Isle of Derangement (see page 10) will trigger neither the *glitterdust* nor *monster summoning* effects.

There is a small stone statue of an aboleth, some 4 feet high, on the eastern side of this chamber. This is a magical flux point, and the aboleth have crafted their statue from the stone of the natural flux in the belief that this might assist their magical operations here. The PCs can use this flux point to get into and out of Shaboath—but the aboleth will reason this out after only one such raid and place defenders here to ambush the characters as they are fleeing back toward safety after a hit-and-run strike.

The second tower level, Chamber 23b, contains two 12-HD water elementals that attack intruders immediately; these absolutely cannot be *dispelled*. As PCs enter the third level, Chamber 23c, they are affected by a unique *master glyph* the savant has crafted to protect itself; each PC is subject to being struck by a *prismatic ray* effect, with one major difference from normal: on the 1d8 roll, rolls of 7 or 8 are treated as no effect. This chamber contains another savant aboleth, a 12th-level priest/14th-level wizard with 72 hp. This creature has the same priest spell list as all its fellow tower-wardens (see area 21c); its wizard spells are *charm person, magic missile* (x2), *shield, shocking grasp; blindness, improved phantasmal force, mirror image, ray of enfeeblement* (x2); *dispel magic, hold person, lightning bolt, slow, spectral force; Evard's black tentacles, improved invisibility, phantasmal killer, polymorph other; cone of cold, conjure (water) elemental, feeblemind, shadow door; chain lightning, flesh to stone; power word: stun*. The savant has an active *stoneskin* spell when first encountered.

The hemisphere of pure conjuration/summoning magic in the center of the floor of this tower level can be used by the savant to *monster summon* once per round. Roll on the appropriate aquatic monster summoning table in the back of the MONSTROUS MANUAL tome, adding +1 to the roll. If monsters from tables II-V are called, only one MFU is drained from the sphere in area 23d; if table VI or VII is used, two MFUs are so drained. The aboleth can summon these creatures in addition to any other actions it makes during a round. However, it is reluctant to drain too many MFUs, and after a major summoning (table VI or VII) it is 75% likely not to use this resource on the following round.

Once more, if the savant is defeated the PCs can gain entry to the tower top, Chamber 23d; until then, they are defeated by an impenetrable barrier. The small globe of pure conjuration/summoning magic here has 57 MFUs and can only be destroyed by casting divination spells (lesser or greater) into it, with each spell level draining one MFU. Self-affecting and zero-range spells require touching the sphere, with the usual 2d10 hp of damage inflicted on the spellcaster. Other spells have no effect and weapon strikes inflict no damage, draining one magical plus from the weapon employed with each strike.



24. The Tower of Enchantments
This Tower is the most important of the four peripheral towers, because of the affinity of enchantment/charm with the *domination* effect the aboleth are seeking to enhance. Any enchantment/charm spell effects which are dispelled by PC spellcasters here are only held in abeyance for 1 round per level of the spellcaster. Invocation/evocation magic does not function at all within this tower, outside Chamber 24d, save for priest spells cast by aboleth savants. Saving throws vs. enchantment/charm spells cast by savant aboleth are made with a –1 penalty here, as are saving throws against their *domination* power.

The first three levels of this tower are flooded. The portal to the ground level (area 24a) is undecorated and bare. No glyphs or runes appear to demarcate it. Entry, however, triggers a pair of magical effects.

First, any PC entering the ground level is immediately affected by a *chaos* spell. The second spell effect is *hold person* (no penalties to saving throw). The guardian of the tower base is a stone aboleth statue, which animates to attack intruders. It has all the abilities of a stone golem, plus some additional magical attacks.

> **Aboleth Stone Golem:** AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8 (tentacle); SA spell-like effects (see below), can cast *slow* spell on any opponent within 10′ (every other round); SD spell-like powers (see below), immune to weapons of less than +2 enchantment, healed fully by *transmute mud to rock*, ignores all spell except as noted; SW *slowed* for 2d6 rounds by *transmute rock to mud*, *stone to flesh* causes it to lose its immunities to damage-inflicting attacks for 1 round; SZ L (20′ long); ML fearless (20); Int non (0); AL N; XP 10,000. Spell-like abilities (once per round; roll 1d6 to determine): *ray of enfeeblement*, *hold person*, *suggestion* ("leave this place and do not return"), *fumble*, *emotion (fear)*, *eyebite (sicken)*.

The pool is also guarded by a Shaboath golem, identical to the one in area 21a. Note that it cannot evoke its *wall of ice* power here.

The second tower level, Chamber 24b, is protected by two 12-HD water elementals, as the PCs may have come to expect by now. The third level, Chamber 24c, is the enchanting circle of a savant aboleth (12th-level priest/14th-level wizard, with 65 hp) which has the same priest spell list as all its fellows (see area 21c) but the following wizard spells: *charm person* (x3), *phantasmal force*, *shield*; *blur*, *darkness 15′ radius*, *mirror image*, *ray of enfeeblement* (x2); *dispel magic*, *hold person*, *slow*, *spectral force*, *suggestion*; *confusion*, *emotion (fear)*, *fear*, *fumble*, *wall of ice*; *chaos*, *cone of cold*, *conjure (water) elemental*; *eyebite (sicken)*, *globe of invulnerability*; *power word: stun*.

The savant is so engrossed in its work that PCs gain a +2 bonus to surprise rolls, but the hemisphere of enchantment/charm energy here can be used by the savant to create fearsome magical effects in addition to its normal combat actions each round. The creature can draw power from this (draining 1 MFU each time it does so) to hurl a small sphere of magical force at one target per round within this chamber. An attack roll is needed for success. A target so struck is affected by one of the following effects (roll 1d4, saving throw vs. spell to negate): *confusion*, *domination*, *fear*, *feeblemind*. Worse still, on a successful attack roll of 18+, the small sphere fragments into a whirling vortex of smaller spheres which fly in all directions, so that any other creature within 10 feet of the victim is subject to attack (another attack roll needed). If struck by the smaller sphere of force, the secondary targets are subject to the same magical attack as the primary target but gain a +2 bonus to their saving throws.

The PCs have to defeat or drive off the savant to access the top of the tower (area 24d), which has the usual globe of magical energy atop it. This has 60 MFUs initially. MFUs are drained by casting invocation/evocation spells at the globe. Each spell level of an invocation/evocation spell drains one MFU, with zero-range/self-affecting invocation/evocation spells requiring that the spellcaster touch the sphere, inflicting 2d10 hp of damage on the spellcaster. No other spells have any effect. However, any strike from a weapon instantly drains *all* magical pluses from that weapon and restores 1 MFU to the sphere (its maximum MFU total is 60).

25. The Grand Savant's Tower

> Important: This is the culmination of the entire campaign. This is a desperately tough location. The DM should not pull punches here; monsters fight with the utmost ruthlessness and to the death. The morale of all hostile creatures encountered here is magically raised to 20. The lower levels of this tower cannot be entered until the PCs have reduced the MFU totals of the magical spheres in each of the four peripheral Great Towers to 25 or below. Until this is done, an impenetrable *wall of force* which cannot be *dispelled* bars entry.

Ceiling heights in the tower chambers here are 40 feet, save for area 25b. The total height of the edifice is 200 feet, making it easily the most imposing building in all the city. The exterior is spectacularly (and eerily) decorated, with superb spiralling, arabesque, and fluted decoration. **Map 30.25** on **Mapsheet 6** shows the tower layout. Unlike the other towers, it is raised so that the floor of the first level is just above water level, making this the only one of the Great Towers without water-filled rooms.

Savant aboleth who have escaped from the other Great Towers will have fled here and should be added to the defenders in Chambers 25a and 25b. Once this tower is

breached by the PCs, all aboleth of the city will flock here to defend it and destroy intruders! The PCs may have to fight their way through with hordes of aboleth and enslaved creatures pursuing them. They had better have a magical escape route to hand, or they may well be sandwiched in and slain (especially if they do not realize that they cannot breach the tower top without having reduced peripheral Great Tower MFU totals to zero).

25a. Ground Level: Altar of the Blood Queen
The door to the tower is made of solid stone and stands 15 feet high. It bears a dual-action *complex glyph* (chill damage and paralysis) cast at 18th level. On the reverse of the door (that is, inside Chamber 25a), two *master glyphs* (of *Enfeeblement* and *the Slime Curse*) are inscribed; neither of these affects the tower occupants.

This ground floor level is the point of sacrifice of spellcasters. A large altar decorates the north wall, with imposing stone statues of the Blood Queen on either side of this. *True seeing* will reveal a snaking line of magical force reaching from the altar upwards in a spiral and through the ceiling; this cannot be *dispelled*. The magic has a very clear quality of evil to it, but appears to be raw magical force, not identified with any particular school of magic. The interior walls of the tower are decorated with stone murals of aboleth tyrannizing servitor creatures and sacrificing humans, demihumans, Derro, and Drow to their Blood Queen.

There will be at least 11 defenders here when the tower is entered. A savant aboleth is before the altar, with a pair of *dominated* human 7th-level fighters (one male, one female) flanking it. A pair of fomorian giants and two juju zombies flank the doorway, while four more juju zombies guard the ramp which ascends to the trapdoor in the ceiling (area 25b). Positions of all these guards are shown on **Map 30.25**. The savant has the powers of 12th-level priest and 14th-level wizard (use the spell list from area 24c). Stats for other defenders are on **DM Reference Card 6**.

Combat here will arouse defenders from Chamber 25b also, but no more than one-half of the creatures there will be despatched to reinforce the guards in this chamber; the savant on the upper floor will hold its post.

The rampway up spirals almost right around the circumference of the chamber; the incline is gentle and aboleth find it easy to ascend the tower this way.

25b. Second Floor: The Black-Ceilinged Chamber
Unfortunately, the defenders of this level can use the rampway to their own advantage. The trapdoor giving entry to the higher tower level has a dual-action *complex glyph* identical to that on the front door, and it can be barred and locked from this upper level. Worse still, there is a large (10 foot diameter) rock in this chamber which the savant aboleth here will use *telekinesis* on, sending it hurtling down the ramp as the trapdoor is opened by guards above (muttering the name of the glyph, of course). This rock will be traveling at MV 8 when it appears and at MV 16 within one round (the aboleth is using its *telekinesis* to increase the rock's natural momentum). Any PC hit by it suffers 3d10 points of damage (4d10 if it is travelling at MV 16) and must make a Dexterity check with a +3 penalty to the die roll or be knocked off the ramp, suffering falling damage as usual.

A savant aboleth (same stats and spells as the one in area 21c) defends this chamber, and it has with it four *dominated* 7th-level human fighters (three male, one female) and six juju zombies. The juju zombies cannot be Turned here, and they are each armed with a large enamel bowl filled with metal- and flesh-eating acid which they will throw before rushing to melee. They gain +2 to attack rolls with this ghastly stuff (range 1/2/4). A successful attack causes 3d10 points of damage and eats through metal in a single round, plus one round per magical plus for magical metal (item saving throws apply as usual). A gallon of water is needed to wash off this acid (half a gallon for a gnome or halfling), and the victim also has to save vs. spell or be blinded for 1d4+4 rounds.

The spiral of magical energy from below passes into this chamber and up to the ceiling (described below). There is also a side-channel of magical energy which terminates in a swirling whorl of blackness. Here, the savants use the magical force to energy drain victims and create juju zombies. Horribly, if the savant(s) here successfully *dominate* a victim, they will direct him or her into this magical flux, where the victim is drained of one life energy level per round until he or she becomes a juju zombie. The victim feels the pain and horror of this but cannot counter the *domination* effect if the initial saving throw is failed.

The ceiling level of this chamber appears to be just inky blackness, insubstantiality. This is a powerful illusion, created at 18th level of magic use, and even *true seeing* is 50% unlikely to detect the true nature of the ceiling here—that it is stone, with a single portal (itself a magical flux).

25c.Third Floor: Darlakanand's Laboratory
The PCs have a choice of how to enter this area. They can get into it with *dimension door*, *teleport*, or the equivalent (teleportation resistance prevents anyone from entering or leaving the structure by these means but does not prevent teleportation *within* the building, from one room to another), or they can hazard the magical flux. In the latter case, any PC entering the flux is affected by a *Mordenkainen's disjunction*.

When the PCs enter, they see a singular Derro standing on a throne, around which stones fly and the very winds of the Abyss roar and howl. The great enchanter raises his hands to the skies and a torrent of items—equipment, gems, money, treasures, apparatus—flies up from the room



and through the ceiling above, leaving the room bare. The magical raw energy spiral continues to flow upwards through this room and up to the top of the tower. The Derro laughs, in an obviously insane manner, and then everything freezes. The Derro has cast his *time stop* spell.

Darlakanand is an absolutely singular Derro savant, with the powers of an 18th-level wizard. In addition to spell attacks, he has some very special attack forms indeed, noted below. Note that, while he is referred to as an enchanter, he is not a specialist wizard of this school. The origins of his mastery of arcane arts comes from a bleaker place than any mere magical specialization.

Darlakanand, Derro Enchanter (18th-level Wizard): AC –6 (*bracers of defense AC 2, ring of protection +5,* Dexterity bonus); MV 12 and special; HD 12; hp 71; THAC0 9; #AT 1; Dmg 1d8+4 (*quarterstaff +4*); SA spells, see below; SD immune to nonmagical weapons, see below; MR 25%; SZ M (3'6"); ML fearless (20); AL CE; XP 16,000. Str 12, Dex 17, Con 10, Int 19, Wis 18, Cha 9. Spells: *charm person, comprehend languages, magic missile* (x2), *shield; blur, darkness 15' radius, improved phantasmal force, stinking cloud, Tasha's uncontrollable hideous laughter; dispel magic, haste, lightning bolt, slow, spectral force; confusion, Evard's black tentacles, fear, polymorph other, stoneskin* (precast); *advanced illusion, cone of cold, feeblemind, hold monster, teleport; conjure animals, globe of invulnerability, monster summoning IV; monster summoning V, power word: stun, prismatic spray; maze, Otto's irresistible dance, power word: blind; time stop.*

Darlakanand has used *permanency* spells to grant himself the powers of *detect invisibility, protection from good, protection from normal missiles,* and *flying* (the last mentioned is not normally possible. It helps to add a *wish* to the *permanency*). He has the following magical items in addition to those listed above: two *ropes of entanglement,* a trio of *ivory goats* (*figurines of wondrous power*), an *efreeti bottle,* four *potions of extra-healing,* and a scroll (scribed at 18th level) bearing the spells *dimension door, polymorph self, shapechange,* and *time stop.*

Shaharazar, efreeti: AC 2; MV 9, fly 24 (B); HD 10; hp 70; THAC0 11 (7 with *two-handed efreeti sword +4*); #AT 1; Dmg 3d8 (*two-handed efreeti sword +4*); SA special abilities (see below); SD immune to normal fire, attacks using magical fire directed at the efreeti are –1 to all attack and damage rolls, special abilities (see below); SZ L (12' tall); ML champion (16); Int very (11); AL N; XP 16,000. Chr 17. Special abilities (each once per day, unless otherwise noted): *create illusion* (includes both sight and sound, lasts until touched or

dispelled), *detect magic*, *enlarge*, *gaseous form*, grant *wish* (thrice per day), *invisibility*, *polymorph self*, *produce flame* (at will), *pyrotechnics* (at will), *wall of fire*.

Shaharazar wields an enormous two-handed sword with great skill and attacks the strongest PC fighter; however, she is very polite and praises any good stroke on his or her part, apologizing profusely each time she wounds her opponent. Her sword is an heirloom of her house and functions as a *cursed sword –4* in the hands of any non-efreet; the sword is so long and heavy that characters less than 10' tall will not be able to wield it effectively.

Role-playing Darlakanand

Darlakanand is mad. Not "angry" mad, but deranged, crazed, unpredictable, lunatic, barking mad. On casting his first *time stop*, he screams as the PCs from his throne. He wants them to know what a genius he is. "Bringing all these magical principles together to enhance and magnify the *domination*! It takes a mind beyond supra-genius to do that!" The little Derro howls with mirth. "What you have done beyond this place only delays that. Delay, no more. We have a hundred kidnapped wizards arriving tomorrow, a thousand the next day, a hundred thousand the day after that—but you will not live to see anything beyond the first group of sacrifices!" The *time stop* is beginning to grow short, so the Derro now lays down his *ivory goats* and casts the first of his *monster summoning* spells. As the *time stop* expires, Darlakanand sits back on his throne, opens his *efreeti bottle* and commands the beautiful female efreeti who emerges to "kill them," then reclines with a manic smile to watch the PCs being pulverized. He uses his *maze* and *power word* spells to make things more difficult for the PCs and then uses whatever spells he feels like using (as the DM chooses).

However, the throne Darlakanand is now seated upon is an unpredictable thing. On any round, there is a 10% chance that the raging winds and magical fluxes playing around it mean that any spell cast within 20 feet of the throne just fails utterly (including Darlakanand's spells). Approaching within this area is hazardous; the whirling gale and stones inflict 1d10 points of automatic damage to any creature other than Darlakanand in this area.

If Darlakanand gets into serious trouble here (hit points reduced to 30 or below), he will seek to use *dimension door* or *teleport* and move to area 25a. There, he will drink however many of his *potions of extra healing* as are needed to restore him to full hit points. He then employs his *shapechange* scroll and returns to the fray, shifting back and forth from one form to another as suits his fancy. If his hit points are once again reduced dangerously low, he slips away again, drinks his remaining potions, and finally returns in a humanoid monster form which allows him to spellcast.

This is a monstrously tough combat. DM and players have to be prepared for a casualty or two here, and it is probable that even if victorious the PCs will be forced to retire from the fray and flee the city if they do manage to overcome this deranged monster. Even if they triumph, they will learn that entry to the very summit of this tower, wherein their final goal lies, is impossible until they have reduced the MFUs of all the peripheral Great Towers to zero. Of course, defenders will have been summoned to all the towers, making their final assault a desperately tough haul all over again.

25d. The Lair of The Grand Savant

This chamber can be accessed from Darlakanand's only by a magical portal in the floor identical to the one between Chambers 25b and 25c. *Teleportation* and other means (*stone shape*, etc.) simply don't work. Suffering the *Mordenkainen's disjunction* is inevitable (only a properly worded *wish* can avoid this); a wise party will have granted themselves every bonus to saving throws they can before they suffer this. To retain balance, the DM should determine that the following magical items will definitely make their saving throws to avoid being affected by the disjunction: the sword *Finslayer*, any *sun blade* the PCs have, any *girdle of giant strength*, the *wand of mass teleport*, and any other items the DM thinks the PCs cannot survive the upcoming climatic encounter without. The idea is to take away some of those additional third- and fourth-string items the PCs have been leaning on for too long, to keep the subsequent campaign from being cluttered with too much magic, and keep them on their toes for this final, terrible battle.

Remember that this portal cannot be entered at all until the MFU scores of each and every peripheral Great Tower have been reduced to zero. Until this is done, the portal has a *wall of force* around it which cannot be *dispelled*.

The chamber atop the tower is 80 feet high. Squatted within it, some 40 feet in diameter, is an albino aboleth so vast and bloated that just taking in the scale of the thing should make the PCs gawk. The vast, bloated horror has a phalanx of 20 juju zombies all around its body, and it undulates as the PCs enter. The unturnable zombies always move to prevent melee attacks on the Grand Savant. The horror itself attacks by spell alone. Above the Grand Savant swirls a huge ball of magical energy, the final repository of so many spellcasters sacrificed to the plans of the aboleth.

The Grand Savant is easy to hit, but when it is struck by an edged weapon a great gout of body fluids pours out over the attacker, causing 2d10 points of acid damage (a successful saving throw vs. wand halves this). Blunt weapons do not cause this to happen, nor do they inflict any damage. Note that large missile weapons with *telekinesis* effects can be spectacularly useful against this thing, as can *javelins of lightning* and the like. Summoned monsters, elementals, invisible stalkers, and the like can



be vital allies here also. A full profile for this bloated horror can be found on **DM Reference Card 6**.

The savant is supremely wily, of course (Int 20, Wis 20). It will *monster summon* at once, use a *prismatic wall* to keep fighters at bay, *power word* a wizard (targeting whichever has the fewest hit points), and so on. It will have other defenders with it, almost certainly, when the PCs arrive here, and it will not care a fig for them. If it has a bunch of kuo-toa admixed in melee with PCs it casts *cone of cold* on the lot with no worries, for example. Spell effects are created at the 18th level of magic use.

If the Grand Savant is reduced to 0 hit points or below, the obscene, obese body mass begins to writhe and gurgle, a spectacularly disgusting sight, as if some gargantuan maggot is about to explode from within. The PCs have two rounds to get out of this chamber. At the end of this time, the entire top of the tower blows apart in a concussive detonation. Anyone still within the top of the tower is killed instantaneously. Exiting through the portal does not mean PCs suffer a second *Mordenkainen's disjunction*. Anything within 200 yards of the top of the tower when it explodes is *stunned* for 1d4 rounds. The exploding corpse of the Grand Savant liberates huge quantities of treasure, which were secreted in the bloated monstrosity.

The PCs will probably be able to see that the remaining city occupants are milling around helplessly and hopelessly, seemingly confused and even attacking each other at random. The characters have a limited time to grab what they can of the rain of treasure (literally) and start making moves. Allow each PC five rounds to grab treasure, asking on each round what the PC wants to take—gems and jewelry, or magic items. Roll 1d10 for each PC choice and consult the table below. When assigning magical items, make these appropriate to the PC class.

1d10	Monetary Treasure	Magical Treasure
1	Gems, value 2,000 gp	+2 weapon
2	Gems, value 3,000 gp	+2 shield or *ring of protection +2*
3	Jewelry, value 5,000 gp	1d4+2 potions
4	Platinum gem-set chain, value 8,000 gp	1d4 scrolls of spells, 1st to 6th level
5	Gems, value 10,000 gp	1 ring (roll on *DMG* Table 91A)
6	Jewelry, value 12,000 gp	1 wand, 50 charges
7	Diamonds, value 15,000 gp	1 suit of magical +4 armor or *bracers of defense AC3*
8	Rubies, value 15,000 gp	Roll on *DMG* Table 98
9	Jewelry, value 18,000 gp	*Girdle of frost giant strength*
10	Huge Diamond, value 40,000 gp	*Staff of power* (11 charges left)

Re-roll duplicates. Treasures count as XP value for the individual PC taking the money choices; the magic items are the individual property of those who take them. At the end of the 5th round, Shaboath begins to sink back into the Sunless Sea. Now the PCs have to move. As they are just about to exit the city, they see the four peripheral Great Towers begin to crumble and topple. Shrieks, cries, and weird blubberings and squelchings from the aboleth roar in their ears. Great Shaboath is becoming a charnel madhouse as creatures attack each other at random. Just after the PCs get clear of the place, the city disappears beneath the dark waters.

For their final success in slaying the Grand Savant, the PCs earn 100,000 XP apiece.

Glory!

The PCs have a long way to get home (unless they can use *mass teleport* or flux points to save time). Don't hassle them with more than a few, perfunctory wandering monster encounters. The PCs are surely strong enough to deal with them easily, and this will be anticlimactic anyway: assume that all the (surviving) monsters of the underdark have heard of their deed and give them a wide berth.

Back on the surface world, the PCs have gained a reputation among the shakers and movers of their world. Travelers' tales will filter back of underdark creatures falling into chaos and disorganization, of kidnapping rings and bandits on the surface world having disappeared or ceasing their operations; there are all kinds of tales (mostly wildly inaccurate and embroidered) of the Rockseers, of course.

Powerful figures and organizations (Khelben Blackstaff, the Harpers, the Zhentarim, the Circle of Five, etc., as appropriate to the campaign world) will watch the PCs with interest. Some will regard them as equals, others as possible allies or high-level pawns they can steer in the right directions to further their own global designs. There are subtler ways of dominating worlds than that chosen by the aboleth, and the PCs may find themselves part of some other grand scheme before too many months or years have passed. But that will be a campaign for some other time, and for now the PCs can enjoy some quiet times enjoying the fruits of their gains. This may be a fine time to find some frontier land, settle down and build a castle home, and tell tales of the underdark to adventurers seeking hospitality as logs roar in the great hearth. But the call of adventure will come again, soon enough . . . .

The End

The Deep Underdark

Use the "City Margins" table if in the cavern and within 10 miles of Shaboath. The "Aquatic" table should be used for island encounters and also for travel on the Sunless Sea. The "Passageways" table is for encounters in tunnels which lead off from the cavern of the Sunless Sea. The "DM Choice" should, again, be used to employ wandering monsters which are similar in kind to those of the nearest location, though this restriction isn't absolute.

d100	Cavern	City Margins
01–10	1d4+6 Kuo-toa[1]	1d4+6 Kuo-toa[1]
11–15	1d2 Spectres	1d4+4 Derro led by a 6 HD savant
16–20	1d3 Fomorian Giants	1d2 Fomorian Giants
21–25	1 Deepspawn	No encounter
26–30	1d2 Umber Hulks	Kidnappers[2]
31–40	1d3 Ropers	1d4+4 Derro led by a 6 HD savant
41–50	1d2 Illithids	1d2 Illithids
51–60	1d2 Galeb Duhr	No encounter
61–70	1d4 Gray Oozes	1 Aboleth
71–75	1 Aboleth	1 Savant Aboleth[3]
76–80	1d4+4 Trolls	No encounter
81–85	1d4 Fire Giants[4]	1 Aboleth
86–90	1 Greater Basilisk	Roll on Cavern table
91–00	DM Choice	Roll on Cavern table

d100	Aquatic	Passageways
01–10	1d4+2 Ixzan[5]	1d4+4 Trolls
11–20	1d4+4 Eels, Giant Moray (5+6 HD)	1d3+1 Ettins
21–30	1d2 Underdark Greater Seawolves	Roll on Cavern table
31–40	1d2 Spectres	1 Lurker Above
41–50	No encounter	1 Trapper
51–55	1d2 Aboleth	1 Basilisk
56–60	1 Vodyanoi	1 Purple Worm
61–65	1 Mottled Worm	1 Black Pudding
66–70	1 Giant Slug	1 Tenebrous Worm
71–80	1d6+4 Ogres, Merrow	No encounter
81–00	DM Choice	DM Choice

d100	Within Shaboath
01–10	1d4+4 Derro led by a 6 HD savant
11–20	1d4+8 Kuo-toa led by a Lieutenant
21–30	1 Aboleth
31–35	1d2 Aboleth
36–40	1 Savant Aboleth[6]
41–45	Kidnappers[7]
46–50	1 Baatezu[8]
51–60	1d3 Illithids
61–70	1d6 Slaves[9]
71–80	1 Aboleth with slaves[10]
81–90	1d2 Fomorian Giants[11]
91–00	DM Choice



[1]Led by 1 Lieutenant.
[2]NPC party of levels 1d4+5, designed by the DM, with 1d6+2 slaves.
[3]7th-level Priest, 8th-level Wizard, 75% likely to be accompanied by 1d4 *dominated* kuo-toa or Derro (equal chance for either).
[4]If within 5 miles of the Great Rift, otherwise reroll.
[5]Led by a 5+5 HD Ixzan with powers of 7th-level wizard.
[6]10th-level Priest, 7th-level Wizard, accompanied by 1d4 *dominated* human Fighters (see **DM Reference Card 6**)
[7]NPC party of levels 1d4+8, designed by the DM, with 2d6 slaves.
[8]Select one personality or hamatula from area 18 in Shaboath (see pages 52-53). Note that the baatezu may be *invisible*, *polymorphed*, etc.
[9]Slave workers and laborers, 50% likely to be led by a Derro Savant with 6 HD.
[10]Roll slaves from table given for area 11 in Shaboath (see page 43).
[11]50% likely to be led by a *dominating* aboleth.

Advanced Dungeons & Dragons®

Official Game Adventure

Night Below

Book III
The Sunless Sea

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Aboleth, Savant

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Brood/Community
ACTIVITY CYCLE:	Any (night)
DIET:	Omnivore
INTELLIGENCE:	Exceptional to Supra-genius (15–19)
TREASURE:	F, U
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	3, swim 18
HIT DICE:	12+12
THAC0:	7
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d6 + special (x4)
SPECIAL ATTACKS:	Spells, aboleth glyphs, frenzy, *domination*, tentacle toxin
SPECIAL DEFENSES:	Spells, aboleth glyphs, slime, mucus cloud, detect invisible (75%, 60' radius)
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Champion (16)
XP VALUE:	13,000
Spellcaster 9+ level	14,000
Complex Master Glyph creator	15,000



Savant aboleth are the great spellcasters of the aboleth species. Physically they resemble ordinary aboleth. However, the bony ridges of a savant aboleth's head are unusually prominent and constitute a virtual armoring of the creature's slightly oversized cranium. Its tentacles are very tough and leathery, with calcified nodules along their surfaces. Together, these help to give the savant aboleth its superior Armor Class rating. Like all aboleth, they are amphibious.

Savant aboleth can cast spells as both priests and wizards. They can attain 12th level as priests and 14th level as wizards. While ordinary aboleth may become priests of Juiblex the Slime Lord or of the aboleth Power known as the Blood Queen, savant aboleth always primarily revere the Blood Queen. As priests, savant aboleth can use spells from any of the following spheres: All, Charm, Divination, Elemental (Air, Earth, Water), Guardian, Law, Protection, Summoning, Sun (reversed, minor access only), and Weather. As wizards, they very rarely specialize, though a small number take advantage of their race's natural affinity with enchantment/charm spells and effects to become specialist Enchanters. Nonspecialist savant aboleth have certain restrictions on spell use. They cannot use any form of fire-based or fire-affecting spell. Furthermore, they can only employ necromancy spells with difficulty (+2 bonus to the victim's saving throws) and are limited to spells from this school of 4th level or below.

The Intelligence score of a savant aboleth is determined by rolling 1d5+14. The Wisdom score of the creature is determined by rolling 1d4+14. To randomly determine the spellcasting power of a savant aboleth, roll 1d100 twice and consult the table in the next column. However, the lower rating should always be adjusted upwards (if necessary) so that it is no more than three levels lower than the higher rating. For example, if the random rolls create a savant aboleth as a 10th-level priest and 5th-level wizard, the DM should increase the wizard rating to 7th level.

1d100	Priest level	Wizard level
01-03	1d4	1d4
04-10	1d4+1	1d4+1
11-25	1d6+1	1d6+1
26-40	1d6+2	1d6+2
41-60	1d4+5	1d4+6
61-80	1d4+6	1d6+6
81-90	1d4+8	1d6+8
91-99	1d3+9	1d4+10
00	1d2+10	1d3+11

Savant aboleth are rare. Aboleth are few to begin with, and no more than 2% or so of these creatures possess the exceptional mental gifts required to become a savant. It may be that the savant aboleth are correct in their view that the Blood Queen deliberately chooses few of her creatures to bless with the skills of the savant.

Combat: The savant aboleth always attempts to use spells and its *domination* power rather than melee. If forced into melee, it fights in the same way as any ordinary aboleth: a single touch from a tentacle and a failed saving throw vs. spell turns the victim's skin to a clear membrane in only 1d4+1 rounds; thereafter he or she must remain immersed in cool water or suffer 1d12 points of damage per turn. *Cure disease* can stop the process; once completed it can be reversed by *cure serious wounds*.

The savant aboleth is a more formidable enslaver than its ordinary kindred. Like them it can make three attempts per day to enslave creatures by *domination*, one creature per attempt, but the range of this attack is 30 yards and the target suffers a –2 penalty to the saving throw vs. spell to resist the effect. Moreover, the enslavement is complete, and the *dominated* creature will fight for the savant aboleth if so commanded. Any telepathic instruction from the savant aboleth to engage in a course of action which is clearly suicidal (and the Intelligence level of the victim has to be taken into

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account here) allows the victim a fresh saving throw vs. spell, without penalty, to free himself or herself from the *domination*. The enslavement can be undone by a successful *dispel magic* (cast against a level of spell use equal to the highest level rating for the aboleth in priest or wizard class), *remove curse*, or by separating the victim from the savant by a distance of one mile or more, which permits a fresh saving throw without penalty each full day the separation is maintained. Note that, because the *domination* effect of the savant is so complete, these creatures are likely to have powerful creatures accompanying them as bodyguards—savant aboleth are fully cognizant of their unpopularity among "lesser races" and take suitable precautions.

Savant aboleth have a 75% chance for detecting invisible creatures or objects within 60 feet. Underwater, the savant aboleth has the same mucus cloud protection, with the same effects, as ordinary aboleth (anyone within a foot of the aboleth who fails a saving throw vs. poison loses the ability to breathe air, suffocating in 2d6 rounds if he or she tries; the cloud also bestows the ability to breathe water for 1 to 3 hours).

Finally, the savant aboleth will *frenzy* if close to death (12 hp or below). In this state, which automatically supervenes at this time, the savant cannot cast spells or use any spell-like powers. However, its tentacle attacks cause double damage (2d6) and the enraged, despairing creature will even attempt a head-smash attack each round, ramming with the bony protrusions on its forehead. This attack is clumsy (–4 penalty to the attack roll) but can affect up to two M size (or three S size) opponents. Damage from this head smash is 4d6 points, and a smashed opponent must make a Dexterity check or be knocked off his or her feet and stunned for 1d3 rounds. Once in frenzy, the savant will not recover its normal demeanor until it has killed all opponents visible to it.

Habitat/Society: Savant aboleth are highly arrogant creatures. Cabals of savant aboleth organize and run aboleth society, playing the role of rulers and dominators from within their great cities. They rarely leave the city of their dwelling, sending ordinary aboleth out to do the dirty work of capturing slaves and the mundane tasks of collecting food for the savants, while they brood long and deep in their domains. Young savants born elsewhere leave their broods virtually as soon as they are capable of independence, believing themselves to be guided by the Blood Queen to the great cities of the aboleth deep in the Underdark. Sometimes, older savants will travel to a brood to take acquisition of a young aboleth which has latent savant gifts. This is one of the few occasions when savants leave their cities, but leave they sometimes must, for savant aboleth are infertile and do not produce young of their own.

Savant aboleth are always hungry for magical items and lore. They do not require spellbooks for their wizard spells; memorized spells are recalled automatically during periods of rest and sleep and do not need to be relearned from any independent source. Young savants may spend days or weeks in telepathic communion with their elders and betters, the older savants passing on their mastery of magical skills and their knowledge of dark, arcane secrets. Savant aboleth are always eager to devour spellcasters and magic-using creatures, the better to improve their own understandings of magic.

Savant aboleth have a complex symbolic glyph system they use for all written communication. Those who are of 7th or higher level in either the priest or wizard class can create magical glyphs by psychokinetic force, one glyph per day. Casting time is two turns plus one turn per additional glyph element (see below), so this is not a likely potential combat action. The total number of glyph-elements a savant aboleth can maintain at any one time equals its Intelligence score.

Savant aboleth glyphs come in four categories: *simple glyphs*, *complex glyphs*, *master glyphs*, and *complex master glyphs*. *Simple glyphs* are identical to *glyphs of warding*. *Complex glyphs* combine the effects of two or three *glyphs of warding*—for example, an aboleth *complex glyph* might inflict cold damage and also cause paralysis. *Master glyphs* (each of which counts as a three-element glyph for the purposes of the savant aboleth's glyph limit) have unique effects. The following are a few examples of *master glyphs*:

- *The Glyph of Law.* Within 30 feet of this glyph, all creatures of nonlawful alignment are subject to an adverse *prayer* effect (–1 to all attack, damage, and saving throw rolls).
- *The Glyph of Enfeeblement.* Within 20 feet of this glyph, all non-aboleth feel themselves weakened and debilitated, suffering –3 penalties to Strength, Dexterity, and Constitution until leaving the area of effect and for 1d4 rounds thereafter.
- *The Glyph of Extension.* Any aboleth within 20 feet of this glyph has double the normal range for its *domination* power.
- *Glyph of the Slime Curse.* Within 30 feet of this glyph, saving throws against the transformational effect of an aboleth's tentacle are made at a –4 penalty and transformation occurs in but a single round.

Finally, great savant aboleth of exceptional mastery (18 or higher Wisdom and Intelligence, 10th-level or above as both priests and wizards) can create *complex master glyphs* which add an extra element onto a *master glyph* (for example, a *glyph of enfeeblement* which also does cold damage); these *complex master glyphs* can even include effects from different schools. *Complex master glyphs* still only count as three glyphs for the purpose of determining the limit on the number of glyphs the savant can maintain at any one time, but they require six turns to create. Woe betide anyone entering an area of an aboleth city defended by a battery of *complex master glyphs*, especially if one of the elements woven into the *complex master glyph* extends the duration of the other effects!

Aboleth glyphs of all kinds can be removed by a successful *dispel magic* cast against the highest level rating for the savant aboleth which created them. Saving throws are permitted against the effects of all these glyphs, but saving throws against the effects of a *master glyph* are made with a –1 penalty; against *complex master glyphs* the penalty is –2. Only one saving throw is permitted against the whole battery of magical effects radiated by a *complex glyph* or a *complex master glyph*.

This glyphic skill is central to the savant's position within aboleth society. Being very lawful, ordinary aboleth acquiesce to the greater power of the savants as a matter of course, but this ability to defend and protect the aboleth city with a battery of *complex glyphs* earns the savant aboleth the loyalty and respect of ordinary aboleth. An aboleth fighting to protect the life of a savant has a morale of 19 as long as the savant survives.

Ecology: Savant aboleth are either supreme beings at the top of their food chain or bloated parasites consuming food and resources gathered by slaves and lackeys, depending on one's point of view. Their diet is the same as that of ordinary aboleth—algae, fish, diverse water plants, and the like—but they have an especial liking for the flesh of spellcasters and magic-using creatures, as noted above. Savant aboleth have no natural enemies. Virtually all intelligent marine life knows well enough to give them an extremely wide berth. The Ixzan, despite their chaotic nature, are the only marine life form known to have a natural affinity with the aboleth generally, including their savants.

Elf, Rockseer

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any (night)
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (14–20)
TREASURE:	Individual: M + 1 jewelry piece In Lair: U, W
ALIGNMENT:	Neutral
NO. APPEARING:	5–20 (5d4) or 100 (in lair)
ARMOR CLASS:	4 (10)
MOVEMENT:	12
HIT DICE:	1+1 and up
THAC0:	19 or better
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	+1 on attack rolls with long sword
SPECIAL DEFENSES:	*Meld into stone*, immune to petrification, 90% resistance to *sleep*, *charm*, *hold*, and *web*, communal powers
MAGIC RESISTANCE:	50% against Elemental Earth magic
SIZE:	M (7′)
MORALE:	Champion (15–16)
XP VALUE:	Variable (420+)



Rockseer elves are the rarest of all elvenkind. They are far taller than most of their kin, with a few reaching almost to eight feet in height. An average weight for a Rockseer is between 120 and 140 pounds, with little gender difference. Rockseers are very pale-skinned, and they have no body hair. Head hair is extraordinarily fine, always worn long, with the appearance and texture of exquisitely fine silk. The hair is silver, and eye color is invariant: a pale, almost ice-blue. They are androgenous in appearance, making it difficult for outsiders to tell males and females apart.

Rockseers have been separated from the rest of elvenkind since mythic times. Their own history tells that they were cowards at the great battle of Corellon Larethian and Lolth, fleeing the combat and taking refuge far below ground. They have no knowledge of surface elves. They know of the Drow and hate them, avoiding them whenever possible. They are extremely seclusive and shun the company of all other races, including the Svirfneblin. The only exception to this are pech, with whom Rockseers sometimes form friendships.

Rockseers dress very plainly in cloaks and garments which blend in with their surroundings, brown and gray being the favored colors. These garments are woven from tough fungal fibers, but such is their craftsmanship that they appear almost to be normal clothing. Treatment with plant extracts renders them waterproof and relatively fire resistant. In contrast with this plain garb, they wear rich jewelry, usually of gold and silver and always set with gems.

Combat: Rockseers eschew fighting whenever possible. They are too few in number to risk pointless deaths. Their underground special skills are so great that they can generally escape combats when they wish to; they are rarely even seen by potential aggressors. If forced to fight, Rockseers are unflinching. They always fight to the death to defend others of their own kind. They rarely possess bows (suitable bowstrings are difficult to come by in the Underdark) and prize such items, but they employ swords, spears, and stone quarterstaves which are hard as any steel.

The special attacks and defenses of these elves are formidable. They gain a +1 bonus to attack rolls with long swords (but not with bows). They are 90% resistant to *sleep*, *charm*, *hold*, and *web* spells and wholly immune to petrification. They have 50% magic resistance against all Elemental Earth spells but suffer a –1 penalty on saving throws against Elemental Air spells.

Rockseers are armed with long swords (50%), long sword and dagger (25%), or long sword and short sword (25%). Weapon possession is also variable depending on class type. Missile weapons, save for the rarely employed staff-sling or bow, are not favored by Rockseers. If they have enough distance to use missile attacks, they have enough distance to use spells or simply to *meld into stone* and escape.

Every Rockseer has the ability to *meld into stone* from childhood. This talent is usable thrice per day until the Rockseer reaches maturity (at the age of 60 to 70 years), after which time it is usable at will. Rockseers who are of 3rd or higher level can *stone walk* (walking through stone as if through air) for a total distance of 100 yards once per day; this distance increases by 100 yards for each additional level gained. A Rockseer of 9th level can take one additional human-sized creature with him or her on such a stone walk; this number increases at the rate of one passenger per level beyond 9th (thus at 10th level the Rockseer could take two companions). Rockseers intuitively sense distances between passages and caverns separated by walls, so that they always know whether a *stone walk* can take them to a safe place or whether they might be trapped in solid stone at the end of the walk. Rockseers of 5th and higher levels can *stone shape* once per day, and those of 9th or higher level can employ *stone tell* once per day.

Rockseers also have communal powers. A group of three or more Rockseers with a total of 10 or more experience levels can create a *wall of stone* at will, and a group of five or more with a total of 20 or more experience levels can conjure a huge earth elemental once per day (that is, any Rockseer who participates in such a conjuration cannot do so again until the next day). This elemental has 20 HD and at least 5 hp per die, and it cannot be turned back against its summoners. Spell effects are considered

to be at the aggregate experience level of the Rockseer group for the purposes of dispelling the elemental.

Rockseers can be warriors, wizards, thieves, warrior-thieves, or warrior-wizards. There is no priest class (the elves believe themselves to be shunned by the elven Powers for their cowardice, and tales of the Powers are all but forgotten by these people). As warriors, they can attain 11th experience level maximum. As thieves, they can attain 13th level maximum. As wizards, Rockseers can attain 18th level maximum.

Rockseer wizards (single-classed only) gain special bonus spells as they gain experience levels. At 5th level, they can memorize *Melf's acid arrow* as an additional spell. At 9th level, *Maximilian's stony grasp** is the bonus spell. At 15th level, a Rockseer wizard gains a bonus *acid storm** spell (*these latter two spells are found in the *Tome of Magic*). Rockseer wizards also add 1% per level to their magic resistance against Elemental Earth spells, and if they cast such spells at others not of their own kind, the target incurs a saving throw penalty of –1 per five levels of the Rockseer (round fractions above one-half upwards). Rockseer wizards can cast all priest Elemental Earth spells as if wizard spells of the same level.

Rockseer wizards of 11th and higher level know the secrets of creating magical "familiars" (more correctly, golem-like constructs) called stone dragonets. These incredibly intricate slender stone statuettes are 12" long plus an additional 9" to 12" of tail; they move as if perfectly articulated, and the finest of them have gems of extraordinary kind as eyes. A stone dragonet has AC –2, HD 2, hp 16, and attacks three times per round for 1d3/1d3/1d4 (claw/claw/bite). It has 25% general magic resistance, 75% resistance to Elemental Earth spells, and complete immunity to petrification (obviously), illusions, gaseous attacks, poison, paralyzation, and spells which affect corporeal bodies generally. A wizard with such a familiar gains a –2 bonus to his or her own Armor Class and cannot be surprised. If the gem-eyes of the statuette are each of value not less than 5,000 gp, the eyes of the dragonet can cast a brilliant *eyebite* glare once per day if the correct spells are cast during the creation of the familiar.

Rockseer elves have 240' infravision. They do not, as a rule, possess many magic items. Nonwizards have but a 5% chance per level of owning a magical weapon. Wizards have a 10% chance per level of owning a magic item of appropriate kind, but these are often powerful indeed. The greatest wizards are reputed to possess special *wands of steam and vapor* which create acrid clouds of burning, blinding acid (6d6 points of damage the first round, 4d6 the second, and 2d6 the third and final).

On account of their longevity (they have a natural lifespan of over 1,400 years), groups of Rockseers are almost always led by an experienced veteran, a warrior or warrior-wizard of at least 5th (or 4th/4th) level. A sizeable group (30 or more) will have at least one warrior of 7th to 10th level (6+1d4) and also a wizard of 7th to 12th level (6+1d6). In the central lair of a Rockseer clan, where up to a hundred may be gathered together, the clan chieftain is usually a wizard of surpassing skill (level 12+1d6) and has 1d3+2 advisors/bodyguards who are either (50%) warriors of 10th to 11th level or wizards of 11th to 14th level (but not of higher level than the chieftain).

Rockseer elves have a –1 penalty to their initial Strength, Constitution, and Charisma scores, but they gain +1 bonuses to Wisdom, Intelligence, and Dexterity.

Habitat/Society: Rockseers believe that all they have is themselves and the riches of the earth. They are powerfully cohesive socially. Chieftains are generally elected by a conclave of the most powerful warriors and wizards on the death of the previous leader. A wise Rockseer leader does not give orders without consulting his or her advisors. Rockseers do not tolerate tyrannical leadership, nor do they suffer fools.

The lairs of Rockseers are supremely well disguised and warded. Multiple spells are always cunningly placed to prevent other creatures even suspecting the existence of such a network of caverns and passages, let alone entering them. Spies (usually thieves melding into stone) are always placed to watch out over areas close to the entry points of caverns. Some Rockseers live in caverns accessible only by *stone walking* or similar magic, where hundreds of feet of solid rock separate them from the outside world, with only small fissures to provide air.

Rockseers are highly unusual among elves in that they have little curiosity. Few among them have any desire to learn the ways of other folk. This is largely the legacy of a long historical sense of shame at their mythic history; they consider themselves tainted and instinctively avoid those who they think would condemn them. Once awakened, however, their curiosity can lead them to act in uncharacteristic ways, as those who stumble upon them will soon discover.

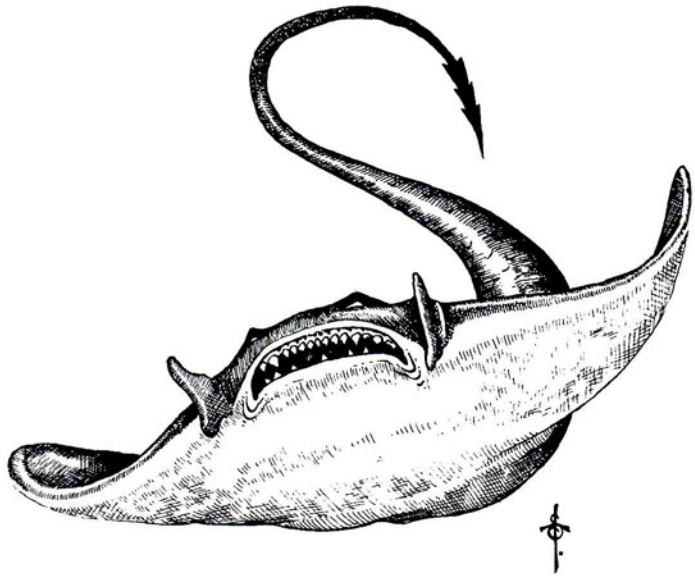
Rockseers are gem cutters and craftsmen almost without equal; even gnomes and dwarves would hesitate to claim they could better Rockseer work. They can almost scent gemlodes deep in the Underdark and think nothing of spending ten years crafting and sculpting a single gem. The truly great Rockseer wizard-artisans are able to sculpt a gem with magic into forms of almost painfully exquisite beauty, generating fractal patterns of brilliant color and radiance within the heart of the gem as it grows. A handful of such perfectly crafted gems can be used to create a *helm of brilliance* (divide all gem numbers required by five, and each gem can fulfil its function five times before becoming nonmagical).

Rockseers are strange, alien, and fey people even by the standards of elvenkind. They are a serious people with little of the light-hearted, frolicking, bantering ways of most elves. They speak their own dialect of Elvish, which high or gray elves can understand 50% of the time and Drow 30% of the time. They also know fragments of Svirfneblin, and most can speak pech. A few have a smattering of underdark-dwarven and can communicate with Derro or Duergar (not that they would wish to do so, but it is useful for intelligence-gathering). Above all, they are totally isolated. They know nothing of what has transpired above ground for thousands of years. Their attitudes to surface elves are very ambivalent. All Rockseers feel a deep sense of shame for the deeds of their far-distant ancestors and assume that any surface elf they meet would automatically despise them; it will be *very* difficult for a visitor to convince them otherwise. On the other hand, they long to know what their brethren lost for so many lifetimes do, how they live, what they believe in, what they consider beautiful.

Ecology: Rockseers hardly interact with anyone else in the underdark. They eat fungi, moss, lichens, and cave creatures such as lizards and eels. They avoid violence and the endless struggle between different factions in the Underdark and keep to themselves. They are calm, enigmatic, and extraordinarily hard for outsiders to understand.

Ixitxachitl, Ixzan

CLIMATE/TERRAIN:	Underdark lakes
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any (day)
DIET:	Omnivore
INTELLIGENCE:	High to Genius (13–18)
TREASURE:	P, R, S (in lair only)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3–10 (1d8+2) or 20–101 (9d10+11) in lair
ARMOR CLASS:	4
MOVEMENT:	3, swim 12
HIT DICE:	1+1 to 6+6
THAC0:	1+1 and 2+2 HD: 19 3+3 HD: 17 4+4 and 5+5 HD: 15 6+6 HD: 13
NO. OF ATTACKS:	1 (2)
DAMAGE/ATTACK:	1+1 to 3+3 HD: 2d4 (+1d8) 4+4 to 6+6 HD: 3d4 (+1d10)
SPECIAL ATTACKS:	Nil (see below)
SPECIAL DEFENSES:	Half damage from blunt weapons (unless +3 or above), +4 saving throw bonus against illusions and Elemental Water
MAGIC RESISTANCE:	Nil
SIZE:	1+1 to 3+3 HD: M (5′ wingspan) 4+4 to 6+6 HD: L (7′ to 10′ wingspan)
MORALE:	Champion (16)
XP VALUE:	1+1 HD: 65 2+2 HD: 120 3+3 HD: 175 4+4 HD: 270 5+5 HD: 420 6+6 HD: 650 and above (see below)



Ixzan are a freshwater offshoot of the ixitxachitl race. They are intelligent, evil creatures who resemble manta rays with barbed tails. They are variable in coloration, with most having gray underbellies and mottled, brown-gray upper surfaces. They are semi-amphibious and can survive out of water for one full turn before needing to return to it to breathe. If forced to remain out of water after one turn, they begin to suffocate (see the "holding your breath" rule in the *Player's Handbook*; treat Ixzan Constitution scores as 8+1d6). On land, they move in an awkward undulating manner, but because their skins are thick and rubbery they can traverse even relatively rocky terrain without undue discomfort, though they cannot negotiate walls, boulders, and like obstacles.

Ixzan are vicious, brutal creatures with better organization than their alignment might suggest. They worship the evil Power Ilxendren and enjoy stalking, sacrificing, and eating all manner of underdark races. They are especially fond of Svirfneblin flesh, though by no means adverse to giving surface gnome a try. Their lifespan is variable, with high mortality among the young: those who survive to adulthood generally live from 40 to 70 years. Mutant types live shorter lifespans, spellcasting types longer ones. Vampiric Ixzan are effectively immortal. Ixzan communicate in water by a form of sonar but cannot converse out of water since they cannot vocalize. They have good infravision (90′ range).

Ixzan communities are more isolated than those of their seawater cousins and, as a result, they are more variable in nature, with a higher proportion of exceptional or unusual types.

XP Note: Variant Ixzan are noted below. For purposes of determining XP rewards, count priests and wizards as one XP category higher than their HD alone would indicate if of 1st to 4th level, two XP categories higher if of 5th to 8th level, and three XP categories higher if of 9th or higher level. Vampiric types are always treated as three XP categories higher than their HD totals. Mutant Ixzan count as one XP category higher for each special attack they possess (poisonous tail, corrosive slime, automatic damage, etc.). All these bonuses are cumulative. If the category goes off the scale given above (for example, a 6+6 HD Ixzan with the abilities of a 7th-level wizard), consult the XP reward table in the *DUNGEON MASTER® Guide*.

Combat: The normal Ixzan attack mode is its bite; those with other attacks will certainly use them, as Ixzan spellcasters are wily and use their spells to best effect. Ixzan use ambush tactics much as do their ixitxachitl cousins, except that they are capable of using them more effectively due to their superior spell use (especially *fly* and *invisibility*). Those able to cast *levitation* are fond of pressing themselves against ceilings in the manner of a lurker, thus ambushing prey from an unexpected direction.

Ixzan make saving throws against all illusion/phantasm spells and all Elemental Water spells with a +4 bonus. They are permitted saving throws (with no bonuses) against spells of these schools even when no saving throw would normally be allowed. Ixzan suffer only half damage from blunt weapons below +3 enchantment, due to the hard, rubbery nature of their skins. Note that Ixzan spellcasters are not inconvenienced by a *silence 15′ radius* spell since they do not vocalize during their spellcasting.

Priests form some 10% of any Ixzan community. Their spellcasting level is determined by rolling 1d4 and adding their HD total, to a maximum of 8th level. They can use spells from the following spheres: All, Charm, Combat, Divination (minor access

only), Elemental Earth, Elemental Water, Healing, Necromantic, Protection, Sun (reversed forms only), and Weather (minor access only). Priest Ixzan do not gain bonus spells for high Wisdom scores, but they do gain the regular saving throw bonuses for superior Wisdom. A typical Ixzan priest has a Wisdom score of 12+1d6.

Wizard Ixzan form some 5% of the total Ixzan population. These rare creatures have innate spell-like abilities. They do not require spellbooks, nor do they memorize spells. Spell-like powers are usable one per round, once per day each. Casting time is equal to the casting time for the spell, less 2 segments (to a minimum casting time of 1 segment). The spellcasting level of these wizards is determined by rolling 1d6 and adding the Ixzan's HD, to a maximum of 12th level. The number of spell-like powers is equal to the number of spells memorizable by a normal mage of the same experience level. Wizard Ixzan have Intelligence scores of 14+1d4. These spellcasters seem able to use any school of spells, but the most commonly reported are divination spells and those of the following list: *charm person, cone of cold, fly, haste, ice storm, invisibility, invisibility 10' radius, levitation, magic missile, mirror image, slow,* and *stoneskin*. Many have the power of *air breathing* (the reversed form of *water breathing*). Note that priest and wizard skills are incompatible in the huge majority of cases. Only exceptionally rare individuals are priest-wizards.

Mutant Ixzan form only 2% of the population. They display a variety of abnormalities of form, determined by rolling 1d12 and consulting the table below:

1d12	Mutation
1–6	Barbed tail, additional attack (1d8 or 1d10, depending on HD)
7–10	As above, but + poison (a failed saving throw indicated 1d6+6 additional points of damage)
11	Mutant has a thick ridge of jaw bone and can inflict a crushing bite (4d4) and then hold victim in its jaws for 3d4 automatic points of damage per round thereafter.
12	The mutant's body secretes a thick, corrosive slime. Out of water, a successful attack from such a mutant splashes the victim with acidic slime (1d6 hp of damage) which then coats the victim for 1d4+2 rounds (1d4 automatic damage per round). An oil- or alcohol- based solvent will remove this slime in one round.

Mutant Ixzan are neither priests nor wizards. Other, very rare, types of mutation may also occur, such as freakishly thick skin (AC bonus, but the Ixzan may be blind and unable to orient itself except when underwater where it can use sonic detection effectively), natural magic resistance, or more than one tail.

Vampiric Ixzan are also rare, some 3% of the Ixzan population. Their bite causes the victim to lose one experience level or HD, with no saving throw permitted. Vampiric Ixzan may be priests (25% chance) or wizards (25% chance), but mutation seems to negate vampirism. Vampiric Ixzan regenerate 3 hp per round in combat. Greater vampiric Ixzan, akin to greater vampiric ixitxachitl rulers, are rumored to exist, but there are no reliable reports of them. Certainly, no form of vampiric Ixzan is ever encountered outside of a major lair or city.

Habitat/Society: Ixzan communities, encountered only in sizeable Underdark lakes, are some 20 to 100 strong. Both magic and charmed slaves are used to construct the peculiar pyramidal structures the Ixzan favor (these have significance for their reverence of their patron Power). Lakes may even be deepened or extended, and underground passageways feeding water into them widened and their courses changed to bring extra water to the lakes.

Ixzan communities tend not to be dominated by a single exceptional leader-type but by an oligarchy of the most powerful of their priests and wizards. Vampiric ixitxachitl almost always rise to important positions within such ruling elites, due both to their power and their innate longevity, unless killed off by vampiric rivals who want to sequester power for themselves.

Ecology: Ixzan have no natural predators. On the other hand, they may have many enemies, although there is no particular race for which they have especial animosity, and rivalries vary from place to place. In one underdark domain, Ixzan might get on well with Drow, whereas in another hundreds of miles away they might be deadly enemies. Ixzan have natural affinities with aboleth and kuo-toa. Aboleth are very much the dominant party in any aboleth/Ixzan alliance, while Ixzan dominate kuo-toa in turn (regarding them as essentially rather stupid—strong, excellent guards, but stupid nonetheless). Ixzan will often be found living with kuo-toa, as their respective Powers (Blibdoolpoolp and Ilxendren) are known to be on good terms with each other. In such communities, Ixzan and kuo-toa dwell in separate areas, with the Ixzan guarding the entrances to their central pyramid (if they have one) zealously. Ixzan wizards use their spell powers to assist kuo-toa in battle, while allowing the gogglers do the meleeing and take most of the risks.

Kuo-toa sometimes use Ixzan in a ritual designed to weed out the weaker of their young. Young kuo-toa who have reached semi-maturity may be flung *en masse* into a great pool filled with Ixzan and forced to negotiate their way through an underwater maze while the Ixzan gorge themselves on the flesh of those who are not fast, strong, or ruthless enough. Since the kuo-toa spawn vast numbers of young, this ritualized weeding-out is regarded wholly dispassionately by them. Young who have not survived this ritual are not perceived as kuo-toa by their own kin; only afterwards are they regarded as individuals and adults.

Ixzan are likewise careless of their young. Ixzan are born neutral, and only acquire their CE alignment as the result of a gruelling process designed to make them as strong and ruthless as possible; those who fail to survive are neither mourned nor missed. The only exceptions are the fledgling wizards; other spellcasting Ixzan can intuitively sense when a young Ixzan has this ability and protect it fiercely, inculcating their own morality into it through a regimen designed to instill a sense of absolute self-worth along with contempt for "lesser" beings.



Eel, Giant Moray

CLIMATE/TERRAIN:	Aquatic
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore/Scavenger
INTELLIGENCE:	Animal (1)
TREASURE:	None (see below)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 7–12 (1d6+6) in lair
ARMOR CLASS:	4
MOVEMENT:	Swim 6
HIT DICE:	5 and up
THAC0:	15
NO. OF ATTACKS:	1 (2)
DAMAGE/ATTACK:	2d4 or 1d4+2/1d4
SPECIAL ATTACKS:	Jaw lock, disease, tail lash
SPECIAL DEFENSES:	Immune to fear and disease, +4 saving throw bonus vs. *enfeeblement* effects
MAGIC RESISTANCE:	Nil
SIZE:	L to H (8′ to 20′ long)
MORALE:	Steady (12) or fearless (20)
XP VALUE:	HD 5 to 5+3: 420 HD 5+4 to 5+12: 650



These aquatic predators are evil, cruel creatures—slow, but feared for their diseased bite and their fearlessness once they have seized prey. Giant morays have brown, mottled, thick, leathery skin, with lighter brown or yellow-brown spots on their dorsal surface. They have pronounced incisor teeth, and their unblinking eyes seem to reveal their baneful nature. Both freshwater and saltwater versions exist, identical save for their chosen environment. Giant morays are very long-lived, with some specimens believed to have survived for hundreds of years. Older individuals are larger than most; length is 6+1d6+1d8 feet, and for every foot in length above 8′ the moray gains an additional hit point (so a 20′ long specimen has HD 5+12).

Combat: Giant morays usually conceal themselves in fissures in reefs, beneath stones, in the sand of the sea bed, or in weeds, kelp, etc. They lunge forth to attack prey with their bite, and they will attack virtually anything, irrespective of its size or strength. A successful attack made with a score of +4 or better above the minimum number needed to hit, or a natural 20, means that the moray has gripped its prey firmly and locked its jaws into the wound, causing automatic damage thereafter (1d4+2). Normally, morays have steady morale (ML 12), but once a moray has locked its jaws in this way it is fearless (ML 20). Furthermore, even if the moray is killed the jaws remain locked in the wound and have to be cut away, or else the victim continues to bleed (though automatic damage is now reduced to 1d2 hp per round). Cutting away the head of the moray in this manner requires one round of work with a dagger or knife, and the cutter must make a Dexterity check. Failure means that the knife or dagger slips and the unfortunate bitten victim suffers a further 1d4 hp of damage from this accidental wounding.

A lock-jawed moray bite causes a rotting disease (no saving throw). After 12+1d12 hours, the bitten body part becomes swollen and very sore (–2 to Dexterity due to swelling); it rots away within 1d4+4 days. A *cure disease* or *heal* spell can prevent or reverse the Dexterity loss.

As a rule, giant morays use their tail lash attack only if they have locked jaws on a victim, when they employ it against secondary targets on their flanks. A giant moray out of the water can employ its tail lash in addition to its bite attack, though not against the same target. Giant morays are very tough creatures, and if removed from water they can survive for 10+1d10 rounds before expiring from an inability to breathe.

Giant moray eels are immune to all forms of fear and disease and gain a +4 bonus to all magical attacks which have a primary effect of reducing strength (*ray of enfeeblement*, *weakness*, etc.).

Habitat/Society: Giant moray eels are solitary creatures, though rarely several will share a stretch of reef, rocky outcrop, etc. They have almost no form of social organization, though each individual knows the extent of its territory and does not usually intrude on those of other morays. Morays do not cooperate in any form (in combat, etc.). Even mating between them can be hazardous, with males and females as likely to attack and eat each other as cooperate in the production of young. Young morays are born with 2 HD and are 3½′ in length; they gain 1 HD and 1½′ in length for every month of growth up to 5 HD. Thereafter the rate of growth slows, with the moray gaining an additional hp and extra foot of length every decade. Few survive to adulthood, as immature morays have many enemies (including adult morays, who will consume younger ones, given the chance). But since the adult giant moray has few natural predators, their numbers tend to be relatively stable.

Ecology: Giant morays are thoroughly unpleasant creatures and are feared by almost all intelligent aquatic creatures for their ferocity, fearlessness, and lack of discrimination (they will attack anything, even a kraken, if it gets close enough). However, they rarely move from their own small territory, preferring to wait for prey to come to them, which minimizes their dangerousness somewhat. In addition to being indiscriminate carnivores, they are also unfussy consumers of carrion of all kinds. Giant morays will gleefully gulp down all manner of detritus, no matter how rotten or diseased, and this habit explains their own ability to inflict disease with their bites. As scavengers they have a useful role in aquatic ecology, since they consume refuse and carrion which few other creatures would consider edible. The giant moray has few natural predators; only creatures of the size and strength of sharks, kraken, and the like prey on them.

Treasure found in a moray lair will be incidental: anything dropped by victims of the eel when they were attacked and killed.

Golem, Shaboath

CLIMATE/TERRAIN:	Aquatic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	6, swim 12
HIT DICE:	11 (50 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10
SPECIAL ATTACKS:	Engulfing, *wall of ice*
SPECIAL DEFENSES:	Immune to paralysis, poison, acid, cold, gas, *caused* wounds, Strength/energy drain, *sleep*, *charm*, *hold*, and Elemental Water creatures, spells, and effects
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long/wide)
MORALE:	Fearless (20)
XP VALUE:	6,000



Shaboath golems are a unique creation by the Grand Savant Aboleth of the city of Shaboath. They are polymorphous watery creatures, not unlike water elementals in appearance (and are 90% likely to be mistaken for one). They are artificial watery constructs animated by a water elemental spirit, remaining under the control of the Grand Savant or another savant aboleth.

Combat: Shaboath golems are always encountered in water or on land within 60 feet of a pool or more sizeable body of water. They attack for 2d10 points of damage with a wavelike pseudopod protrusion from their amorphous bulk. The golem engulfs its target if it rolls either a natural 20 or at least +4 above the minimum required on the attack roll. An engulfed victim automatically suffers 2d10 points of drowning damage per round, minus 1 point of damage per point of Constitution above 12 (minimum damage 2 hp). A target protected by an operative *water breathing* spell or a *necklace of adaptation* will not suffer this damage, but an *airy water* spell provides no protection unless the golem fails its saving throw vs. spell (in which case the entrapped character can breathe normally, although the spell does not harm the golem). Engulfed creatures are subject to attack from the golem in melee, though it usually directs such attacks at other targets. A Shaboath golem can engulf up to thirty tiny creatures (size T), ten small creatures (size S), four medium creatures (size M), or one large target (size L). Once per turn, a Shaboath golem can create a *wall of ice*; it usually creates a horizontal *wall* in the air, dropping it on enemies not in water for 3d10 points of damage to each.

Shaboath golems are immune to all Elemental Water effects and cold-based spells, to paralyzation, poisons of all kinds, acid, *caused* wounds, strength and energy drains, and gaseous attacks. They cannot be polymorphed since they are themselves almost formless. Like all golems they are immune to any form of mind-affecting or mind-controlling spells since they have no mind. They do have some weaknesses, making all saving throws against fire-based attacks at a –2 penalty. A *transmute water to dust* spell will destroy a Shaboath golem utterly if it fails a saving throw vs. spell; if it succeeds, the golem loses 3d6 hp or half its current hp total, whichever is the greater number. The golem is also immune to any and all attacks from creatures from the Elemental Plane of Water.

A Shaboath golem never becomes uncontrolled in any manner, and in this respect it is similar to a greater (iron, stone) golem.

Habitat/Society: The Shaboath golem is an automaton with virtually no independent volition or ability to make intelligent choices of action for itself, save for self-defensively attacking creatures attacking it. It is wholly under the control of its master. However, the golem can be given orders to guard or protect some area and to attack any creatures of certain types entering the area, provided such instructions are simple ("attack any non-aboleth" or "attack any non-aboleth or any non-illithid"). Complex instructions, or conditional ones ("attack any non-aboleth unless the creature is wearing a red robe and has gray hair"), will fail utterly. It is also capable of making rational combat choices and usually employs its *wall of ice* attack before entering melee.

The Shaboath golem is created by a unique process which involves use of the spells *animate water* (similar to the 7th-level priest spell *animate rock*, but the aboleth variant is a water-based wizard spell), *conjure (water) elemental*, *elemental aura (water)*,* *wall of ice*, and *wish*. A *bowl of commanding water elementals* must be used in the creation of a Shaboath golem, and this item is consumed during the manufacture of the automaton. Creation time is believed to be some 1d4+8 weeks, and the cost is some 60,000 gp. It is only possible for the Grand Savant Aboleth to create these unique water-based golems; other wizards only know the secrets of creation of golems crafted from Elemental Earth, making the production of this automaton a unique secret of the aboleth.

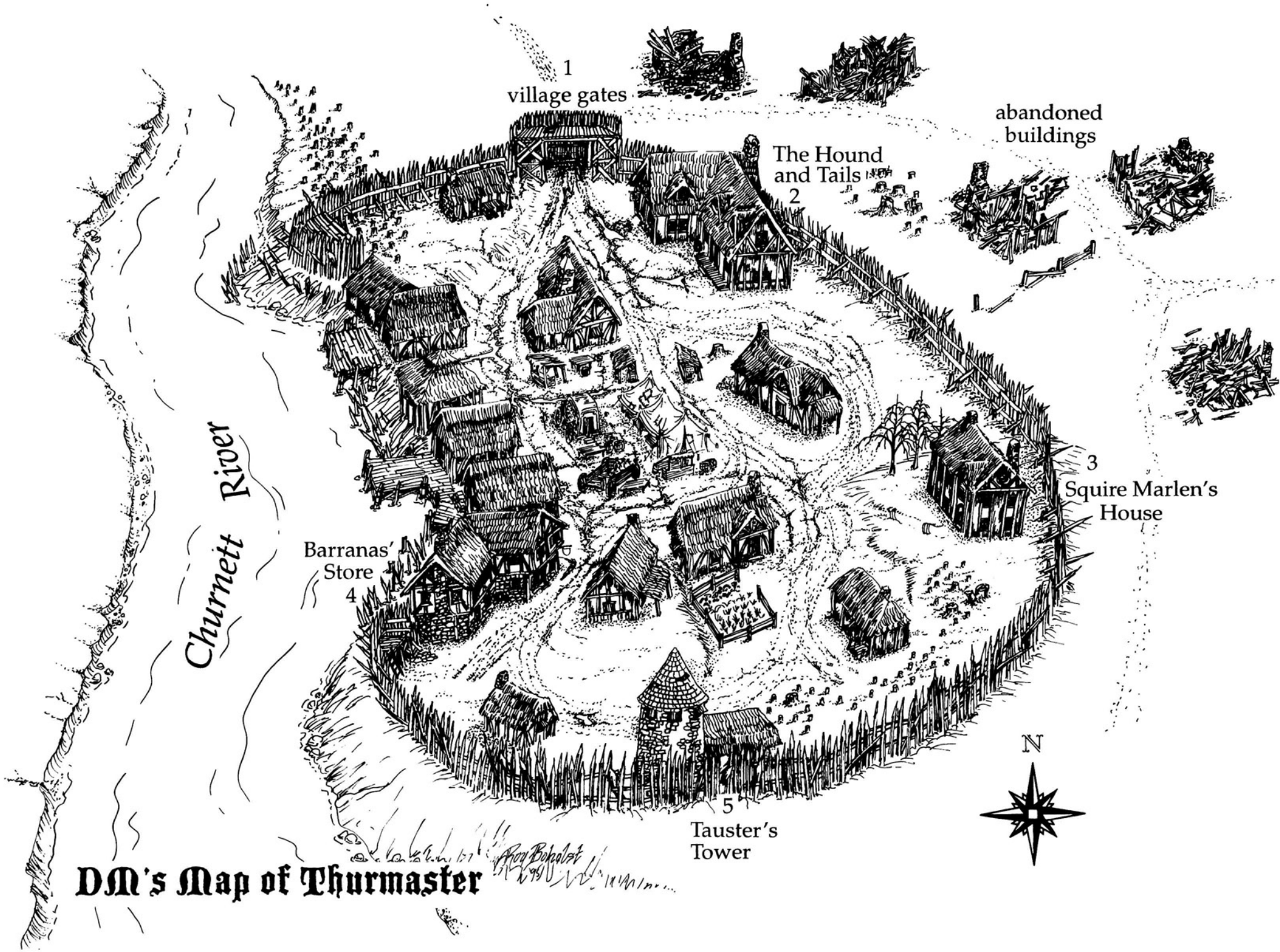
*This spell can be found in the *Tome of Magic*.

Ecology: Golems neither eat nor sleep and play no part in the ecology of the world they occupy.



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N
11 Temple
13 Nafton's Stables & Kennel
10 Garyld the Carpenter
12 Rastifer's Store
15 The Carman Mansion
8 Carman's Smithy
9 The Old Granary
14 The Silver Crown
7 The Baron of Mutton
6 The Exchange
3 Warehouses
5 Boathouse
2 Mill House
16 Old Grizzler's House
4 The Folly
1 ford
Churnett River
Roy Bohlst '95
DM's Map of Ardborne



DM's Map of Thurmaster

DM Reference Card 3:
Hazards of the Underdark

Many hazards await the intrepid explorer who ventures into the underdark. Certain natural hazards are represented on the maps accompanying this adventure by various icons; these are defined below. When such an icon occurs on the large-scale strategic maps (such as the ones on the inside front covers of each book), assume that the hazard is intermittently present throughout a one-mile area. For each eighth of a mile that the characters travel through such hazardous terrain, check for the hazard, with a 50% chance it is present.



Flux Point

These are focal points of magical energy that can be used as teleportation portals by any wizard who understands their secrets; the few sages who are aware of their existence disagree over whether they occur naturally or were created by some forgotten underdark race (like the Rockseers). Initially the player characters will not know what these are or how to use them, but if tutored by the Rockseer elves (see page 45 in Book II) a PC wizard can *teleport without error* between any flux points known to him or her, taking along up to 10 other characters.



Fungal Hazard

Such an area is notably damp and has infestations of fungi, some of which may be dangerous. Most fungi growing in the area are benign, albino underdark fungi which offer no threat (and may be nutritious, though they have the taste and texture of a dwarf's boot soles). Naturally, dangerous fungi will be at least 75% undetectable among the large body of ordinary fungi, at least until it is too late. Roll 1d10 and consult the table below for the exact nature of the fungal hazard.

d10	Fungal Hazard
1	Obal (see Book II page 22)
2–3	1d4 Violet Fungi
4–5	1d4 Shriekers (roll again on appropriate Wandering Monster table to see what monsters the shriekers' noise attracts).
6–7	1d2 Phycomids
8	1 Ascomoid
9	1 Brown Mold
10	1 Gas Spore



Glassrock

Some areas of the underdark have rock surfaces which seem to have been molten, by some mammoth magical or elemental forces, into irregular, glassy surfaces. These are extremely slippery and difficult to traverse safely. The only safe movement rate through such areas is at one-quarter normal speed. Any attempt to move faster requires a Dexterity check for every step to avoid falling down. PCs who fall slip and slither 1d6+6 x10 feet along a passageway until they come to rest against a wall. There is a 15% chance that this slip means the PC bangs his or her head against a passage wall (unless protected by a helmet) and is stunned for 1d4 rounds thereafter. A fallen character can only regain his or her feet by rolling less than half his or her Dexterity on 1d20. Mounts will flatly refuse to traverse glassrock.

Note that a *shatter* spell cast into an area of glassrock has a 50% chance of causing a radiating effect through the whole area, so that a distance of 1d4 x100 yards of passageway becomes filled with broken and scrunched glass that is safe to walk on at normal movement rates. However, if this does not occur then the spell may (20%) make things worse, not better, breaking the glassy rock into sharp, jagged fragments that act exactly like razor rock (see below).



Ledgeways

Some passage areas are little more than narrow strips of rock with crevasses or precipitous drops on either side. Movement rate is normal in such areas, but running forces a PC to make a Dexterity check. Failure means a fall over the edge of the ledge, spelling certain death or 10d10 points of damage (DM choice). If PCs are roped together, then a PC who slips may be drawn back to safety by his or her companions, provided that the characters on either side of the one who fell make successful Strength checks to avoid being pulled over the edge themselves. It takes a full round to draw a fallen PC back up out of the yawning abyss below, during which time all those involved in retrieving the endangered character may not attack or defend themselves in combat.

When combats occur in such areas, any hit which inflicts more than a third of a creature's hit points in damage means that creature must make a Constitution check or crumple and stagger slightly. If the strickened creature or character then fails a Dexterity check, he, she, or it trips over the edge of the ledge and falls.



Oozes

There is a 50% chance for an encounter with oozes (and jellies) in any location marked with this hazard. Roll 1d4:

1d4	Ooze encountered
1	1d3 Gray Oozes
2	1d2 Crystal Oozes
3	1 Mustard Jelly
4	1d2 Ochre Jellies.

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Piercers

Areas demarcated with this hazard are 80% likely to be infested by a group of 1d6+6 piercers (roll 1d6 for each piercer: 1–2 = 2 HD; 3–4 = 3 HD; 5–6 = 4 HD).



Razor Rock

Razor rock underfoot is a menace to movement. PCs treading on razor rock must reduce their movement rate to one-quarter normal to be sure of not incurring risks. Walking any faster forces a PC to make a Dexterity check. If this is failed, the PC's feet suffer 1d8 points of damage from the abrasive, jagged rock for each 20 feet traveled. Running is highly dangerous, imposing a +4 penalty to the Dexterity check and increasing damage suffered to 1d8+3 hp. Falling or being knocked down results in 1d8+3 points of damage. Armor reduces 1 point of damage for every 3 points of Armor Class above AC 10 (–1 point at AC 7, –2 points at AC 4, –3 points at AC 1, and so forth).

If the character suffers a total of 10 or more points of damage to the feet, he or she must make a Constitution check at a +4 penalty to ignore the pain; failure means the agony is such that the PC cannot move farther and must stop and bind his or her damaged feet. A character who ignores the pain and continues on, accumulating a total of 20 or more points of damage to the feet, does permanent damage and cannot walk until he or she receives *cure critical wounds*, *heal*, or *regenerate*. Only stationary, self-defensive combat actions are possible to a character immobilized from foot damage. Spellcasting is possible, but only on a successful Constitution check.

Note that mounts (mules, etc.), having more sense than the average adventurer, will absolutely refuse to traverse razor rock.



Stinkmold

This delightful hazard appears to be simple, innocuous mold on cavern or passage walls. However, when any warm-blooded creature approaches within 10 feet, the mold gives off a fetid cloud of unbelievably foul-smelling gas to a range of 60 feet. Creatures caught in the area of effect must make a Constitution check each round they are within the area. Failure means the creature is helplessly gagging and vomiting, losing 1d4 points of Constitution for 1d4+4 hours in addition to suffering –2 penalties to attack and damage rolls during this time. Three successive successful Constitution checks mean that the character gains temporary immunity to the stinkmold (essentially, his or her sense of smell shuts down for 1d3 hours). A 10' x 10' area of stinkmold can be burned away with a torch in a single round, but unfortunately burning stinkmold smells even worse than usual, requiring further Constitution checks (even among those who passed the previous checks) at a +2 penalty to the dice roll for the following turn. Note that a *control temperature 10' radius* spell is a very effective way of bypassing stinkmold.



Treacherous Footing

Treacherous footing means exactly that—the ground is slimy and damp, covered in decomposing fungi, slippery pebbles from a dry watercourse, the detritus of passing giant slugs or gelatinous cubes, or what-have-you. Movement rate must be halved to avoid risks. Walking faster than this forces the PC to make a Dexterity check. Failure means the PC slips and falls, suffering 1d4 points of damage. Attempts to run mean automatic falling, for 1d4+2 points.



Wormholes

An area riddled with wormholes looks like the inside of a huge Swiss cheese, with holes in the walls, floor, and ceiling of the passageway. Because the floor holes are obvious, they do not represent a hazard unless characters without infravision are traveling in total darkness (in which case falling damage equals 2d6). If PCs choose to enter any of the wormholes, the DM should automatically place a wandering monster encounter of his or her choice. Movement rate is slowed to 75% because of the need to keep stepping over and around the holes. Rumblings and grinding sounds echo through the wormholes, but it is difficult to tell if they originate from above or below. There is a 20% chance for each wormhole area that a wandering monster encounter will occur with either a Purple Worm or a Tunnel Worm (equal chance of either).

DM Reference Card 4: The City of the Glass Pool

Monster Roster

Derro: AC 3 (Derro scale, spiked buckler, Dexterity bonus); MV 9; HD 3; THAC0 17 (16 with aklys or repeating light crossbow); #AT 2 or 1; Dmg by weapon—1d6 + special (aklys) and 1d4 (spiked buckler) or 1d4 + special (hook-fauchard) or 1d3 + special x2 (repeating light crossbow with toxin); SA can throw aklys and retrieve on following round, in melee aklys has 1-in-8 chance of tripping opponent, hook-fauchard has 25% chance of tripping opponent, toxin on crossbow bolts (depending on the toxin used, a failed saving throw vs. poison either results in 2d6 additional points of damage or reduces the target's Strength score to 5, imposing a –2 penalty to attack rolls and –1 to damage); MR 30%; SZ S (4'); ML champion (15) while their leaders live, steady (12) thereafter; Int very (13); AL CE; XP 975 each. Dex 16.

Derro Savant: AC 3 (Derro scale, buckler, Dexterity bonus); MV 9; HD 5; THAC0 15; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponents; SD spells; MR 30%; SZ S (4'); ML steady (12); Int exceptional (15); AL CE; XP 1,400 each. Special abilities: *comprehend languages, read magic,* minor sagecraft. Dex 17.

Illithid: AC 5; MV 12; HD 8+4; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA *mind blast* stuns all in area of effect (a cone 60' long and 5 to 20' wide) for 3d4 rounds except on a successful saving throw vs. rod/wand/staff, tentacles extract brain in 1d4 rounds (struggling target) or a single round (charmed or incapacitated victim), spell-like powers; SD spell-like powers; MR 90%; SZ M (6' tall); ML champion (15); Int genius (18); AL LE; XP 9,000 each. Spell-like powers (as 7th-level mage, usable once per round, one at a time, –4 to opponents' saving throws): *astral projection, charm monster, charm person, ESP, levitate, plane shift,* and *suggestion.*

Ixzan: AC 4; MV 3, swim 12; HD 2+2 to 5+5; THAC0 19 (2+2 HD), 17 (3+3), 15 (4+4 or 5+5 HD), or 13 (6+6 HD); #AT 1; Dmg 2d4 for HD 2+2 and 3+3 (bite) or 3d4 for HD 4+4, 5+5, and 6+6 (bite); SD +4 saving throw bonus against illusions and Elemental Water, half-damage from blunt weapons of below +3 enchantment; SW begin to suffocate if remain out of water for more than 1 full turn; SZ M (5' wingspan) for Ixzan of 2+2 or 3+3 HD and L (7' to 10' wingspan) for those of 4+4, 5+5, or 6+6 HD; ML 16 (champion); Int high to genius (13–18); AL CE; XP 120 (2+2 HD), 175 (3+3 HD), 270 (4+4 HD), 420 (5+5 HD), or 650 (6+6 HD) each.

Kuo-toa, Ordinary: AC 4 or 3 (shield); MV 9, swim 18; HD 2; THAC0 19; #AT 1 or 2; Dmg by weapon +1 (Strength bonus) or 1d4+1 (bite)/1d4+1 (dagger, Strength bonus); SD 180° field of vision (can detect invisible, ethereal, and astral creatures), infravision (60-foot range), detect vibrations (10-yard range), rarely surprised (1-in-10 chance), immune to poison, paralysis, and illusions, unaffected by spells that affect only humans, demihumans, and humanoids, half damage from electricity, *magic missiles* cause a single point of damage per missile, skin secretions reduce grab/grapple/tie/*web* attacks to 25% chance of success, glue on shields has 25% chance of trapping opponent's weapon; SW suffer –2 penalty to saving throws vs. fire attacks, *light* causes –1 penalty to attacks; SZ M; ML elite (13); Int high (13); AL NE; XP 175 each. Str 17.

Kuo-toan Captain (10th-level Fighter): AC 4 or better; MV 9, swim 18; HD 10; THAC0 11 (10, 9, or 8 with Strength bonus); #AT 3/2 (melee weapon) or 1 (harpoon); Dmg by weapon + exceptional Strength bonus; SA harpoon (2d6 damage, impales target on any successful attack roll of 13+, knocking target prone and *stunning* him or her for 1d4 rounds, *stunned* targets can be reeled in); SD as ordinary kuo-toa; SW as ordinary kuo-toa; SZ L (7½' tall); ML champion (16); Int high (14); AL NE; XP 3,000 each. All Captains carry a harpoon (50% chance it is magical) as well as a sword (50% magical, equal chance of being either a long sword or a bastard sword). Roll 1d10 to determine a weapon's magical bonus: 1–8 = +1, 9 = +2, and 10 = +3. In addition, each magical weapon has a 10% chance of some additional power (see the "Weapon Extraordinary Powers" table in Appendix 3 of the *DUNGEON MASTER® Guide.* Strength for Captains is 18/01 to 00%; roll randomly to determine the percentage of exceptional Strength. Any Captain has a 25% chance for 1d2 miscellaneous magical items (select items appropriate to a fighter, avoiding powerful items like *girdles of giant strength*).

Kuo-toan Lieutenant (8th-level Fighter): AC 4 or better; MV 9, swim 18; HD 8; THAC0 13 (12, 11, or 10 with Strength bonus); #AT 3/2; Dmg by weapon + Strength bonus; SA as Captain; SD as ordinary kuo-toa; SW as ordinary kuo-toa; SZ L (7' tall); ML champion (15); AL NE; XP 1,400 each. Lieutenants are armed in the same way as Captains, save that their magical weapons will be of no better than +1 enchantment and lack any special powers. Lieutenants has Str 17 or 18; those with Str 18 are allowed a percentile role for exceptional Strength.

Kuo-toan Monitor: AC 1; MV 18, swim 36; HD 7; hp 56; THAC0 14; #AT 4; Dmg 2d4/2d4/1d4+1/1d4+1 (claw/claw/bite/bite); SA gains double damage on claw attacks (4d6/4d6) when striking to subdue, subdued creatures are knocked unconscious for 3d4 rounds; SD as ordinary kuo-toa; SW as ordinary kuo-toa; SZ M (5½' tall); ML champion (16); Int exceptional (15); AL NE; XP 2,000 each. Dex 17+.

Kuo-toan Whip, 3rd/3rd level (Fighter/Thief): AC 3 (Dexterity bonus); MV 9, swim 18; HD 3; THAC0 17 (16, 15, or 14 with Strength bonus); #AT 1; Dmg by weapon + Strength bonus; SA thief skills (+4 attack bonus and double damage on backstabs); SD as ordinary kuo-toa, plus thief skills (Move Silently 15%, Hide in Shadows 15%); SW as ordinary kuo-toa; SZ M (6' tall); ML fanatic (17); Int high (13); AL NE; XP 420 each. Dex 15 and Str 17+, with exceptional Strength possible. In addition to their namesake weapon, Whips employ short swords (25%) or long swords (75%); the weapon is 10% likely to have a +1 bonus. In addition, each Whip has a 5% chance for a minor magical item.

Kuo-toan Whip, 4th/4th level (Fighter/Thief): AC 2 (Dexterity bonus); MV 9, swim 18; HD 4; THAC0 16 (15, 14, or 13 with Strength bonus); #AT 1; Dmg by weapon + Strength bonus; SA thief skills (+4 attack bonus and double damage on backstabs); SD as ordinary kuo-toa, plus thief skills (Move Silently 20%, Hide in Shadows 20%); SW as ordinary kuo-toa; SZ M (6' tall); ML fanatic (18); Int high (13); AL NE; XP 650 each. These Whips have Dex 16 and Str 17+, with exceptional Strength possible. They are armed as 3rd/3rd level Whips except that their chance to have a +1 magical sword is 15%, and they have a 15% chance of possessing a suitable minor magical item.

Kuo-toan Whip, 5th/5th level (Fighter/Thief): AC 1 (Dexterity bonus); MV 9, swim 18; HD 5; THAC0 15 (14, 13, or 12 with Strength bonus); #AT 1; Dmg by weapon + Strength bonus; SA thief skills (+4 attack bonus and triple damage on backstabs); SD as ordinary kuo-toa, plus thief skills (Move Silently 25%, Hide in Shadows 25%); SW as ordinary kuo-toa; SZ M (6' tall); ML fearless (19); Int high (13); AL NE; XP 975 each. Dex 17 and Str 17+, with exceptional Strength possible. 5th/5th level Whips are armed as their junior colleagues but have a 25% chance for a magical sword. Such swords are 90% likely to be +1 swords and 10% likely to be +2 swords. In addition, these Whips have a 40% chance for a single minor miscellaneous magical item.

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DM Reference Card 4:
Social Collapse Point System (SCPs)

The following achievements earn Social Collapse Points (SCPs) in the City of the Glass Pool. Certain goals are mandatory for success; these are indicated in **bold**.

Actions Which Earn SCPs

- Destroying the front gates (area 5): 4 SCPs.
- Killing 50% or more of the city's Derro: 4 SCPs.
- Killing 80% or more of the city's Derro: 4 additional SCPs (cumulative with the preceding).
- Freeing slaves: 1 SCP per 10 slaves freed.
- Freeing the charmed stone giants: 1 SCP per giant freed.
- Polluting the Resting Pool (area 12): 10 SCPs, but the priests will re-purify it within 12 hours. The SCP award will be lost unless the pool is re-polluted or somehow rendered unusable.
- Polluting or destroying the Farm Pools (area 18): 4 SCPs per pool so rendered useless. Pollution alone will be corrected by the kuo-toan priests with *purify (food and) drink* spells inside 12 hours. The SCP award is lost unless the plant and animal food supply in the pool is destroyed.
- For every Monitor slain: 2 SCPs.
- For every illithid slain: 2 SCPs.
  For slaying Zanticor: 2 additional SCPs.
  For slaying Ilsenzenden: 2 additional SCPs.
- For each demented kuo-toan freed from the asylum (area 14): 3 SCPs.
- For each Ixzan spellcaster or mutant slain: 1 SCP.
- For each Duke slain: 8 SCPs. **(mandatory goal)**
- Slaying the Priest-King: 20 SCPs. **(mandatory goal)**
- For each priest of 7th or greater level slain: 1 SCP.
- For destroying the statue of Blibdoolpoolp in the Dome of the Glass Pool (area 26): 10 SCPs. **(mandatory goal)**
- Capturing the *Crown of Derro Domination*: 2 SCPs.
  Using the *Crown* to turn Derro against the kuo-toa: 2 SCPs for every five Derro so affected.
  Bringing renegade Derro into the city to fight the kuo-toa: 2 SCPs if 10 or fewer Derro are so brought, 4 SCPs if their number is 11+.
- Destroying the fingerlings in the Fingerling Pool (area 19), polluting this pool, etc.: 4 SCPs. Note that these are noncombatant children and that the DM may impose XP penalties on characters of good alignment for this action.
- Vandalizing, destroying, or otherwise rendering useless the Halls of Hatred (area 15): 4 SCPs.
- Destroying the statue of Blibdoolpoolp at the Pools of Sacrifice (area 16): 3 SCPs.

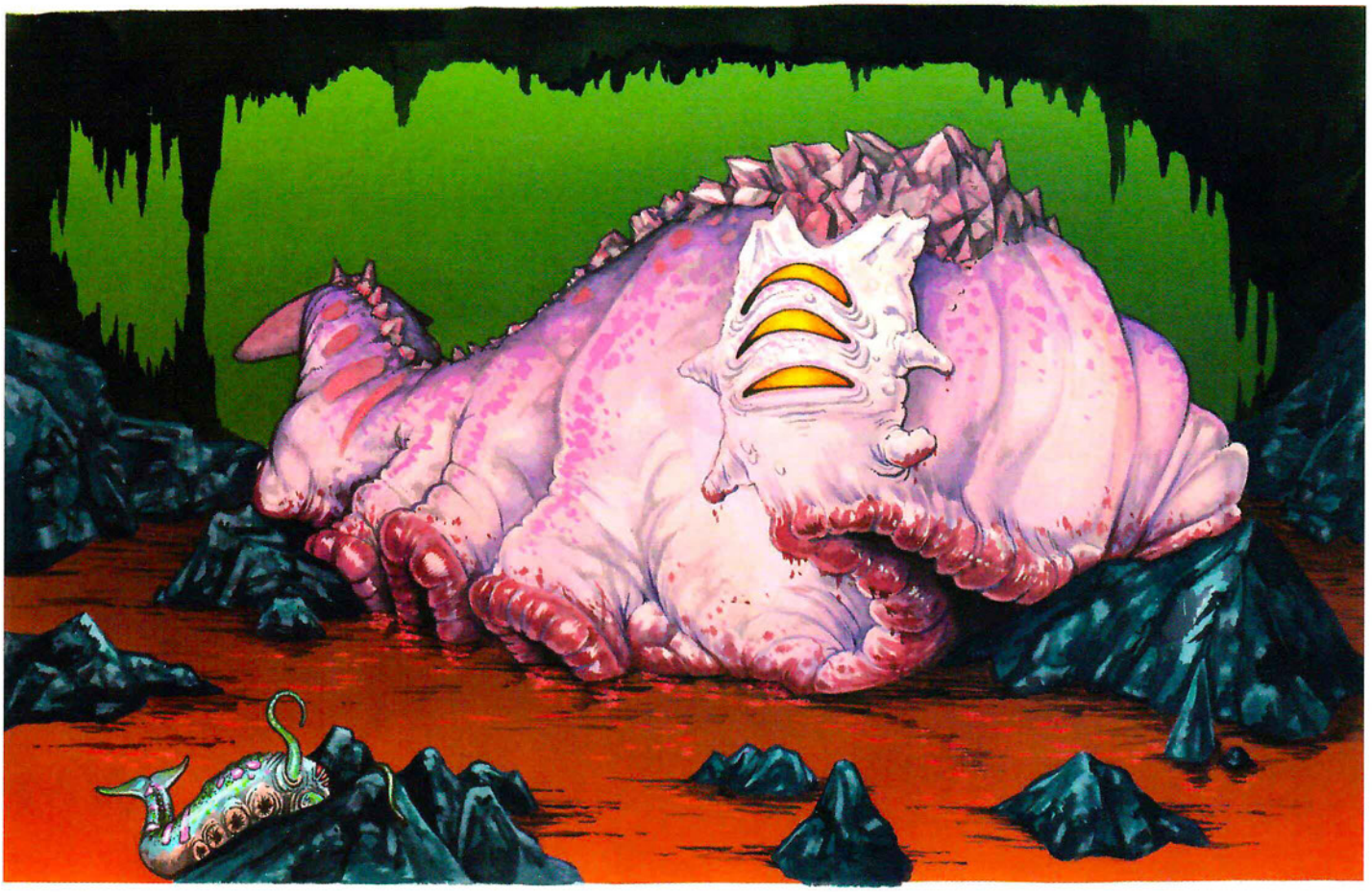
Partial Milestones

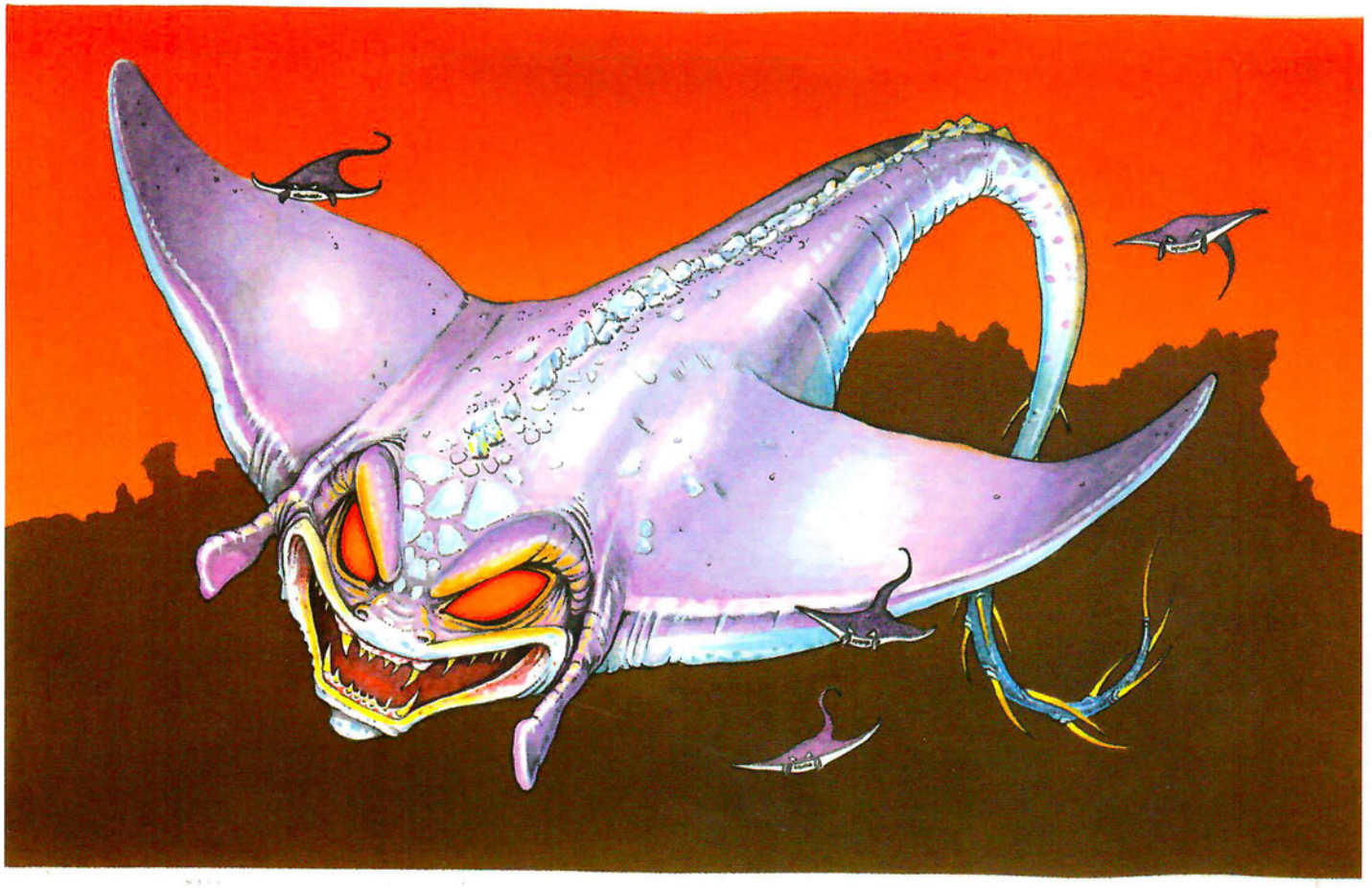
A total of 100+ SCPs is needed to precipitate the disintegration of the kuo-toan citadel. Achieving SCP totals of 50 and above also benefit the player characters, as follows:

SCPs total	Effect
50	Ordinary kuo-toa suffer –1 penalties to attack and damage rolls.
60	All non-Monitor and non-priest kuo-toa save at –1 against *fear* and spells which have debilitating physical effects (*ray of enfeeblement*, etc.).
70	Kuo-toan priests of 9th level or below cannot rememorize spells above 2nd level, as Blibdoolpoolp shows her disfavor. This effect lasts for one week after SCP total reaches 70+.
80	10% of ordinary kuo-toa develop insanity. They kill off a further 10% of ordinary kuo-toa and then become incapable of further combat, lying comatose and helpless. There is a 5% chance for any major kuo-toa (other than the Priest-King or Dukes) that they, too, become insane and non-combatant.
90	Blibdoolpoolp shows great disfavor. All priests other than the Priest-King cannot rememorize spells above 2nd level and must make a Wisdom check to be able to cast such spells at all, even from scrolls (if available).
100	Collapse of society (see Book II, pages 46 and 64), provided that the PCs have also achieved the three mandatory goals (otherwise, social coherence can still just be maintained).

Experience Awards

PCs earn 5,000 XP each for achieving a total of 50 SCPs, and a further 5,000 XP each for achieving a total of 100 SCPs.





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DM Reference Card 5: The Blood Queen (Intermediate Power)

The Blood Queen is revered by aboleth as their creator deity. Believed to reside on the layer of Minauros on the Outer Plane of Baator, the Blood Queen is a vast, bloated, tentacleless, almost featureless aboleth. The Queen's "blood" (in actuality, a vast miasma of mucus) flows continuously around her and into the vast bog in which her corpulent and unmoving form resides.

Role-Playing Notes: The Blood Queen's driving motivation is to *dominate* all beings who come to her notice and to eternally extend the range of that domination. There is no especial motive for this; domination is a goal and an end in itself, not a means to achieve anything else. Fortunately, the Blood Queen is a lethargic Power, for all the intensity of her desire. She is more likely to be torpid and sunk in her own fantasies of domination than actually doing anything to make them reality. It is said that her rarely-laid eggs are despatched to the Prime Material Plane and hatched by parental aboleth to become the greatest of savant aboleth. It is extraordinarily rare for the Blood Queen to despatch an avatar; she only does so to prevent total extinction of a major aboleth city.

Statistics: Deity's alignment—LE; worshipper's alignment—LE (aboleth); deity's sphere of interest—domination, oppression; deity's symbol—sphere of mucus surrounded by droplets of same.

The Blood Queen's Avatar (16th-level Wizard, 16th-level Priest)
The Blood Queen's avatar appears as a tentacleless, gigantic aboleth with mottled gray markings. She uses spells from spheres listed for her priests (see below) and wizard spells from any schools save fire-based spells and necromantic spells of higher than 4th level.

Str 16	Dex 10	Con 16
Int 19	Wis 19	Cha 16
MV 3, swim 24	SZ G (40')	MR 25%
AC 0	HD 18	hp 144
#AT 0	THAC0 n/a	Dmg 0

Special Attacks & Defense: The Blood Queen can attempt to *enslave* creatures within 200', one per round, ten attempts per day, saving throw vs. spell at a –4 penalty to negate. *Enslaved* beings obey all the Queen's telepathic commands without hesitation. She can create *symbols of hopelessness* and *domination* twice per day each. Once per turn, she can spit a huge blob of mucus to a range of 100 feet. This blob covers an area of 10 feet square. Targets in the area are allowed a saving throw vs. rod/wand/staff at a –4 penalty to negate the effect of the blob, which otherwise acts as a charge from a *wand of viscid globs* (see page 57 of Book II). Once per day, she can summon 1d3 savant aboleth and 1d4+4 ordinary aboleth. The Blood Queen is unaffected by illusions, Elemental Water spells or effects, or any spells which would confer mental domination over her (*charm, domination,* etc.) Due to the Queen's thick, rubbery skin, she is completely immune to all blunt weapons. Edged weapons of below +2 enchantment have no effect on the Blood Queen, and edged weapons with an enchantment of +3 or above cause but half damage.

Duties of the Priesthood
The Blood Queen's savant aboleth priest-wizards are expected to take every opportunity to enslave and dominate other creatures around them, and to dominate aboleth society in the great underdark cities of that race. Sacrificial victims must be offered to the Blood Queen on ritual days, usually linked to the lunar cycles of the world. Once per year, these must include spellcasters of no lower than 7th level or creatures with 7+ HD and spell-like powers.

Requirements for Priests: Wis 15, Int 15; alignment LE; aboleth only. No weapon restrictions (natural weaponry is almost always used). Spheres allowed: All, Charm, Divination, Elemental Air, Elemental Earth, Elemental Water, Guardian, Law, Protection, Summoning, Sun (reversed only, minor access), Weather. Level limit: 12th level. Aboleth priests do not gain any special powers, nor can they Turn undead.

Ilxendren (Lesser Power)

Ilxendren is patron Power of the Ixzan, freshwater underdark relatives of the ixitxachitl. The deity is depicted as a vampiric manta-like ray of huge size, with flaming red eyes and a long, blue-tipped tail which is covered in barbs, swimming in a vast fetid lake on a nameless plane. The Ixzan revere Ilxendren as their creator, but it is uncertain whether ixitxachitl do.

Role-Playing Notes: Ilxendren is supremely arrogant and contemptuous of other races and species, save for aboleth, which it both admires and fears. It demands of its created race that they inflict terror and fear on all marine creatures in their habitat (save for aboleth). Ilxendren actively encourages arrogance, capriciousness, and wanton cruelty. The Power will sometimes despatch an avatar to help a strong group of priest and vampiric or mutant Ixzan inflict mayhem on a newly-discovered, sizeable group of some other species. More rarely, it will appear and wreak havoc on an Ixzan community, possibly to punish them for not being aggressive enough, possibly for the sheer headstrong capriciousness and cruelty of the act.

Statistics: Deity's alignment—CE; worshipper's alignment—CE (Ixzan, ?ixitxachitl); deity's sphere of interest—cruelty, mutation, vampirism; deity's symbol—glowing red almond-shaped eyes and blue barbed tail.

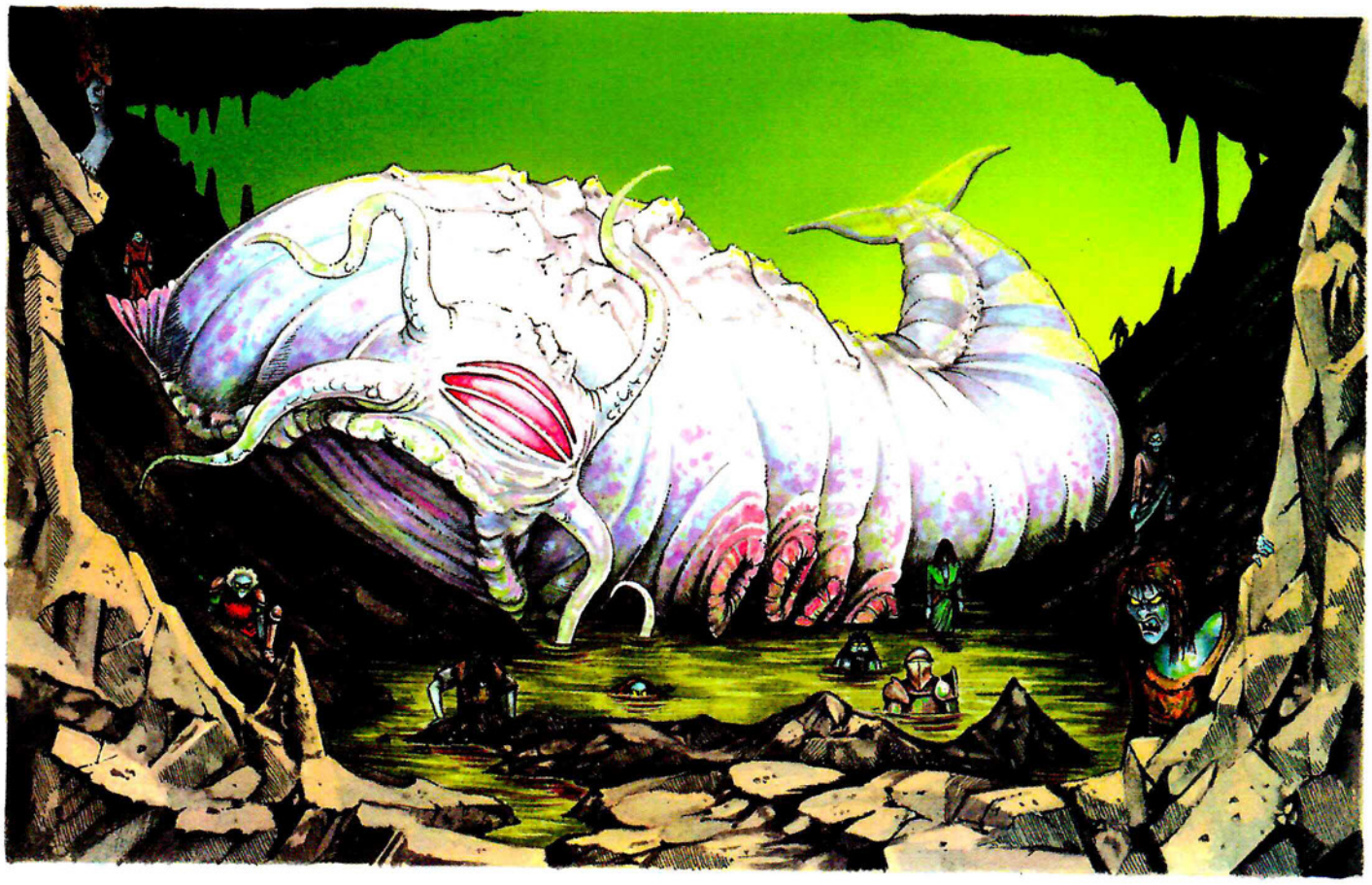
Ilxendren's Avatar (13th-level Fighter, 14th-level Wizard, 12th-level Priest)
Ilxendren's avatar appears as described above. It uses spells from spheres listed for its priests (see below) and from the wizard schools of abjuration, alteration, invocation/evocation, and necromancy.

Str 18/50%	Dex 17	Con 18
Int 19	Wis 18	Cha 16
MV 3, swim 24	SZ H (15' wingspan)	MR 25%
AC 0	HD 15	HP 120
#AT 4	THAC0 5	Dmg 4d4 x2 (bite) 2d6 + special x2 (tail)

Special Attacks & Defense: Ilxendren's bite causes the victim to lose 2 life energy levels (no save). Its poisoned tail spines inflict 2d8 points of damage in addition to impact damage unless the target makes a successful saving throw vs. poison. The avatar gains a +4 bonus to saving throws against illusions/phantasm spells and spells from the schools of Elemental Water and Elemental Earth but suffers a –2 penalty to saves against Elemental Fire spells. Once per day, the avatar can use each of the following spell-like powers, one per round, at 20th level of magic use: *cone of cold, enervation, ice storm,* and *wall of ice.* Once per day it can summon a 16–HD water elemental with maximum hit points to serve it for 6 turns. The avatar is immune to nonmagical weapons and takes only half damage from magical blunt weapons.

Duties of the Priesthood
Ilxendren's priests are wantonly cruel, creatures of caprice. Due to their bloodlust, they enjoy sacrificing sentient victims to their patron Power. They are bullying types, though they fear vampiric Ixzan and defer to them.

Requirements for Priests: Wis 9; alignment CE; Ixzan and possibly ixitxachitl. No weapon restrictions (usually natural weaponry). Spheres allowed: All, Chaos, Charm, Combat, Divination (minor access), Elemental Water, Necromantic (reversed), Protection, Sun (reversed), Weather (minor access). Level limit: 8th level. Ilxendren's priests gain no special granted powers, but they can control (Turn) undead as a cleric of 4 levels below their actual current level.



DM Reference Card 6
The Grand Savant

The Grand Savant: AC 8; MV 0; HD 40; hp 300; THAC0 n/a; #AT 0; Dmg 0; SA spells, special powers; SD spells, special powers; SW immobile; MR 40%; SZ G (40' long); ML fearless (20); Int supra-genius (20); AL LE; XP special (see Book III page 64).

The Grand Savant has following special powers, usable at will:

- *Domination* (enslavement) with no limit to the number of enslaved creatures;
- Mucus cloud secretion even though not in water;
- *Cause critical wounds* within 40 feet;
- *Charm monster.*

Twice per day, it can spew forth a Shaboath golem (see the MC entry in the 8-page booklet for details), requiring an entire combat round to do so. The watery bulk of the Grand Savant's body fluids counts as a large body of water for the purpose of Shaboath golem and water elemental proximity to water. The Grand Savant can *detect invisibility* within 120 feet.

It has the following additional special defenses:

- Immune to gaseous attacks;
- Immune to polymorphing;
- Immune to blindness/deafness attacks;
- Immune to *feeblemind* and *phantasmal killer* effects.

It knows the following priest spells: *bless, command, curse, darkness* (x2), *protection from good; barkskin, enthrall, hold person* (x2), *sanctify*; continual darkness, dispel magic* (x2), *emotion control*, glyph of warding; cloak of fear, free action, spell immunity; dispel good, true seeing; conjure animals,* and the following wizard spells: *magic missile, phantasmal force, taunt, wall of fog* (x2); *glitterdust, improved phantasmal force, ray of enfeeblement, stinking cloud, web; dispel magic* (x2), *lightning bolt, slow, spectral force; confusion, emotion (fear), phantasmal killer, polymorph other, shadow monsters; animate dead, conjure elemental (air, earth, water), feeblemind, hold monster, wall of force; conjure animals, monster summoning IV, repulsion; monster summoning V, power word: stun; monster summoning VI, prismatic wall; monster summoning VII.*

Any hit on the Grand Savant with an edged weapon causes a gout of acidic body fluids to spurt out over the weapon user (if within 30 feet), causing 2d10 points of damage (a successful saving throw vs. rod/wand/staff halves this damage). Any strike with a melee weapon means that the attacker must make a saving throw vs. spell or suffer transformation of his or her skin into a clear membrane as per the attack of a normal aboleth (see the aboleth entry on the Shaboath monster roster on the reverse of this card).

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DM Reference Card 6: Great Shaboath Monster Roster

Aboleth: AC 4; MV 3, swim 18; HD 8; THAC0 13; #AT 4; Dmg 1d6 + special x4 (tentacles); SA *domination* (thrice per day, one creature per attempt, range 10 yards, saving throw vs. spell to resist), create illusions (with complete visual, auditory, olfactory, etc. components), tentacle toxin (a single touch turns the victim's skin to a clear membrane in 1d4+1 rounds, he or she then suffers 1d12 points of damage each turn the membrane is not immersed in cool water, saving throw vs. spell to resist, *cure disease* halts process and *cure serious wounds* reverses it); SD mucus cloud (1' thick, anyone inhaling mucus who fails a saving throw vs. poison gains the ability to breathe water but loses the ability to breathe air, duration 1d3 hours); SZ H (20' long); ML elite (13); Int high (14); AL LE; XP 5,000 each.

Aboleth, Savant: AC 2; MV 3, swim 18; HD 12+12; THAC0 7; #AT 4; Dmg 1d6 + special x4 (tentacles); SA spells, aboleth glyphs, *frenzy* when reduced to 12 hit points or below (tentacles do double damage, head-smash once per round for 4d6 points at –4 attack penalty, targets hit by the head-smash who fail a Dexterity check are knocked off their feet and stunned for 1d3 rounds), *domination* (thrice per day, one creature per attempt, range 30 yards, –2 penalty to saving throw vs. spell, target who fails his or her save is completely under the savant's telepathic control), tentacle toxin (as ordinary aboleth); SD spells, aboleth glyphs, slime, mucus cloud (as ordinary aboleth), detect invisible (75%, 60' radius); SW cannot cast spells when in *frenzy* (see above), cannot use any form of fire-based or fire-affecting spells, limited access to necromantic spells; SZ H (20' long); ML champion (16); Int exceptional to supra-genius (15 to 19); AL LE; XP 13,000 to 15,000. Spell lists are given in the main text. All savant aboleth in the Great Towers are worth 15,000 XP each. Others earn 13,000 or 14,000, depending on their level of spellcasting ability (those of 9th level and up are worth 14,000).

Derro Savant (5 HD): AC 2 (heavy Derro scale, buckler, Dexterity bonus); MV 9; HD 5; THAC0 15; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponents; SD spells; MR 30%; SZ S (4'); ML steady (12); Int exceptional (15); AL CE; XP 1,400 each. Dex 16. Spell lists are given in the main text.

Derro Savant (6 HD): AC 2 (heavy Derro scale, Dexterity bonus); MV 9; HD 6; THAC0 15; #AT 1; Dmg 1d4 + special (hook-fauchard); SA spells, hook-fauchard has 25% chance of tripping opponent; SD spells; MR 30%; SZ S (4'); ML steady (12); Int exceptional (16); AL CE; XP 3,000 each. Dex 17. Spell lists are given in the main text.

Eel, Giant Moray: AC 4; MV swim 6; HD 5 to 5+12; THAC0 15; #AT 1 (2); Dmg 2d4 (bite) or 1d4+2/1d4 (jaw lock/tail); SA jaw lock (on an attack roll 4 points or more above the number needed for success, 1d4+2 points of automatic damage per round thereafter), disease (automatic with any jaw lock, bitten body part becomes swollen within 12+1d12 hours, causing –2 penalty to Dexterity, body part rots away in 1d4+4 days), tail lash (only employed when jaw lock in effect, though not necessarily at the same target); SD can survive out of water for 10+1d10 rounds before begins to suffocate, immune to all forms of fear and disease, +4 bonus to saving throws against magical attacks designed to reduce strength (*ray of enfeeblement, weakness,* etc.); SZ L to H (8' to 20' long); ML steady (12) or fearless (20) after jaw lock; Int animal (1); AL NE; XP 420 (5 to 5+3 HD) or 650 (5+4 to 5+12 HD) each.

Elemental, Water: AC 2; MV 6, swim 18; HD 12; THAC0 9; #AT 1; Dmg 5d6 (wave); SD immune to weapons of less than +2 bonus; SW repelled by *protection from evil* or *protection from good;* SZ L (12' high); ML fearless (20); Int low (7); AL N; XP 6,000 each.

Giant, Fomorian: AC 3 (pelt); MV 9; HD 13+3; THAC0 9; #AT 1; Dmg 2d8+8 (huge club); SA surprise (–2 to opponents' surprise rolls); SD rarely surprised (1-in-10 chance); SZ H (13½' tall); ML elite (14); Int average (8); AL NE; XP 6,000.

Human, *Dominated* Fighter (5th or 6th level): AC 4 (chain mail and shield); MV 9; hp 5d10 or 6d10; THAC0 16 (5th-level) or 15 (6th-level); #AT 1 or 2 (with missile weapon); Dmg by weapon; SZ M; ML fearless (20); Int average (8 to 10); AL Variable (any); XP 175 (5th-level) or 270 (6th-level) each. These fighters are armed as follows:

- 20% have long swords and short bows;
- 40% have long swords and long bows;
- 10% have two-handed swords (AC 5) and daggers;
- 10% have footman's flails, knives, and composite longbows;
- 20% have long swords, net, and dagger.

Human, *Dominated* Fighter (7th or 8th level): AC 2 (plate mail and shield); MV 6; hp 7d10 or 8d10; THAC0 14 (7th-level) or 13 (8th-level); #AT 3/2 or 2 (with missile weapon); Dmg by weapon; SZ M; ML fearless (20); Int average (8 to 10); AL Variable (any); XP 650 (7th-level) or 975 (8th-level) each. These fighters are armed as follows:

- 20% have long swords and short bows;
- 20% have long swords, knives, and long bows;
- 10% have bardiches, daggers, and footman's maces;
- 20% have two-handed swords (AC 3) and daggers;
- 10% have footman's flails, knives, and composite longbows;
- 10% have long swords, net, and dagger;
- 10% have bastard sword, footman's mace, dagger, and short bow.

Physical stats and magical items depend on the experience level of the fighter.

level	Str	Dex	Con	Magic	Misc.
5th	10+1d8	8+1d10	8+1d10	10%	1%
6th	12+1d6	10+1d8	10+1d8	15%	5%
7th	12+1d6	12+1d6	10+1d8	25%	15%
8th	14+1d4	12+1d6	14+1d4	40%	25%

Physical stats may affect hit points, Armor Class, attack rolls, damage, etc. Exceptional Strength rolls should be made for NPCs with Str 18. "Magic" is the chance for a magical melee weapon, armor, or shield: roll separately for each item. Items are 90% likely to be of +1 enchantment, 10% likely to be of +2 enchantment. Add 5% to the chance for a +2 item for each level above 5th. "Misc." is the chance for the fighter to have a suitable miscellaneous minor magical item of the DM's choice (suitable choices would include *potion of extra-healing, ring of fire resistance, periapt of proof against poison +2,* etc.). Note that roughly one-quarter of these *dominated* fighters are female.

Illithid: AC 5; MV 12; HD 8+4; THAC0 11; #AT 4; Dmg 2 hp + special (tentacles); SA *mind blast* stuns all in area of effect (a cone 60' long and 5 to 20' wide) for 3d4 rounds except on a successful saving throw vs. rod/wand/staff, tentacles extract brain in 1d4 rounds (struggling target) or a single round (charmed or incapacitated victim), spell-like powers; SD spell-like powers; MR 90%; SZ M (6' tall); ML champion (15); Int genius (18); AL LE; XP 9,000 each. Spell-like powers (as 7th-level mage, usable once per round, one at a time, –4 to opponents' saving throws): *astral projection, charm monster, charm person, ESP, levitate, plane shift,* and *suggestion.*

Ixzan Wizard: AC 4; MV 3, swim 12; HD 5+5; THAC0 15; #AT 1; Dmg 3d4 (bite); SA spells; SD spells, +4 bonus to saving throws against illusions and Elemental Water, half damage from most blunt weapons (unless of +3 or better bonus), *silence* does not prevent spellcasting; SW begins to suffocate after 1 full turn out of water; SZ L (8' wingspan); ML champion (16); Int genius (17); AL CE; XP 650 (1st to 4th level), 975 (5th to 8th level), or 1,400 (9th level and up) each. Spell lists are given in the main text.

Troll Guards: AC 2 (iron plate mail); MV 12; HD 6+6; THAC0 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite); SA severed limbs attack; SD regenerate 3 hp per round (starting 3 rounds after initial injury), armor protects from most fire and acid damage; SW cannot regenerate fire or acid damage; SZ L (9' tall); ML fearless (18); Int low (6); AL CE; XP 1,400 each.

Zombie, Juju: AC 6; MV 9; HD 3+12; THAC0 15; #AT 1; Dmg 3d4 (fist) or by weapon; SA normal initiative, attack as 6–HD monster; SD immune to nonmagical weapons, half-damage from magical blunt and piercing weapons, immune to *sleep, charm, hold,* and cold-based spells, immune to poisons and death magic, immune to illusions, psionics, mind-affecting spells, electricity, and *magic missiles,* half-damage from fire, Climb Walls (92%); SW may be Turned (as spectres); SZ M (6'); ML fearless (20); Int low (7); AL NE; XP 975 each.

Shaboath Tower Occupants

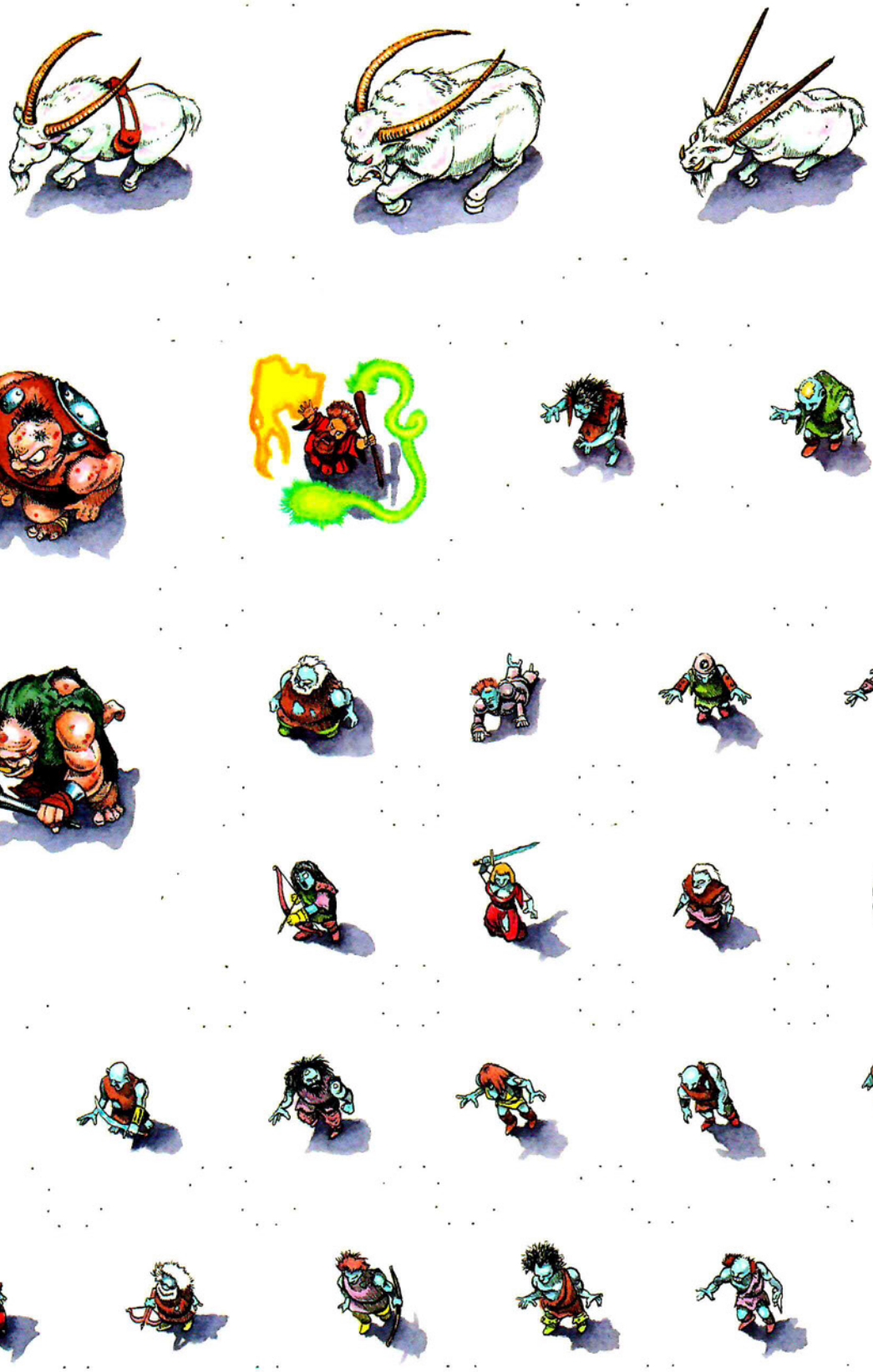
For buildings in Shaboath which are not keyed on **Map 30**, use the following table to determine occupants:

1d20 roll	Occupants
1	Currently empty
2–5	1 Aboleth
6–7	1d4 Kuo-toa (ordinary)
8	Kuo-toan household: 1 Captain or Lieutenant (50% chance for either) and 1d4+2 ordinary kuo-toa
9	1d2 3rd/3rd-level kuo-toan Whips and 1d4+1 ordinary kuo-toa
10	1 Illithid
11–12	1d2 Illithids
13	Derelict building
14	Storage building
15	1d4+2 Ordinary Derro
16	1d4+1 Ordinary Derro and 1 6-HD Derro savant
17	Slave group (1d4) with 1 aboleth or illithid (50% chance for either)
18	1 Fomorian Giant
19	1 Aboleth
20	1 Savant Aboleth



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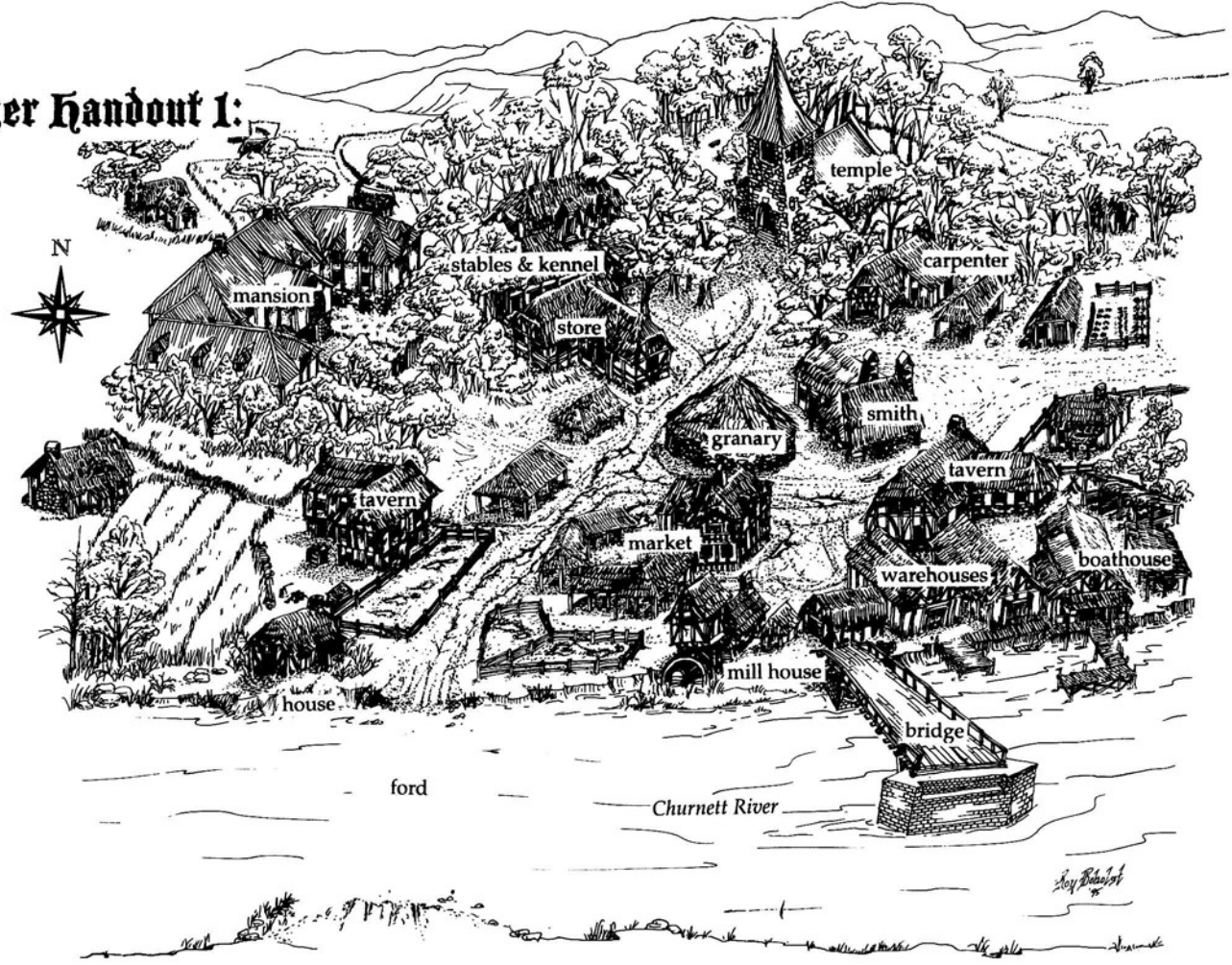




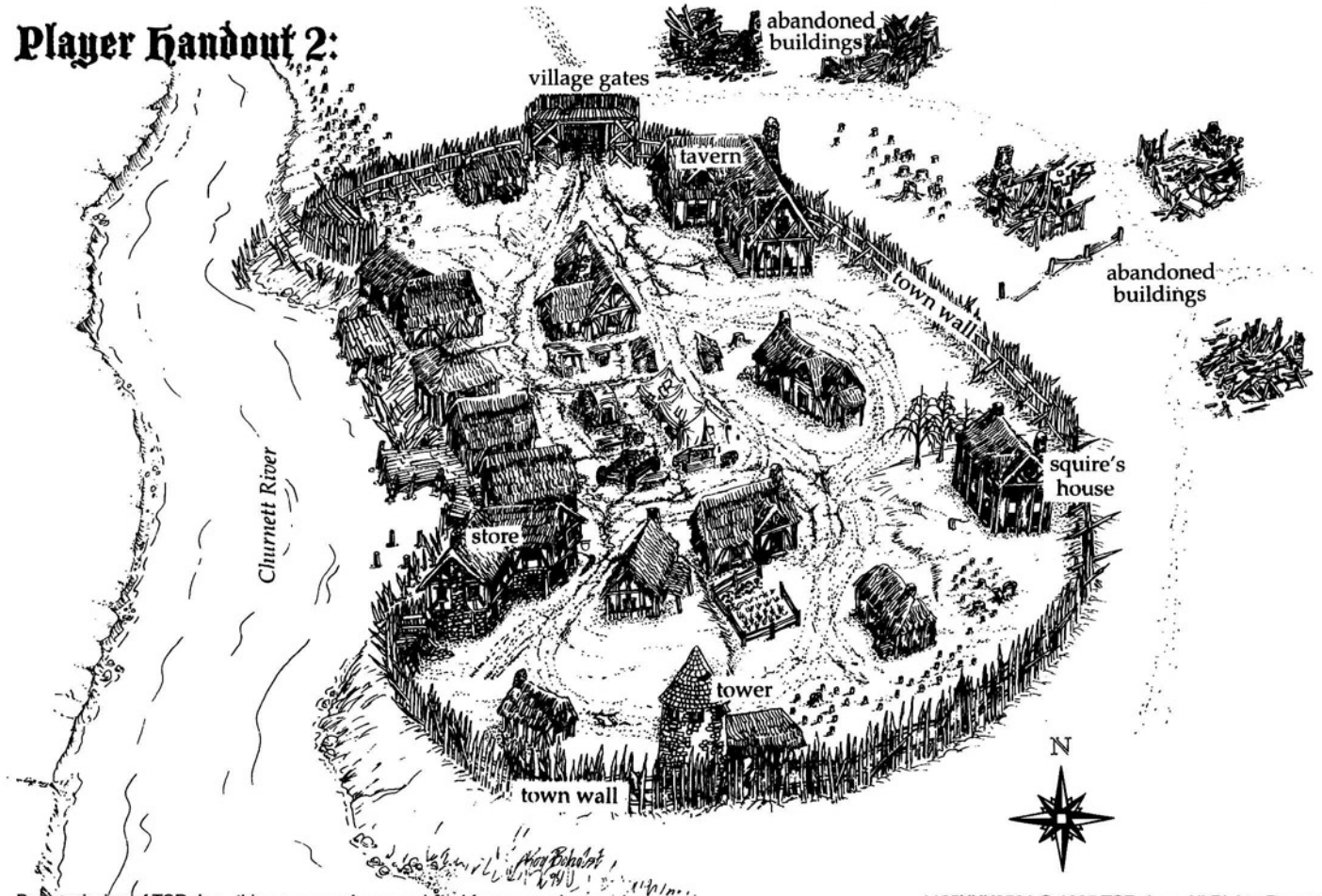
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Player Handout 1:



Player Handout 2:



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Player Handout 3:

Blanryde Hills
Old limestone hills with few monsters or humanoids.

"There be that funny ranger man up there, he be pixie-led, you mark my words!"

Rivers (the Churnett, the Oldscutt, & the Woldcote)
Mostly slow-flowing, with currents flowing southwards down the Oldcutt, northwards up the Woldcote, and westwards along the Churnett. All are navigable by small river barges except inside the Shrieken Mire.

"Good fishin' most of the way. Mind you, it ain't as good as what it were when I was a lad, like."

The Patchwork Hills
Low hills with excavated agricultural terraces on the north side. Cutter Brook rises from the western hills. Again, there are few reports of humanoids or monsters of any kind here.

"They do say as how them goblin and orc critters wiped theirselves out in a big battle before I was knee-high to a grasshopper, like. Leastways, that's what they say."

The High Moor
Largely barren moorland used for grazing by shepherds to the south, around the margins of Milborne and its farmsteads.

"Aye, it be a safe enough place if you keep yer wits about you. Not like Howler's Moor! Why, I could tell you tales about that as would make your hair go white, that I could."

The Great Rock Dale
Very craggy, deep fissure, flooded in places, wooded in others. Full of steep declines; it's hard to move safely here. Wholly unsettled, wild land.

"There be all kinds of critters there, they do say. Orcs and goblins and 'obgoblins and all sorts. But they seem to spend their time fighting each other, and they haven't troubled us since the bitewinter, oh, seven years ago or more."

The Hardlow Woods
Old, often impenetrable, wild woods. Worgs and other beasts are sometimes a menace on the margins of the woods.

"Worgs! I tell you, I seen one the size of a horse three years back when it got a bit nippy 'round the end of the year, like. No, I tell a lie, 'twas the size of a house! Well, alright, I admit 'twasn't me as saw it, but old Jethro, he done told me about it. Made his eyes near pop out of his head, it did!"

The Thornwood
Extensive woodland. Only the area known as the Blessed Woods is known to be inhabited by humans, though some farmers graze pigs on acorns along Hog Brook.

"You don't want to go there, you mark my words. I can still remember the Scourge, as we calls it round here, when Count Parlfray brought in all them mercenaries to clear out the orcs. Killed more of 'em than my dog's killed rats, they did. No sign of the varmints now. But there be darkness and evil in those woods, they do say."

"There be one of them druids in the Thornwood! The old druid—I misremembers his name . . . Darlen, was it?—'e gathered his last mistletoe a few years back, like, and now there's this funny female critter runnin' round with a pack o' wolves, they do say. Wolves! I ask you! Owls and ferrets was good enough for old Darlen. I don't know what the world's comin' to. Buy me another tankard?"

The Shrieken Mire
Clogged fenland and marsh. Some people brave the margins to harvest marsh hay and catch small game, but the insects are a real menace in summer and the atmosphere is distinctly unhealthy.

"There used to be them lizard men there, do you remember? Not as we sees anything of them. Mind you, there's the ghost of that swine Artran Shrieken wandering in there, the evil wretch. And they do say as how there's Something Else. Calls herself Queen of the Mire, I hear, but what she—or it—be, I never could hear tell. No one I know'd be stupid enough to risk their lives and souls in the Mire, Gawds help us!"

The Halfcut Hills
Plain limestone hills, with the keep of Count Parlfray, a major local landowner, nestling into its western margin.

"They do say as how one of the Powers That Be cracked the hills in half and took half away to make his throne, or his castle, or something. Leastways, that's what Old Grizzler says. One of them dwarf Powers with them funny names no one can remember. Not without enough ale inside them, anyway. Buy us another tankard and the name might just come to me . . ."

The Redwood
Cultivated woods with many fruit trees and berry vines which yield fine crops in early fall, hence the name.

"Luvverly the Redwood is in the spring when all the flowers are in bloom. I done my courtin' there when I was a lad."

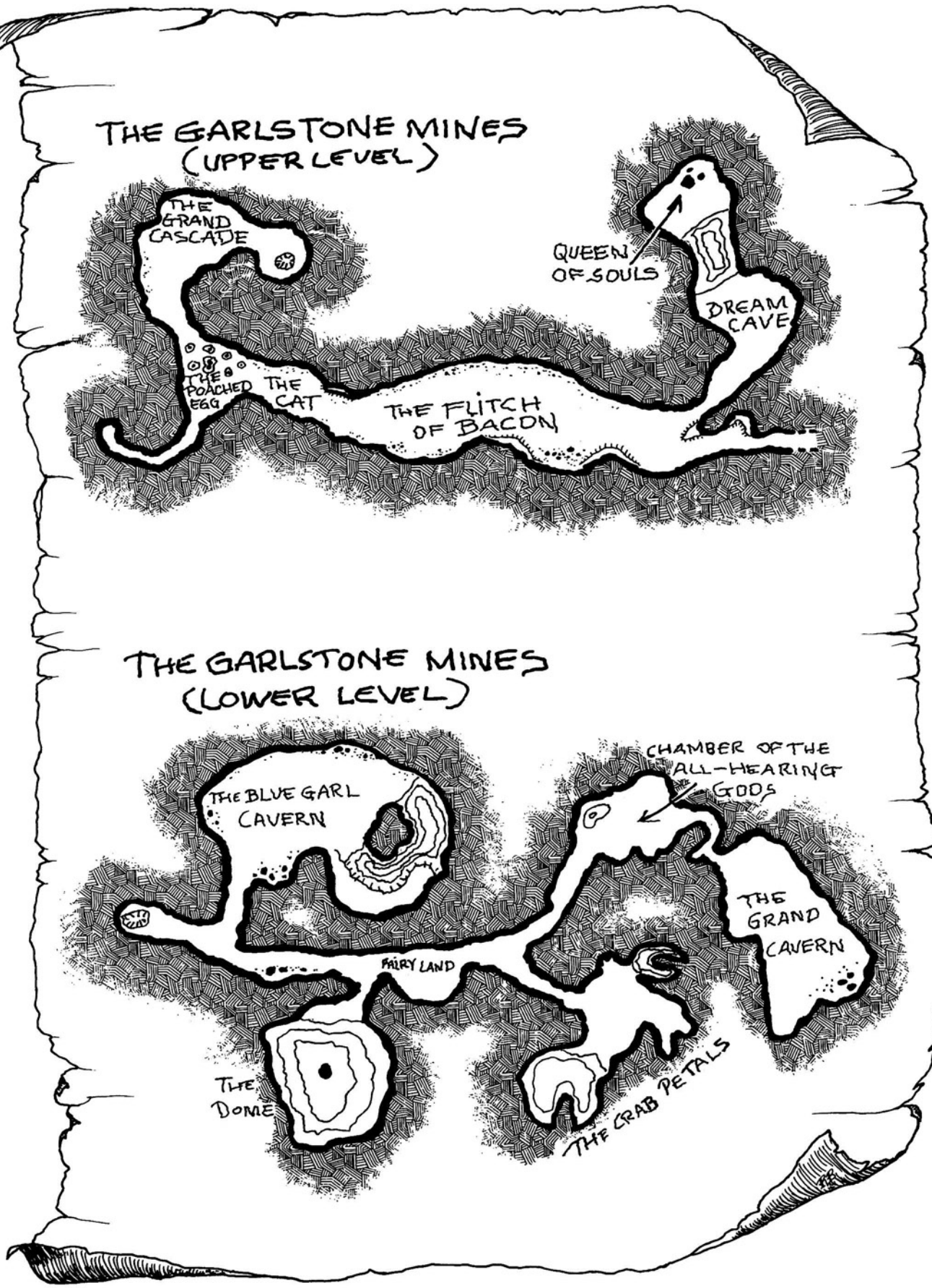
Howler's Moor
Barren, desolate moorland. Very little shepherding here, though there are some (easy to miss) trails to the north lands which cross the moor.

"Powers protect us, you don't want to go there, you mark my words! There be that terrible black dog, the Hound of the Moors! Its very howl can turn yer blood to ice, and it breathes fire and brimstone, that it does! I've heard as how it ate up a whole horse in a single mouthful, that it did, and ran the rider down and ate him up too. Lummocks, just thinkin' about it makes me go all funny like. Buy me a drink will you? Just medicinal, like. One of them little brandies—no, better make it a large one!"

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Player Handout 4:



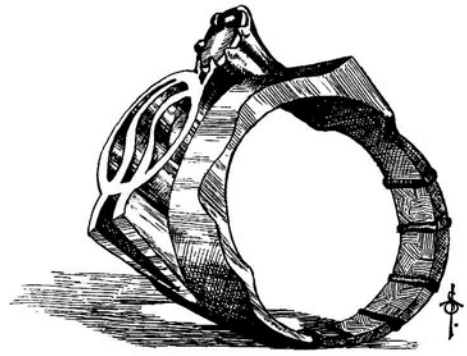
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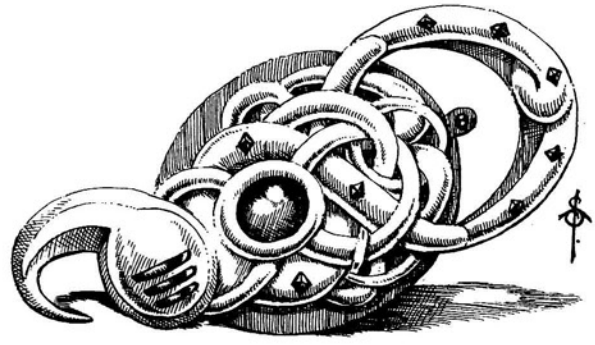
Player Handout 5:



Player Handout 6:



Player Handout 11:



Player Handout 7:

To whom it may concern:

I cannot identify this item with absolute precision. However, the central runic element depicts Elemental Water. This rune is one related to that of underdark races, but it is subtly different from those I know. It is not that of the Drow, the dark dwarves, nor the illithids, though it has similarities to them. Likewise, the circular pattern element is a magical rune of control, again akin to underdark symbols—but not precisely the same as any known to me. The significance of the dark circle escapes me; I do not know of any meaning for this. It may represent the creators of the item. Then again, it may not. Sagecraft is an exalted but, alas, not an exact science.

I remain your humble servant,

Karonius

P.S.: If you require more identifications, I can offer reasonable prices for further work. Please contact one of my assistant scribes.

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Player Handout 8:



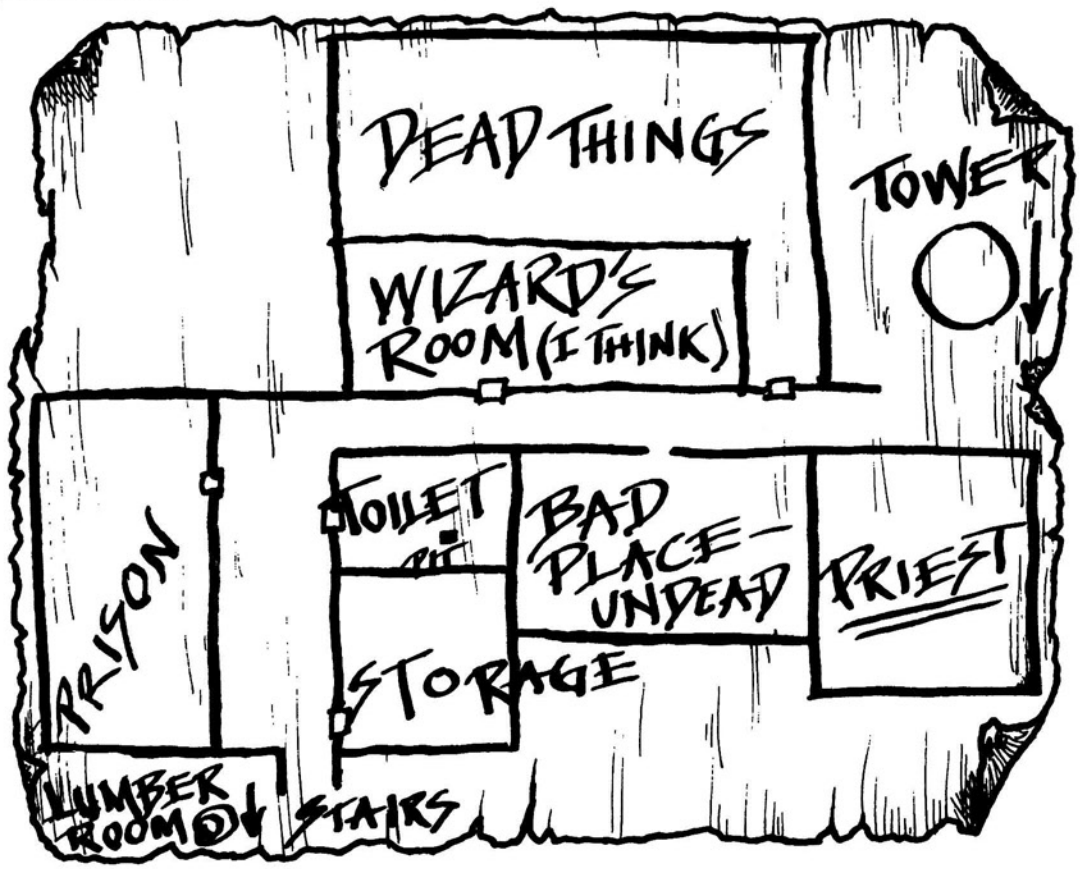
Player Handout 9:

My Lord Lothar,
My messenger should be followed shortly by your squire, the Lady Arlis, and all but six of our men-at-arms. They will join you on the fringes of the Hardlow Woods to deal with the menace therein. The others I shall leave as guards at Spire Keep. We have suffered attacks by orcs this last week and I would not care to leave the place undefended. Brother Seamrian will remain as a spellcaster, and Sir Leomar will command the garrison which remains. I shall be at your side within two days and a night.

Your humble servant,

Kanthus.

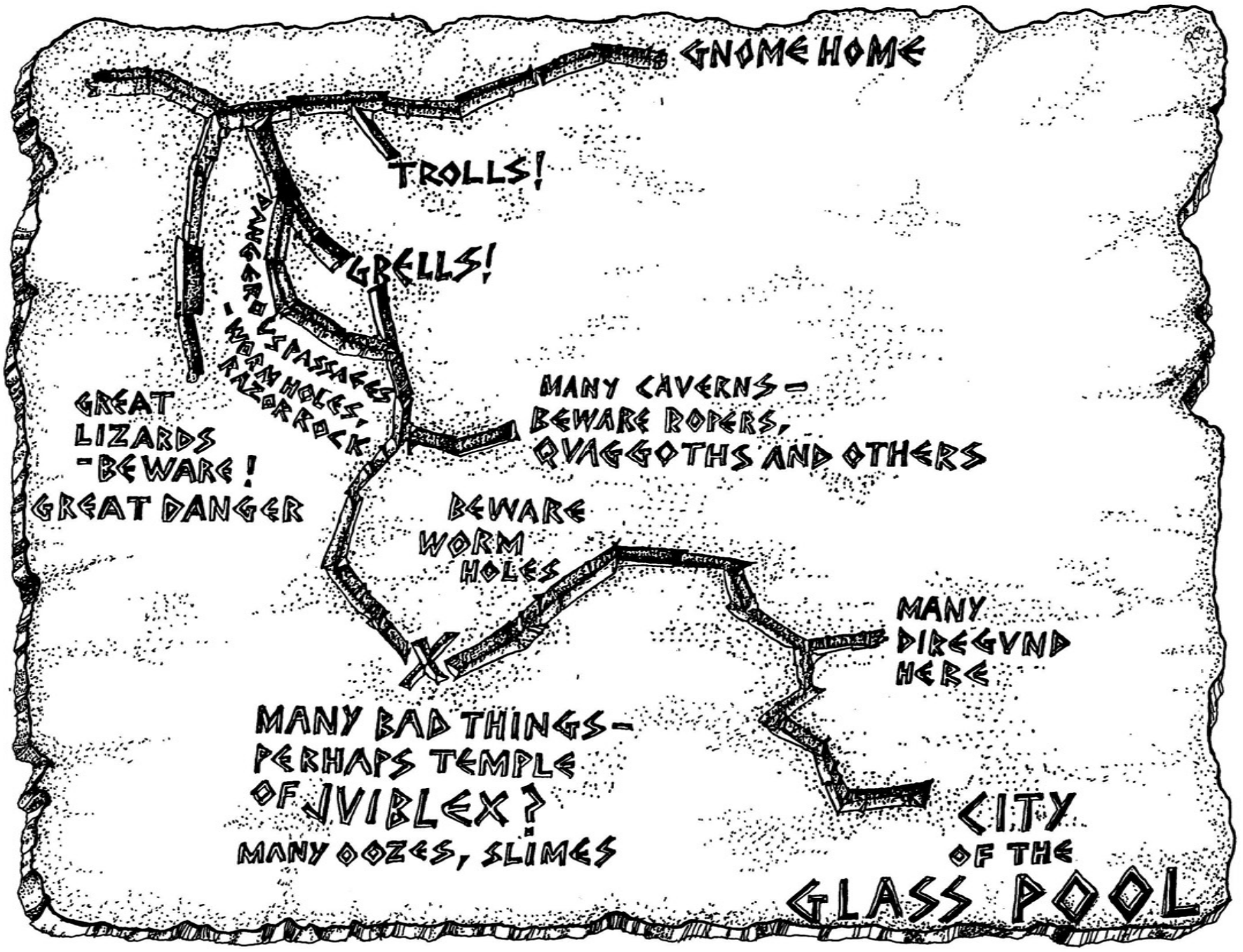
Player Handout 10:



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Player Handout 12:



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Player Handout 13:

From the Journal of Hazakian the Wise:

We are but four days into this ill-starred venture, as I consider it to be. We have failed in our attempts to befriend the deep gnomes, who have kept a very safe distance from us. Offerings and prayers have not brought them to our aid. But we must proceed as best we can. Our friends Marshank the Evoker and Brother Ferarius have been kidnapped by the illithids, who clearly wanted them alive. We can but hope that they live still.

Both Arkanse and Sushina are restless. Arkanse is still preoccupied by the ridiculous tales of the magical sword some charlatan sold him for a ridiculous sum. "Held by the claws in the dark," and that sort of wordy nonsense! Trust a warrior to be taken in by such idiocy. All one has to do is tell a fighting man a tale of some wondrous sword and all his senses vanish out of the window. But it is not like the elf to be so uncertain. She insists that she senses some presence of her people in this wretched place. As if elves could be found in such a dismal, dark domain—save for the dark elves, and at least we have heard no tales of them.

Sonnorc says that his scouting has revealed signs of a grell nest to the east. I do not readily trust the little weasel, but we do not want to face such creatures at this time. Our path must lie southwards, and on towards the City of the Glass Pool.

Player Handout 14:

From the Journal of Hazakian the Wise:

I have overheard Sushina muttering to Sonnorc. Why she trusts that snivelling little rat I have no idea. Apparently, she came across some ridiculous piece of tittle-tattle concerning subterranean elves in this region! What nonsense. But it is clear that this must be her real interest here. She thinks that they lie beyond the caverns of the dragon. She tried to persuade Sonnorc that we should attempt to deal with the dragon, stressing how very rich its treasure would be, trying to appeal to his greed. She had obviously forgotten that he is even more cowardly than he is avaricious. She would have done better to work on Arkanse; now he's the kind of muttonheaded lackwit who would want to go charging in to attack the dragon, if he knew of it. Sometimes I wonder why I associate with these people . . . .

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Player Handout 15:

From the Journal of Hazakian the Wise:

Now this is interesting! Sonnorc won't say where he got it, but he has a scrawled map which identifies some burial grounds of the gnomes. There must be good treasure buried with them, but there's something which intrigues me. I tried to scry the area, and I saw the tombs. They're terribly solemn and dreary, just like everything else to do with those wearisome gnomes, but there is something beyond them which is absolutely impossible to scry. There's some very strong barrier there. It isn't the work of the gnomes, I'm certain. Maybe some long-dead wizard has a treasure hoard there! I should have paid more regard to that drunken half-ogre in the Rat and Chitterlings who rambled on and on about some interdicted tomb in this area. Now that's the kind of detour I would be willing to take. There's something really valuable here, I'm sure of it . . . .

Player Handout 16:

From the Journal of Hazakian the Wise:

We have come to an arrangement. I won't try to persuade everyone to go to the magic beyond the burial grounds of the gnomes, if Sushina doesn't keep trying to get us to attack the dragon and find out about these mythical elves. I don't trust her, though; I'm sure she'll tell Arkause about the dragon and get what she wants, the manipulative little minx. We head on for the City of the Glass Pool.

If my scryings are right, the Derro outside the city have some kind of rebellion on their hands. That should make life interesting. Perhaps we could ally with their enemies and take them on together. But do I want to trust an alliance with anything that lives down here?

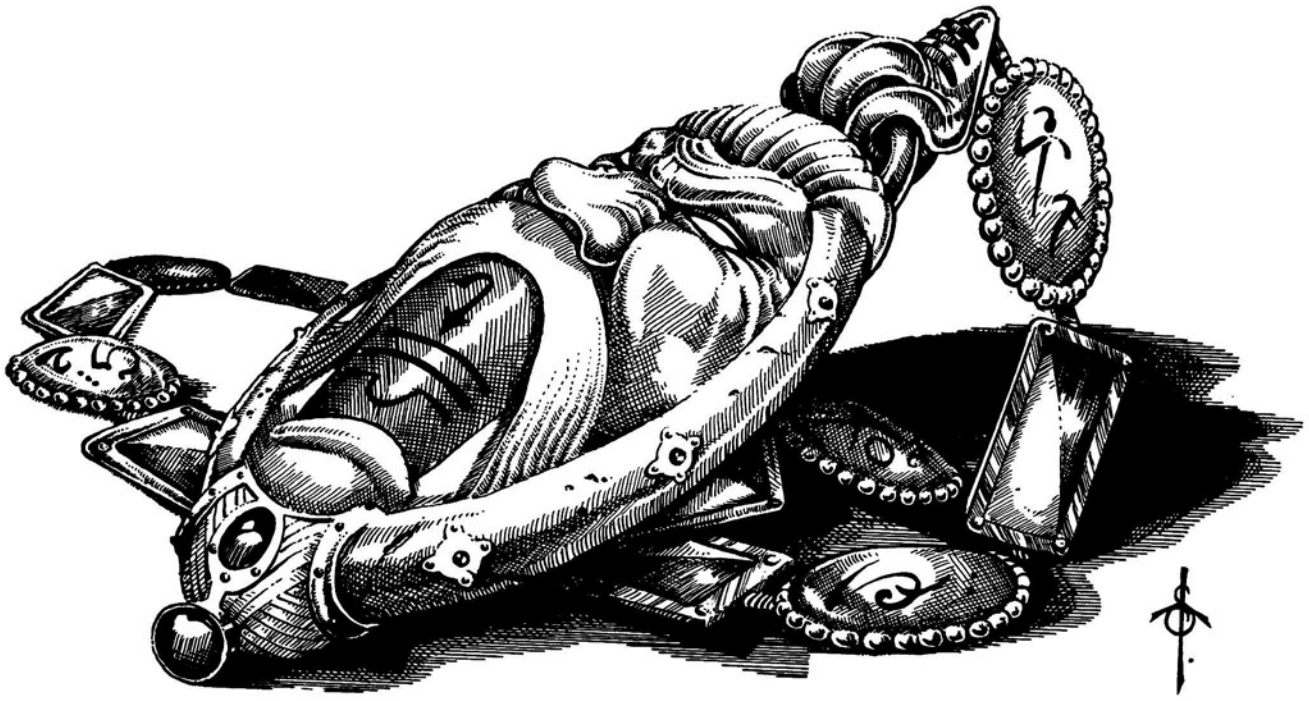
A thousand curses on the pointy-eared little [redacted]. She told Arkause! Now he wants to kill the dragon, and the others sided with him. I'm sure Sonnorc is going to desert us, the cowardly worthless [redacted]. The idiots! But I do not go with them, they'll desert me.

And I enjoyed being alive!!!!

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Player Handout 18:



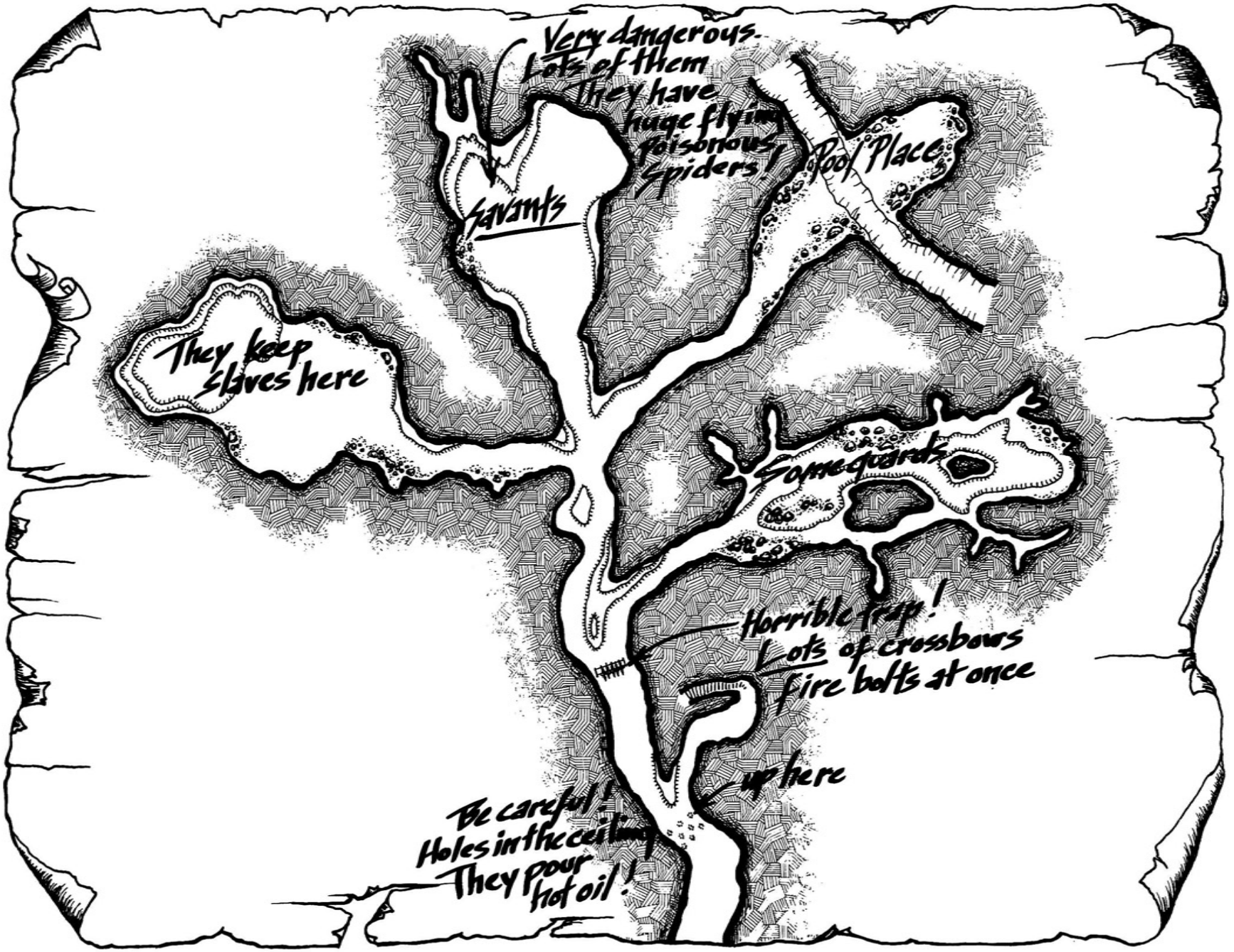
Player Handout 17:



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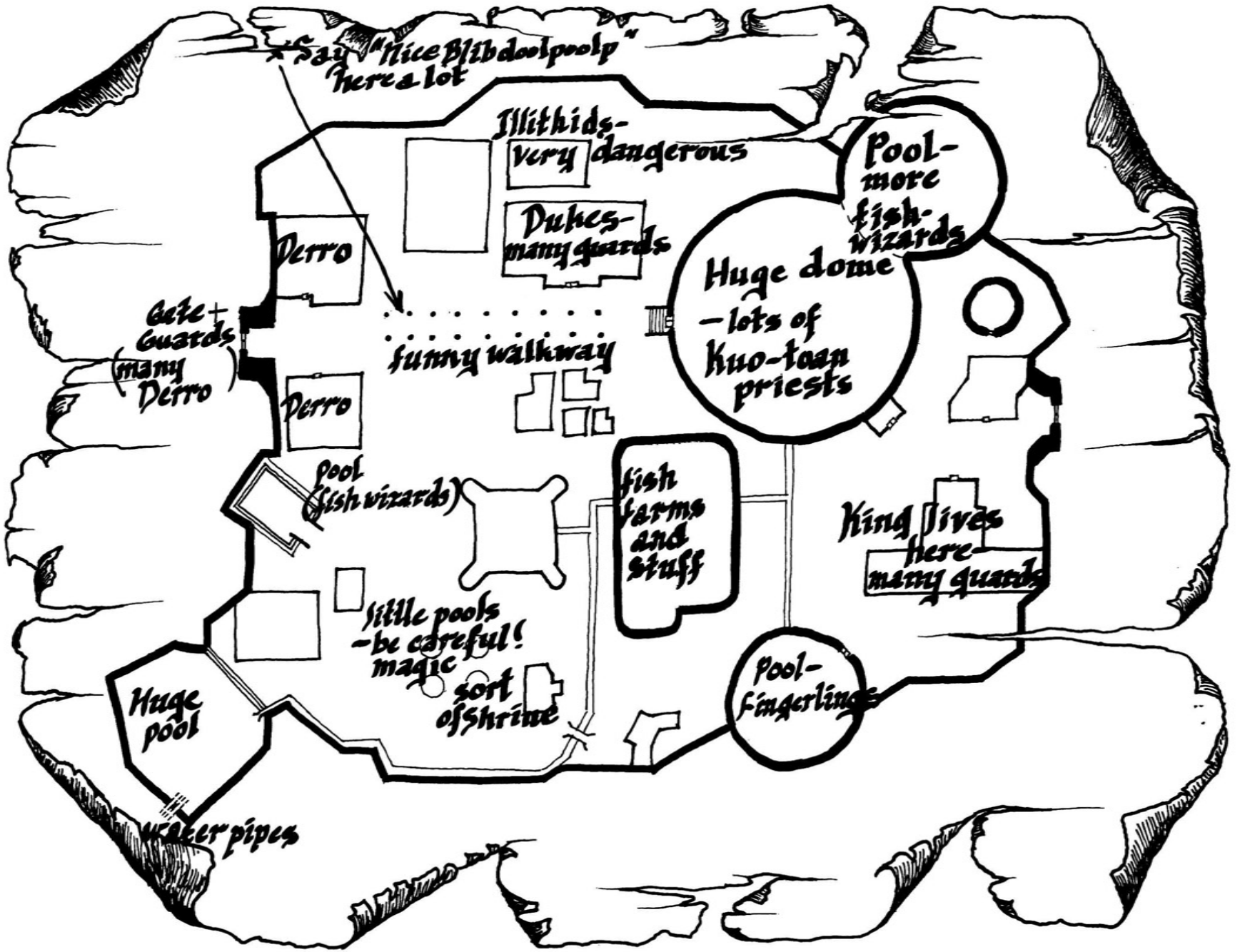
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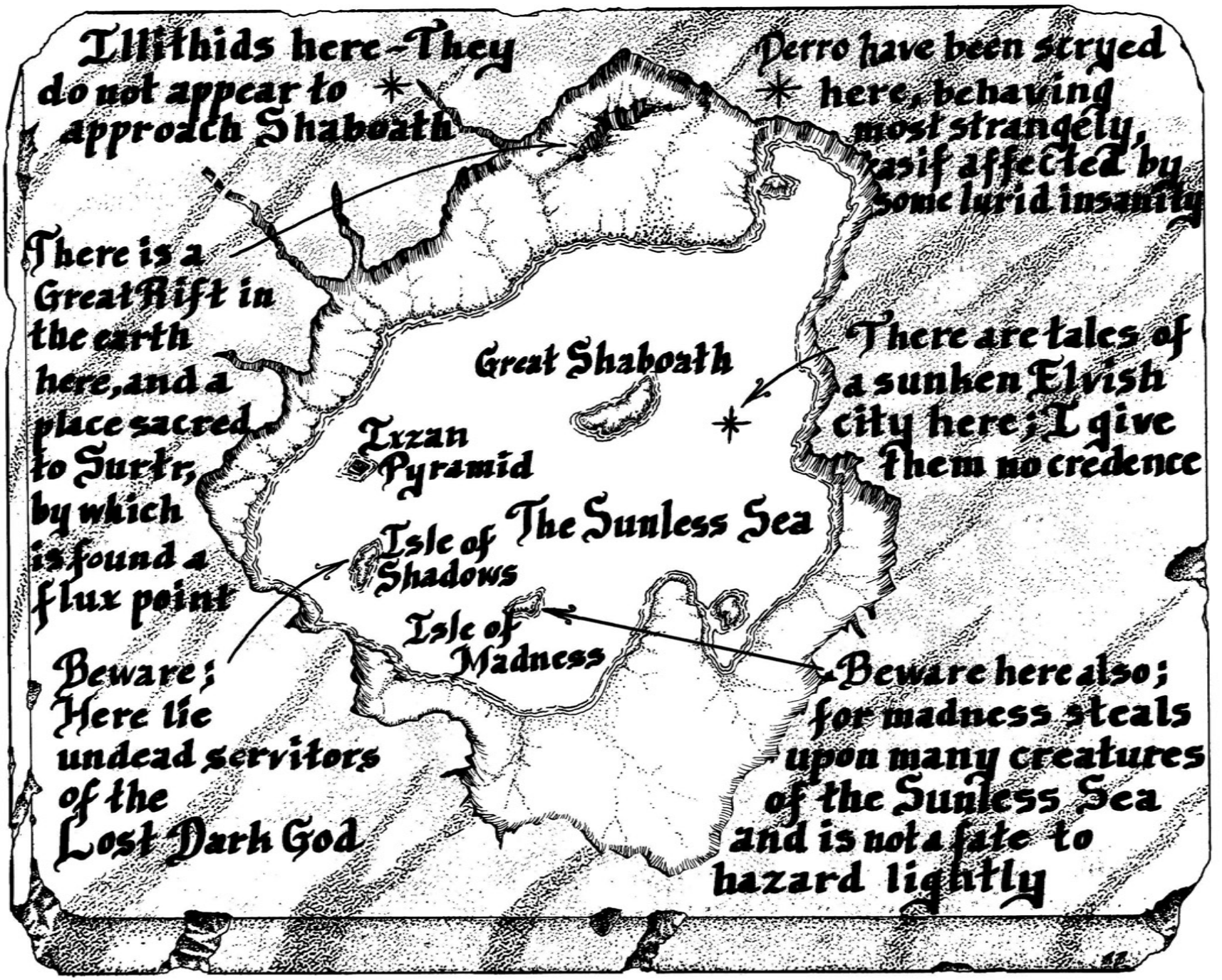
Player Handout 20:



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Player Handout 21:

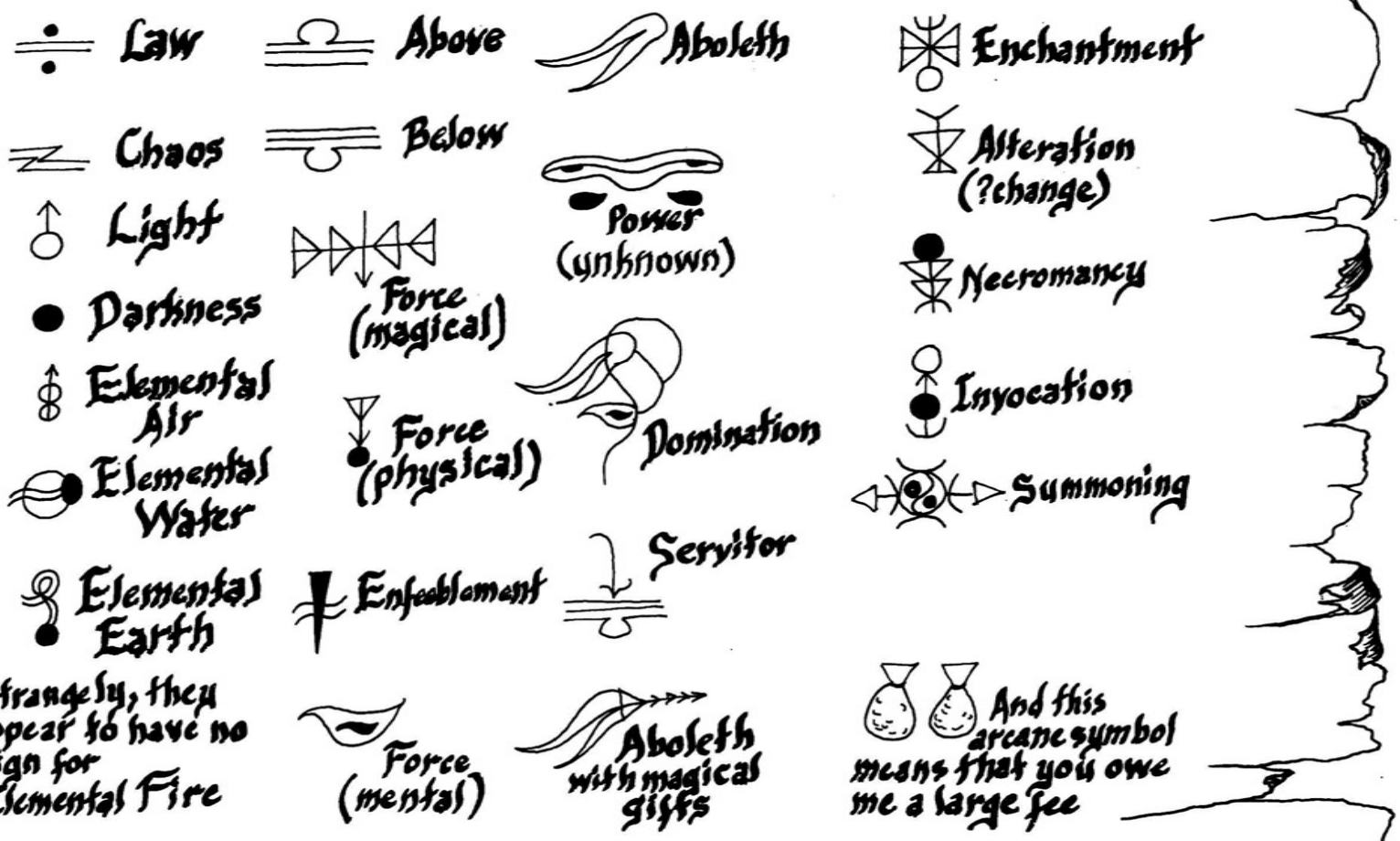


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Player Handout 22:

Some Diverse & Wondrous Runes And Glyphs Of The ABOLETH



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Player Handout 23:

To my esteemed adversaries:

I offer a cessation of hostilities, having deliberated that it is not in either your interests or mine that battle and conflict should continue. I think that there is a definite possibility that we might have mutual enemies and that fighting amongst ourselves will only weaken my masterful band of Chosen Ones for our final dealings with the abomination of Shaboath. I am not aware that we have any especial grudge or focus of conflict between us. You are therefore, I believe, merely opportunistic mercenary trespassers who made the understandable error of entering my domain. I suggest, therefore, that we parley. If you are of good intent, please leave a message in the area where you currently stand and retire at least one half-mile distance. We should proceed to negotiations swiftly for, as I say, we may have common enemies. We are no more desirous of being dominated by the foul aboleth than are you.

Yours respectfully,

High Master Ipshizeen

Player Handout 26:

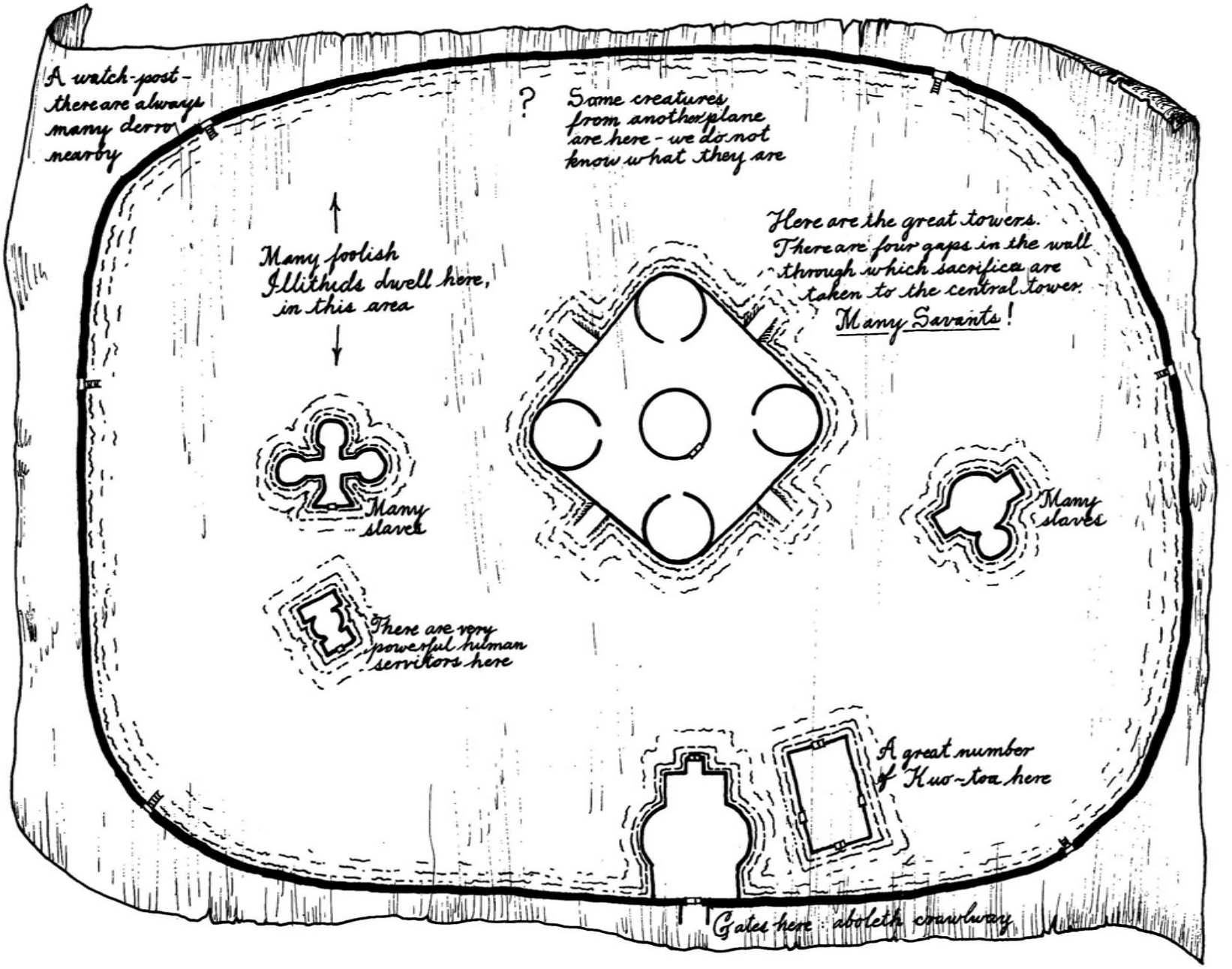
It has proved impossible to scry the Tower of Domination. I am certain that the four peripheral Towers are each identified with one magical element or property and that whatever is within that central tower is trying to bring together those properties in some way, to extend the domination and enslavement powers of the aboleth. Certainly, it's the central Tower where the sacrifices are taken. Naturally, I have asked to be permitted to attend these sacrifices, but the savants have refused. Out of respect for my aesthetic preferences, they did stage a pleasant little disembowelling outside my balcony yesterday, but that's not really quite the same thing at all. I wanted to see what they do with those miserable little squirts of priests and wizards. They're busy all right; they dragged in ten of them last week. One thing is for sure: none of them ever returns.

Time is growing short here. I can feel it in my ichor. Lord Bigslime, or whatever's in that tower, is going to get close to success soon. It's surely days and not months now. I do not have enough baatezu with me to take the place by force, and I begin to suspect that Kralzeptimus and Drankaszsch will be manipulating the cabal to weaken my position back in the Hells as usual. I cannot afford to remain here much longer.

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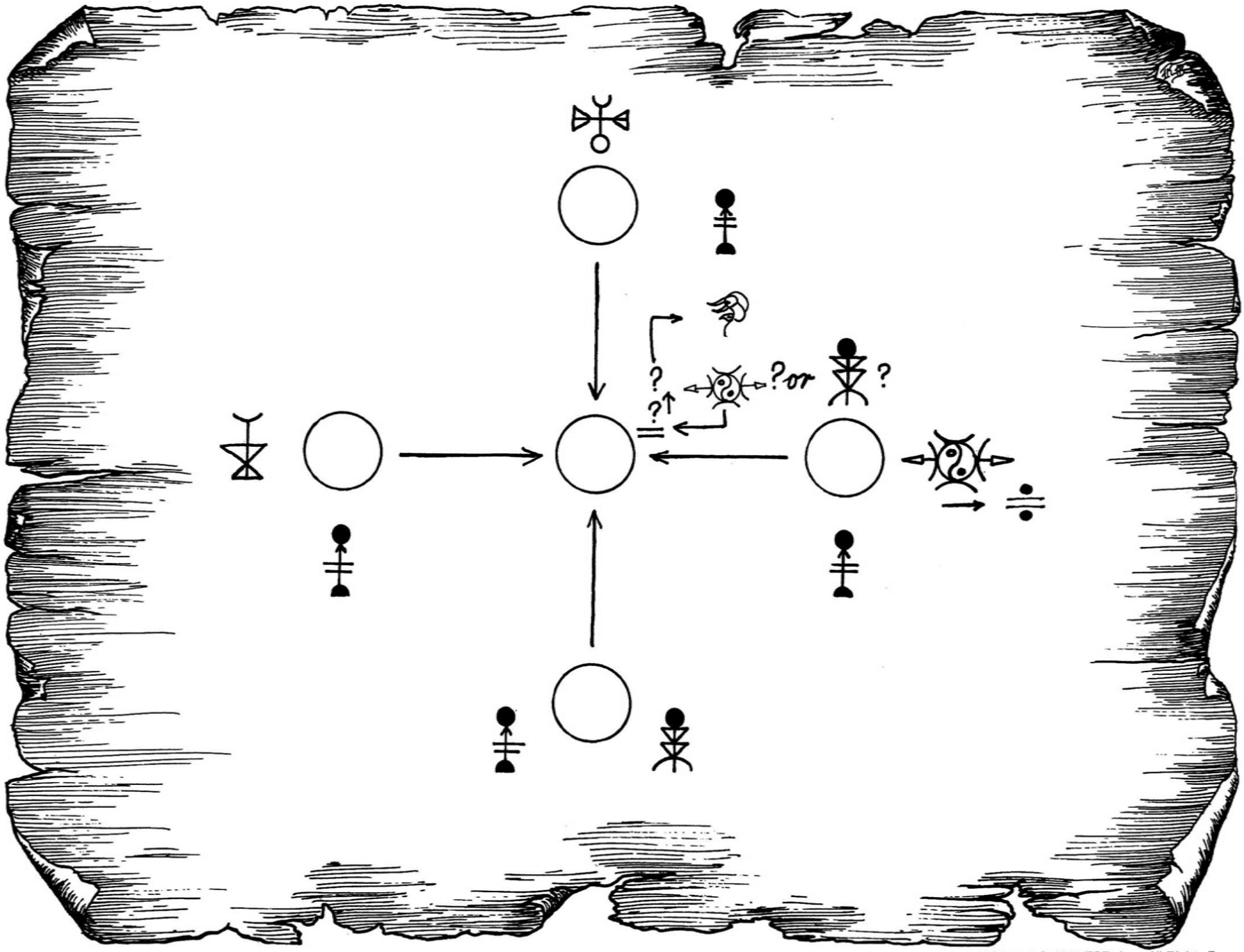
Player Handout 24:



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Player Handout 25:



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Blanryde Hills

The Eelhold

The High Moor

The Great Rock Dale

The Hardlow Woods

Howler's Moor

Garlstone Mine

Carman's Mines

Oldscutt River

The Slug

Milborne

The Redwood

Halfcut Hills

Parlfray's Keep

Hog Brook

Churnett River

Lyrchwood

Cutter Brook

Harlaton

The Thornwood

Thurmaster

The Terraces

New Mire

The Patchwork Hills

Woldcote River

Blessed Wood

The Shrieken Mire

Map 1 · Haranshire

0 5 10

miles



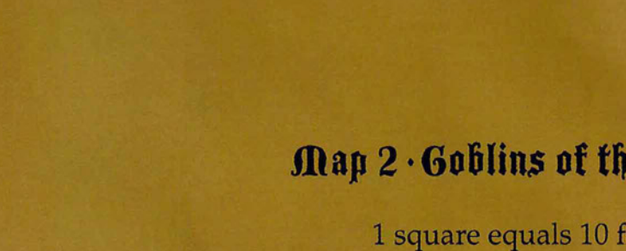
Map 2 · Goblins of the Ring

1 square equals 10 feet



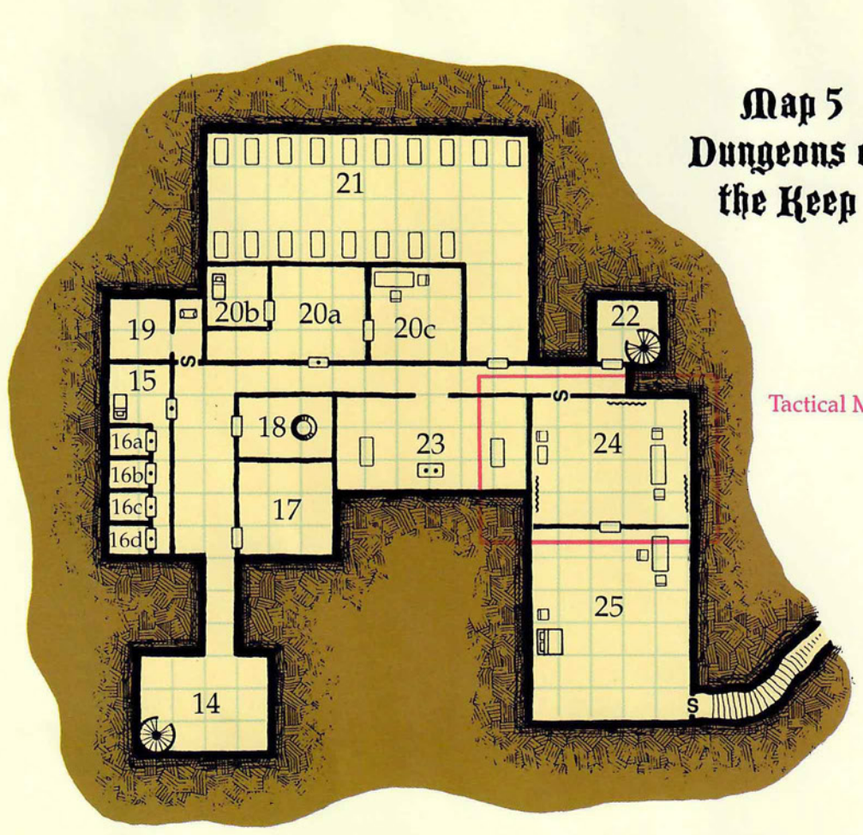
Map 3 · Generic Rock Dale Cavern

1 square equals 10 feet



Map 4
Broken Spire Keep

1 square equals 10 feet



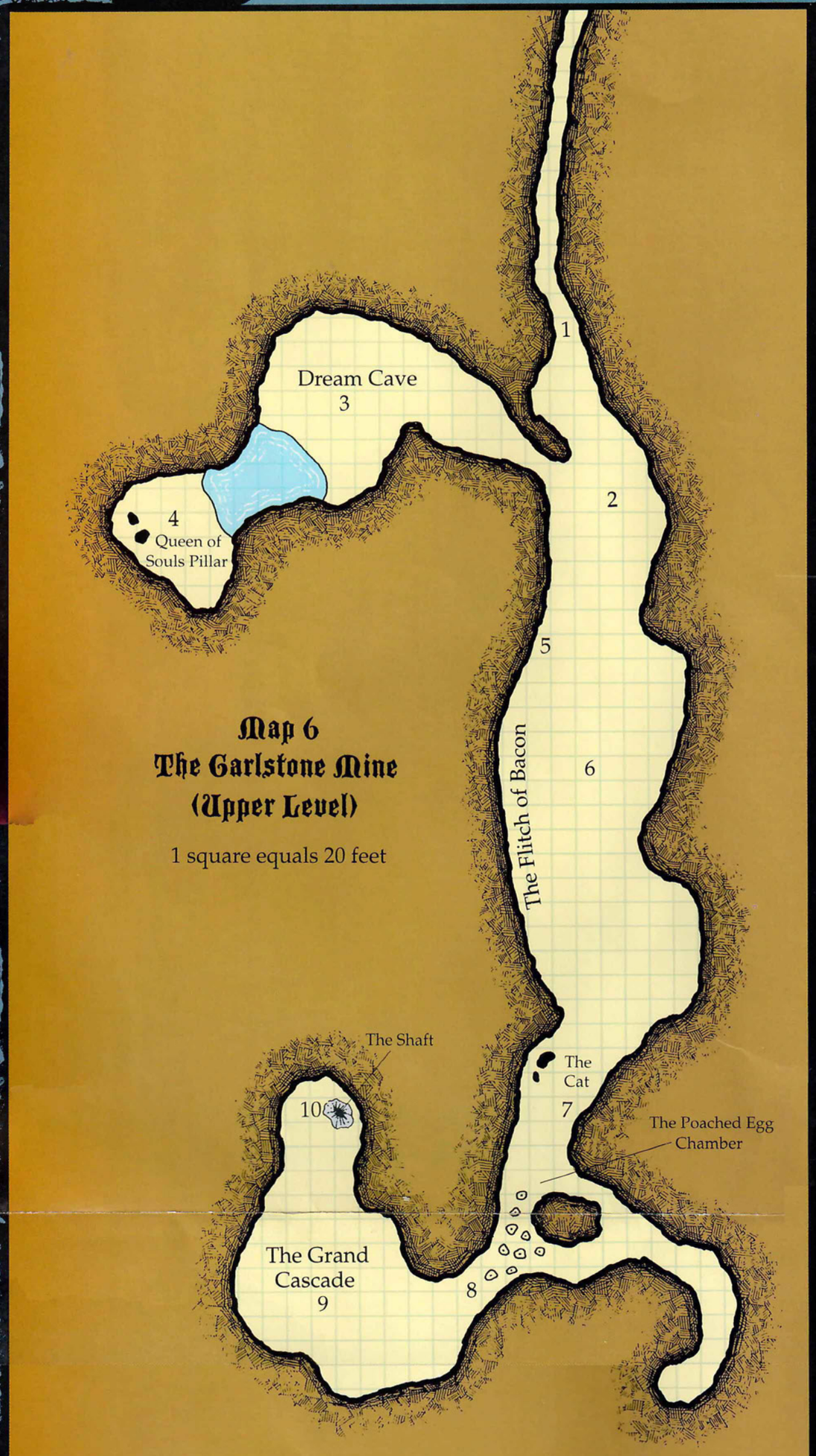
Map 5
Dungeons of the Keep

Tactical Map #1

Map 8 · Strategic Underground Passages Map

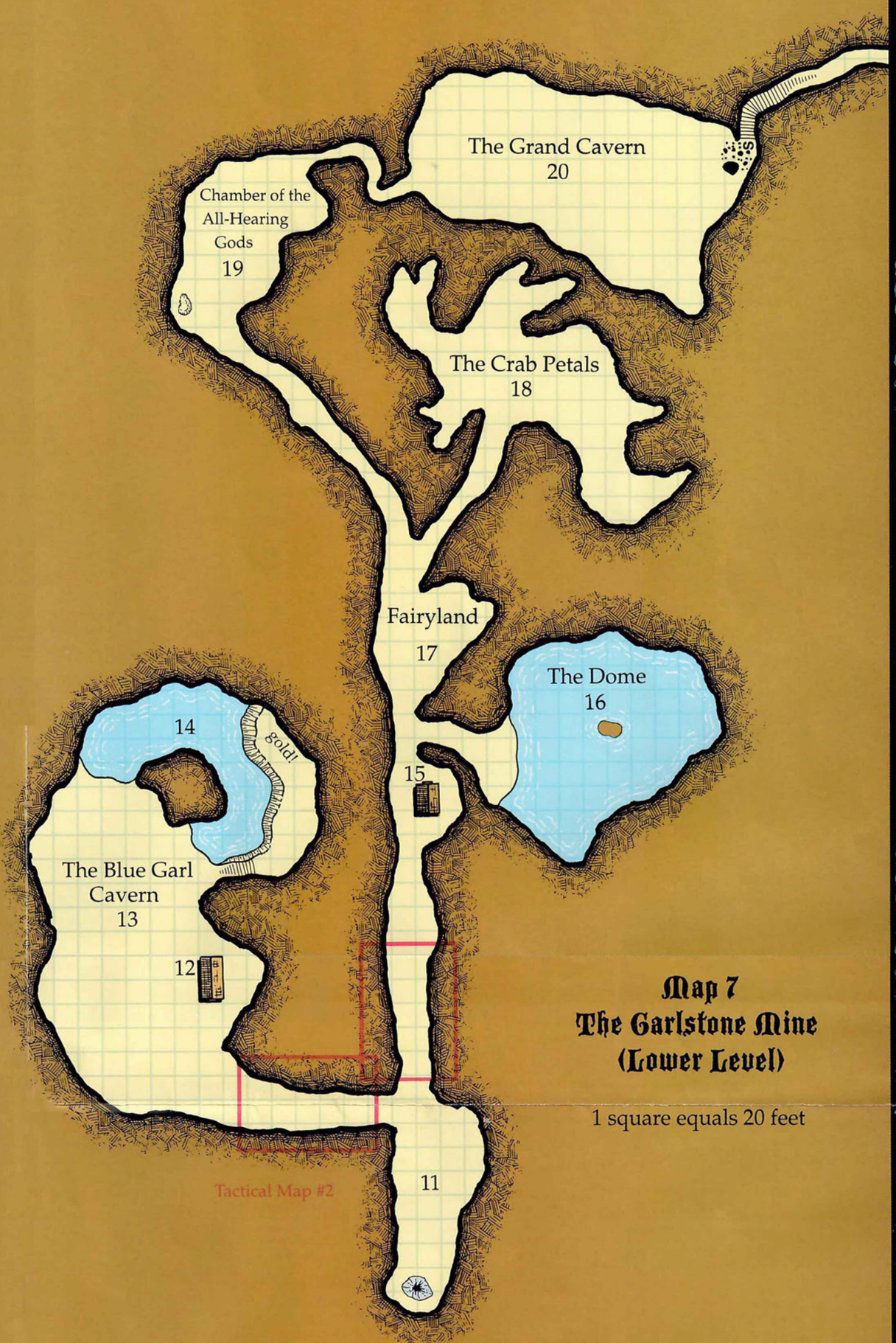


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Map 6
The Garlstone Mine
(Upper Level)

1 square equals 20 feet



Map 7
The Garlstone Mine
(Lower Level)

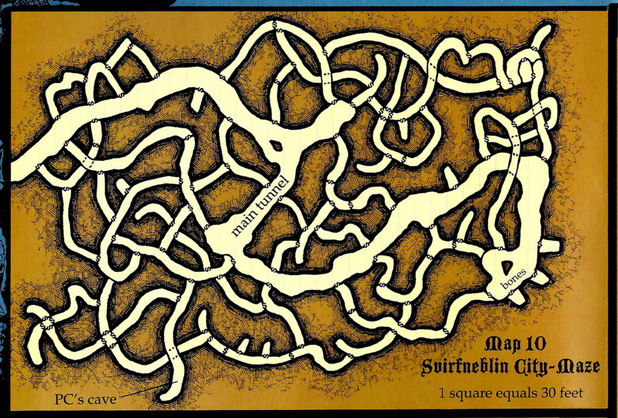
1 square equals 20 feet



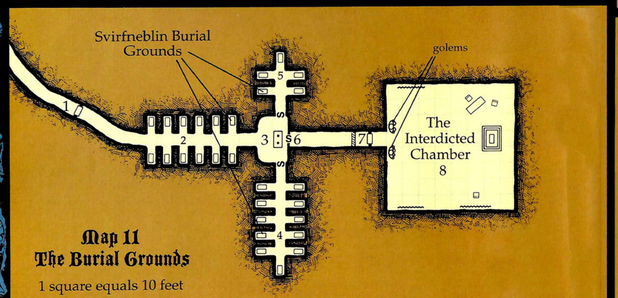
Map 9
Caverns of the Orcs

1 square equals 20 feet

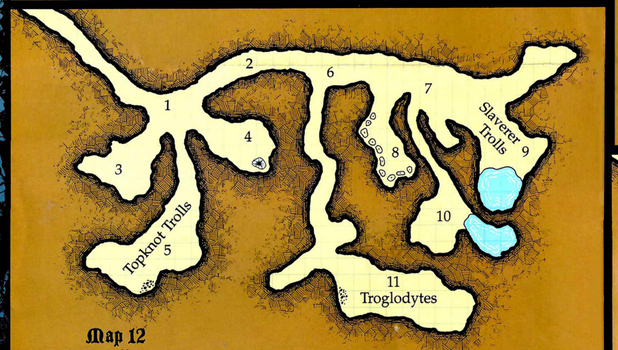
- door
- double door
- secret door
- locked door
- stairway
- spiral stairs
- stalagmite
- stalactite
- cliff
- rubble
- sinkhole
- altar
- curtain/tapestry
- furniture
- secret door
- trap door in ceiling
- cage
- fireplace
- window
- hills
- caves
- farmed hills
- forest
- forested hills
- depression
- river
- dam
- swamp
- grassland
- farmland
- road
- mine
- farm
- town
- village
- fort
- ruins



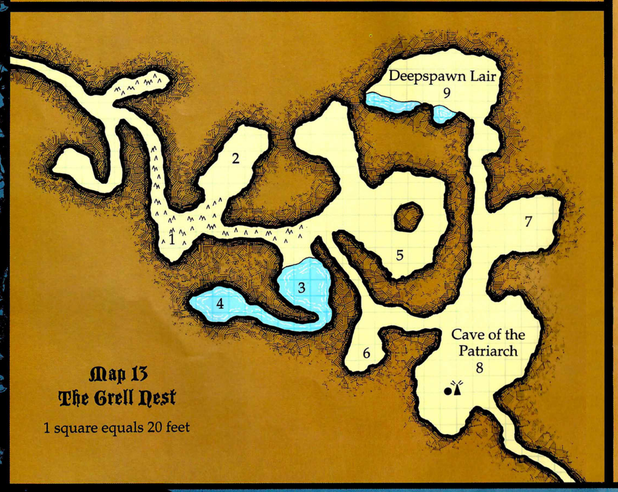
Map 10
Svirfneblin City-Maze
1 square equals 30 feet



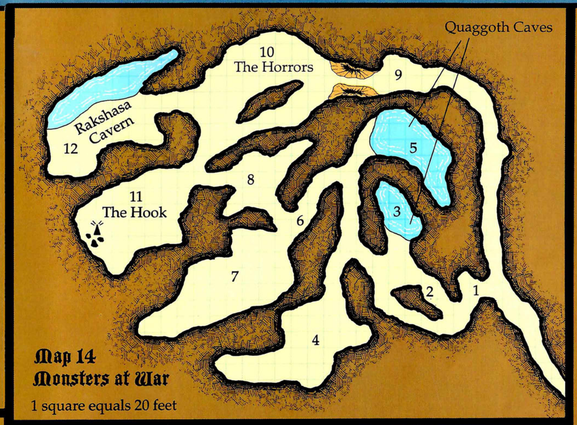
Map 11
The Burial Grounds
1 square equals 10 feet



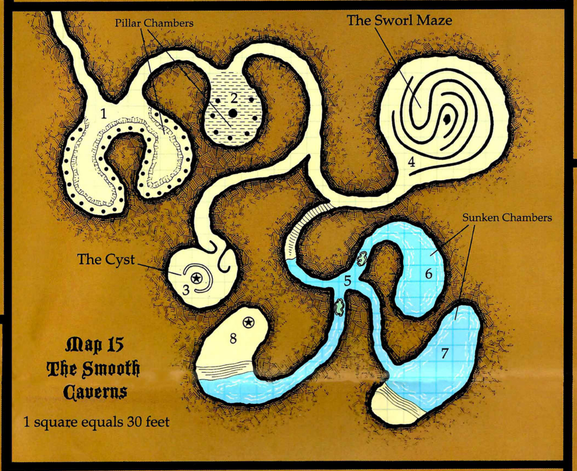
Map 12
The Troll Caves
1 square equals 40 feet



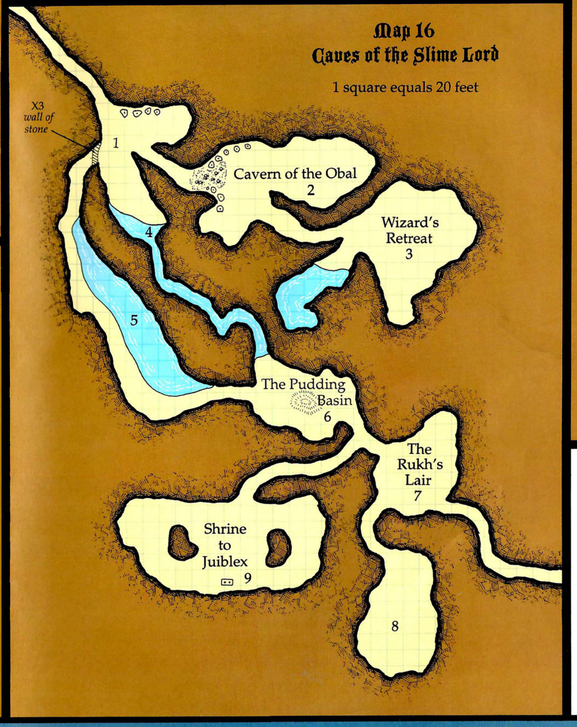
Map 13
The Grell Nest
1 square equals 20 feet



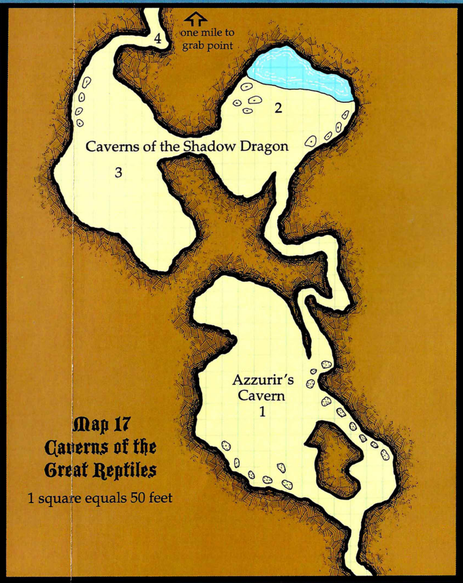
Map 14
Monsters at War
1 square equals 20 feet



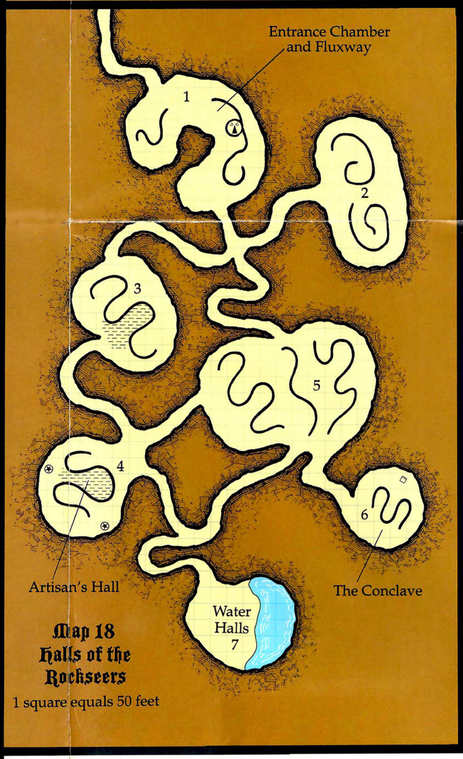
Map 15
The Smooth Caverns
1 square equals 30 feet



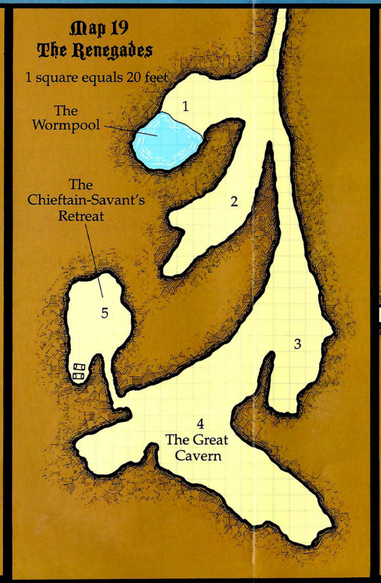
Map 16
Caves of the Slime Lord
1 square equals 20 feet



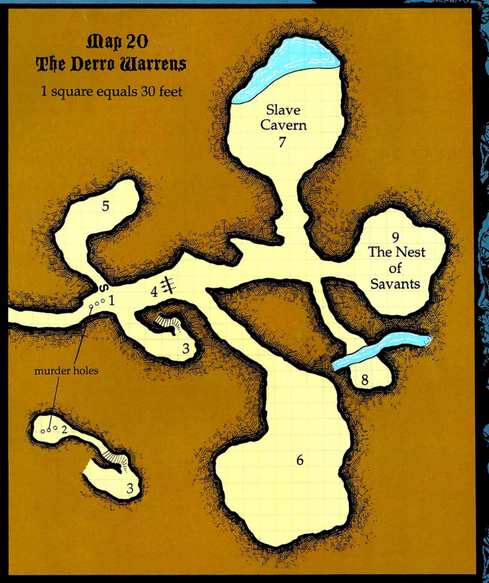
Map 17
Caverns of the Great Reptiles
1 square equals 50 feet



Map 18
Halls of the Rocksteers
1 square equals 50 feet



Map 19
The Renegades
1 square equals 20 feet



Map 20
The Derro Warrens
1 square equals 30 feet



Map 21
City of the Glass Pool
0 100 feet

door
secret door
locked door
stalagmite
stalactite
cliff
rubble

sinkhole
stairway
depression
wall of stone
chasm
underpass
furniture

chest
altar
statue
curtain/tapestry
crossbow trap
murder holes
magical flux point

water
razor rock
oozes
glassrock
fungal hazard

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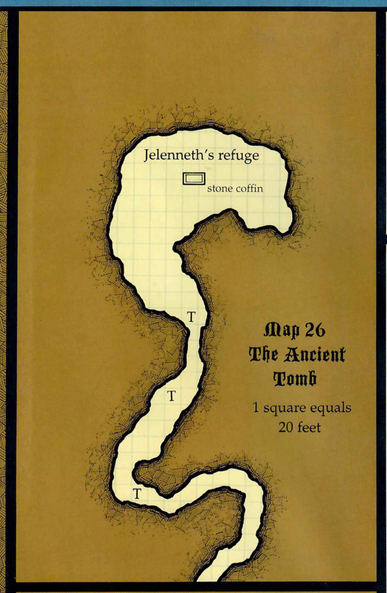
Map 22
The Deranged Derro
1 square equals 10 feet



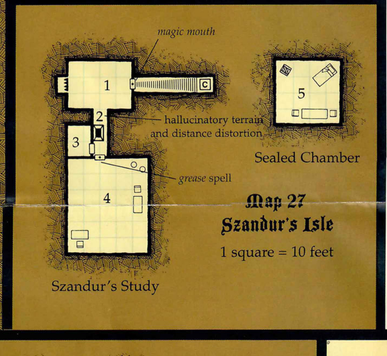
Map 23
Rift of the Fire Giants
1 square equals 20 feet



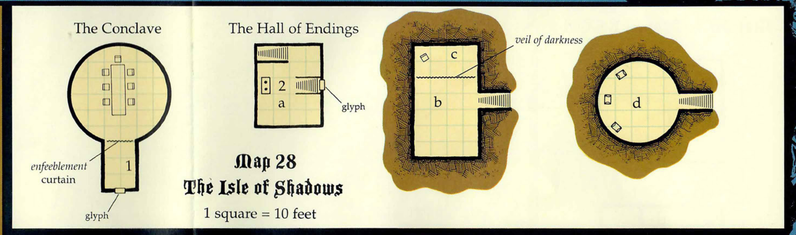
The Sunless Sea



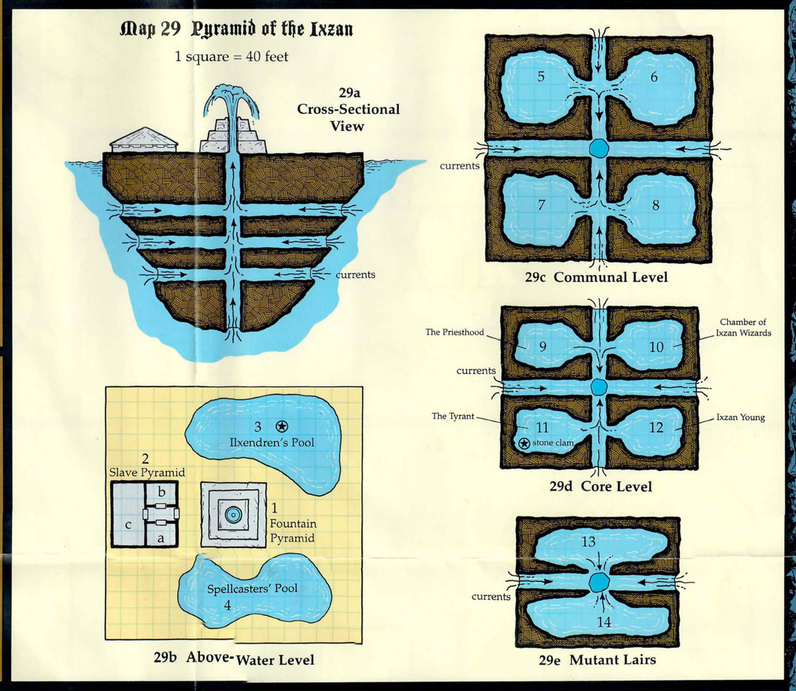
Map 26
The Ancient Tomb
1 square equals 20 feet

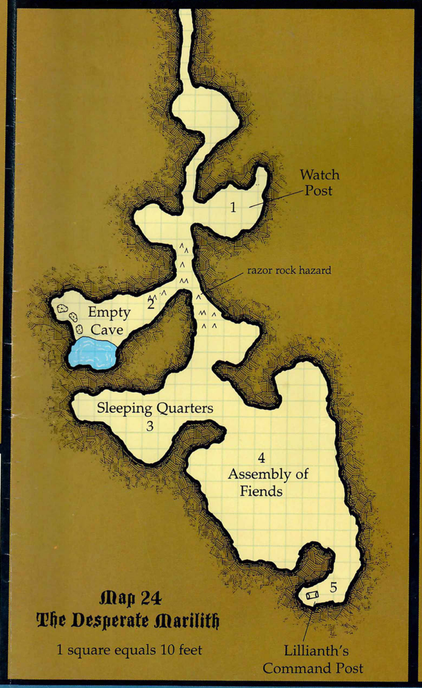


Map 27
Szandur's Isle
1 square = 10 feet



Map 28
The Isle of Shadows
1 square = 10 feet

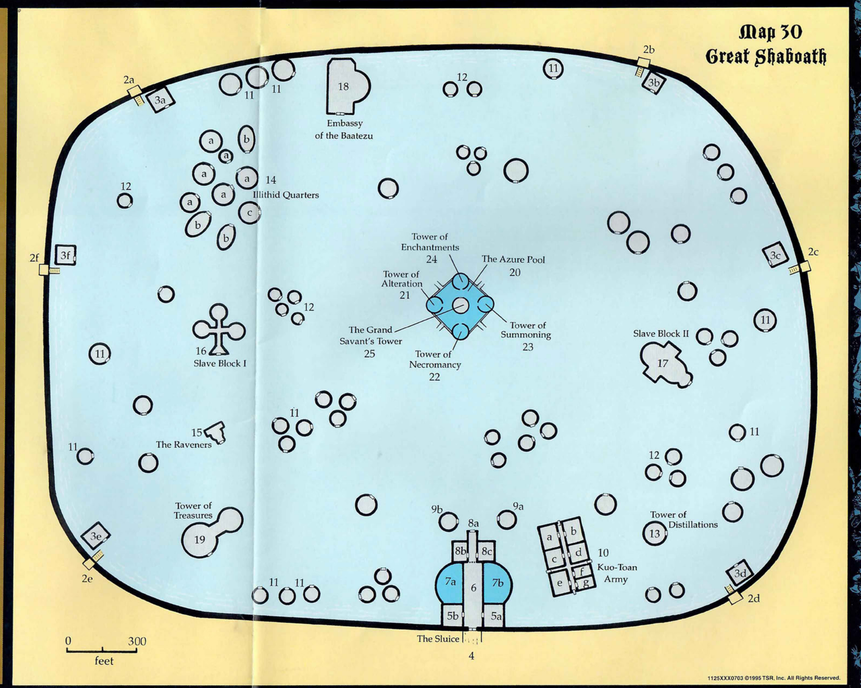




Map 24
The Desperate Marilith
1 square equals 10 feet



Map 25
The Renegade Illithids
1 square = 20 feet

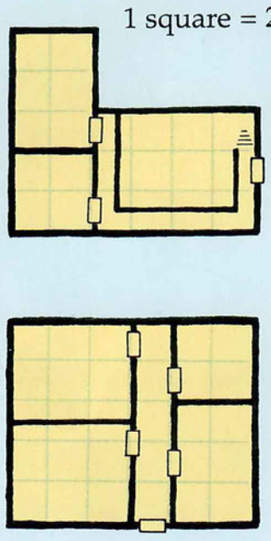


door
locked door
secret door
stairs
sinkhole
chasm
stalactite
stalagmite
statue
altar
chest
F trap door in floor
C trap door in ceiling
curtain/tapestry
furniture
formorian giant
human fighter
juju zombie
M magical flux line
M sphere of magic force
M hemisphere of magic force

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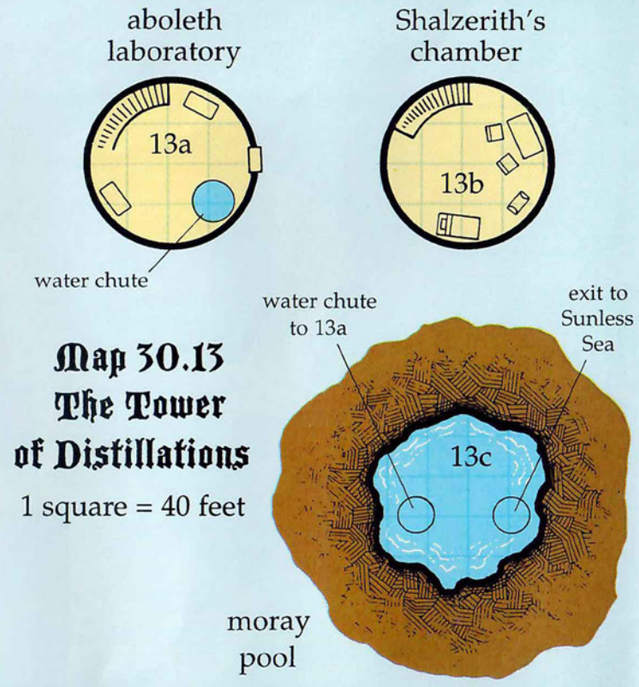
Map 30.3 Typical Barracks

1 square = 20 feet



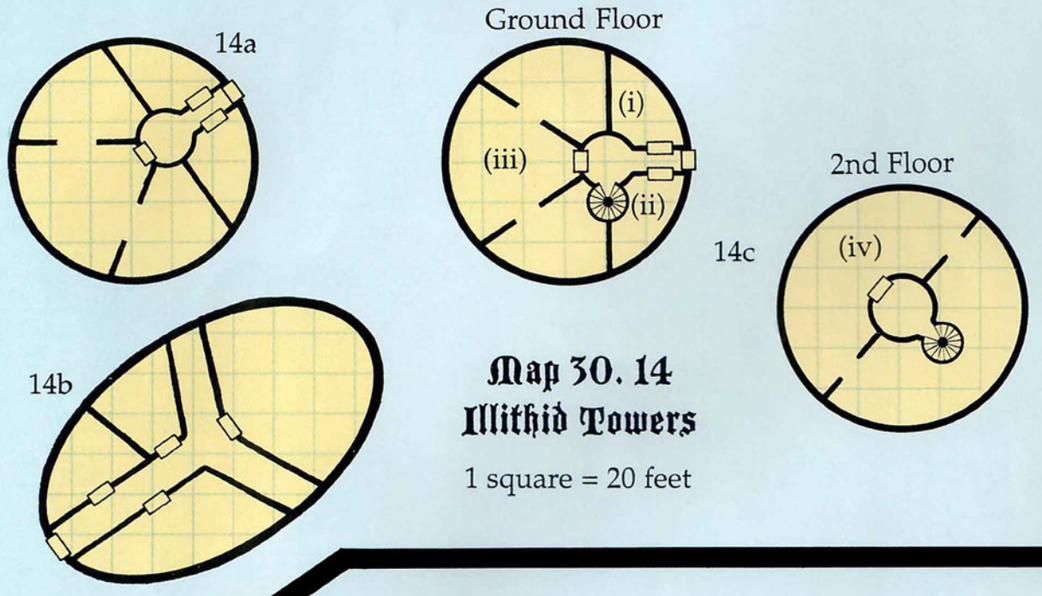
Map 30.13 The Tower of Distillations

1 square = 40 feet



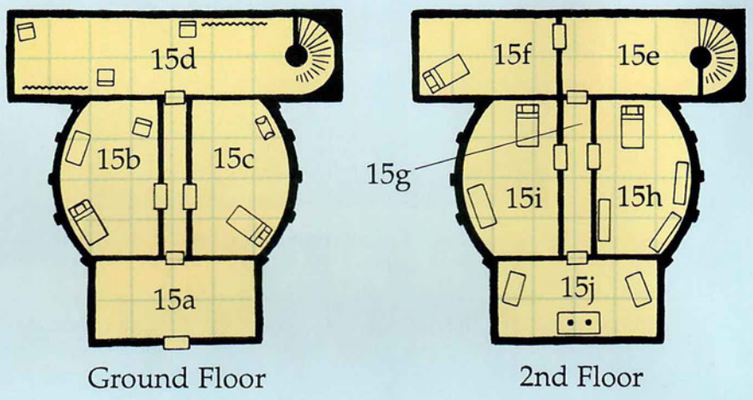
Map 30. 14 Illithid Towers

1 square = 20 feet



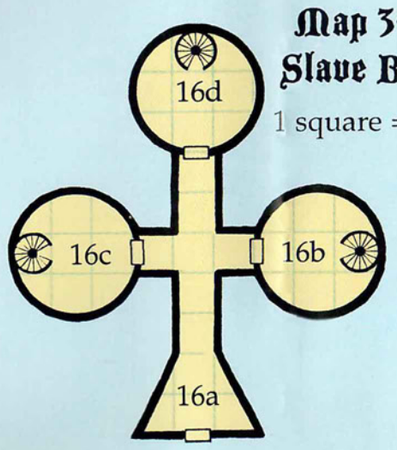
Map 30. 15 The Raveners

1 square = 10 feet



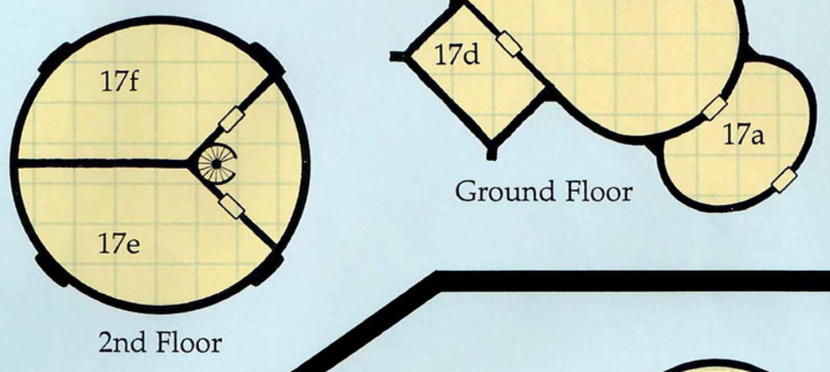
Map 30. 16 Slave Block I

1 square = 20 feet



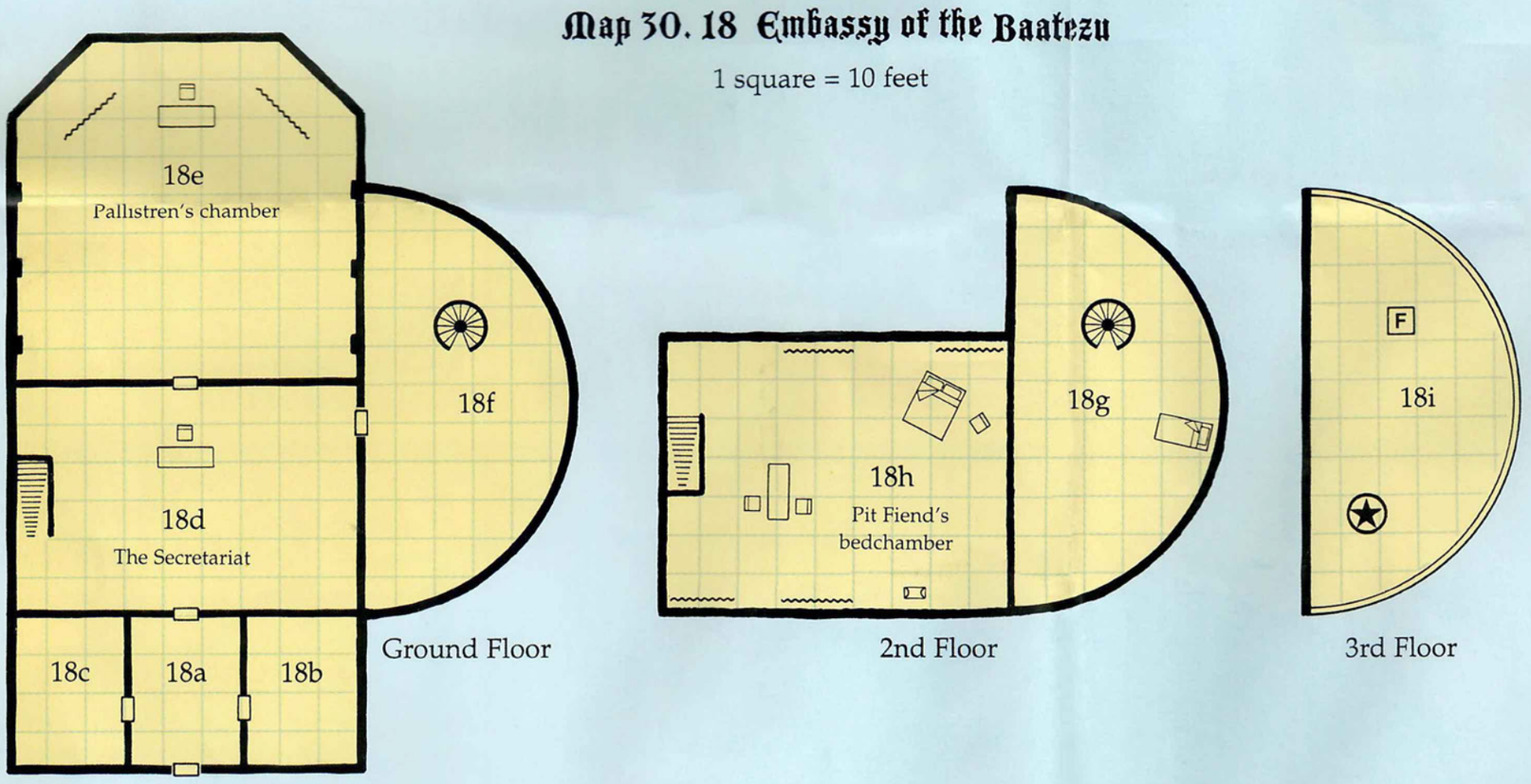
Map 30.17 Slave Block II

1 square = 20 feet



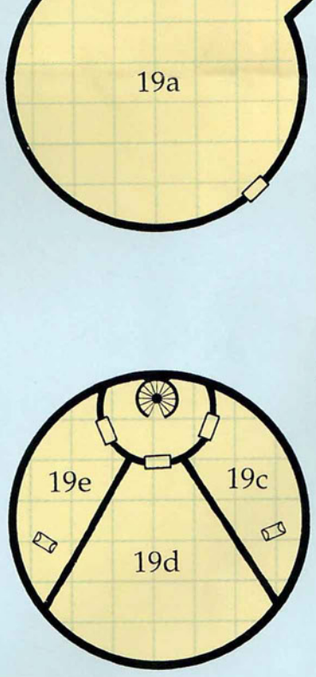
Map 30. 18 Embassy of the Baatezu

1 square = 10 feet



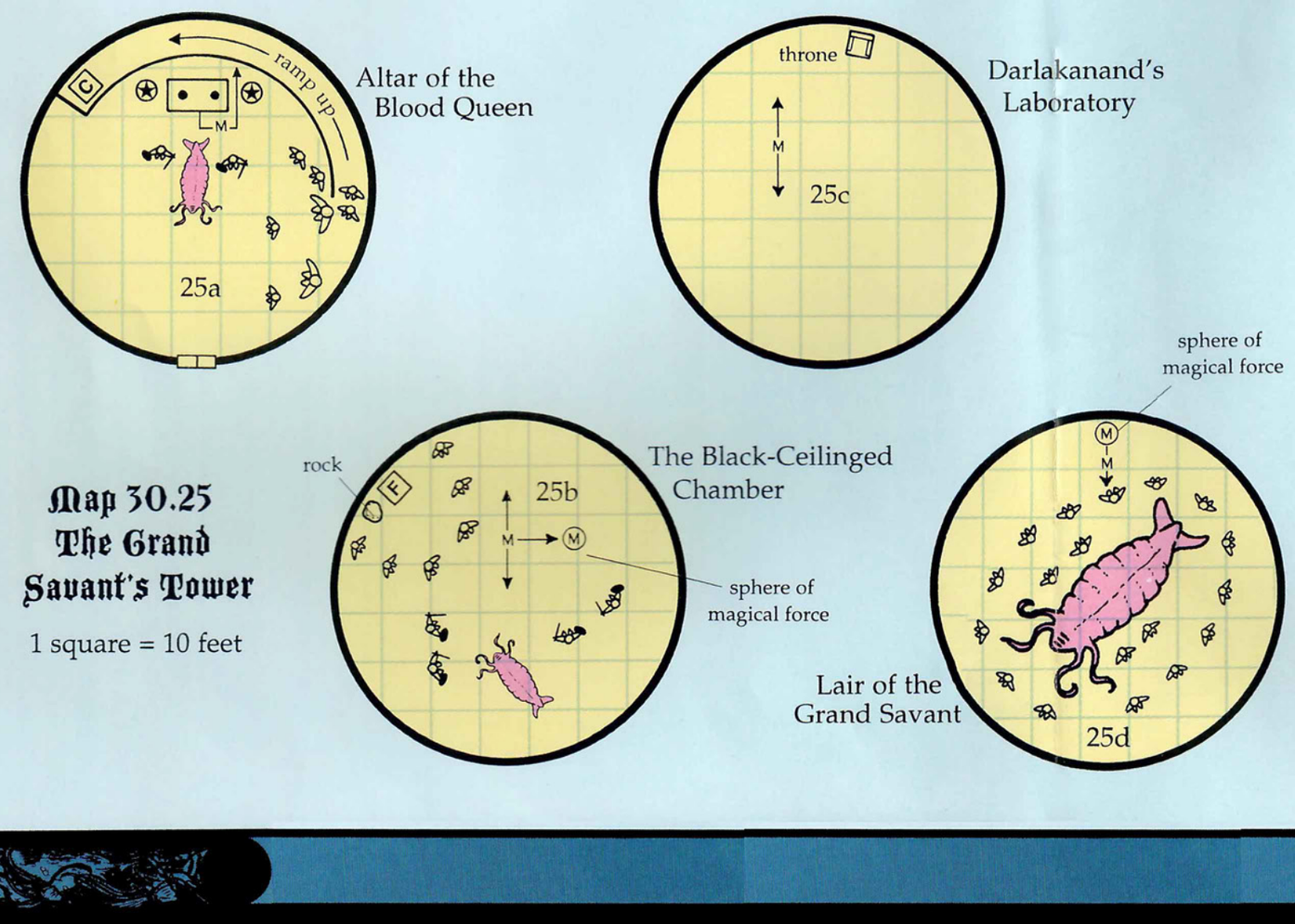
Map 30. 19 Tower of Treasures

1 square = 20 feet



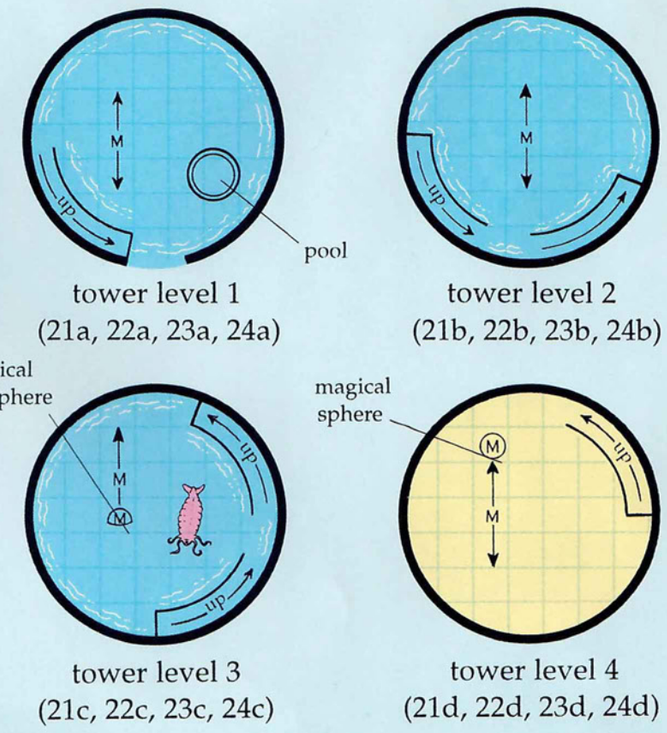
Map 30.25 The Grand Savant's Tower

1 square = 10 feet



Map 30T The Great Towers

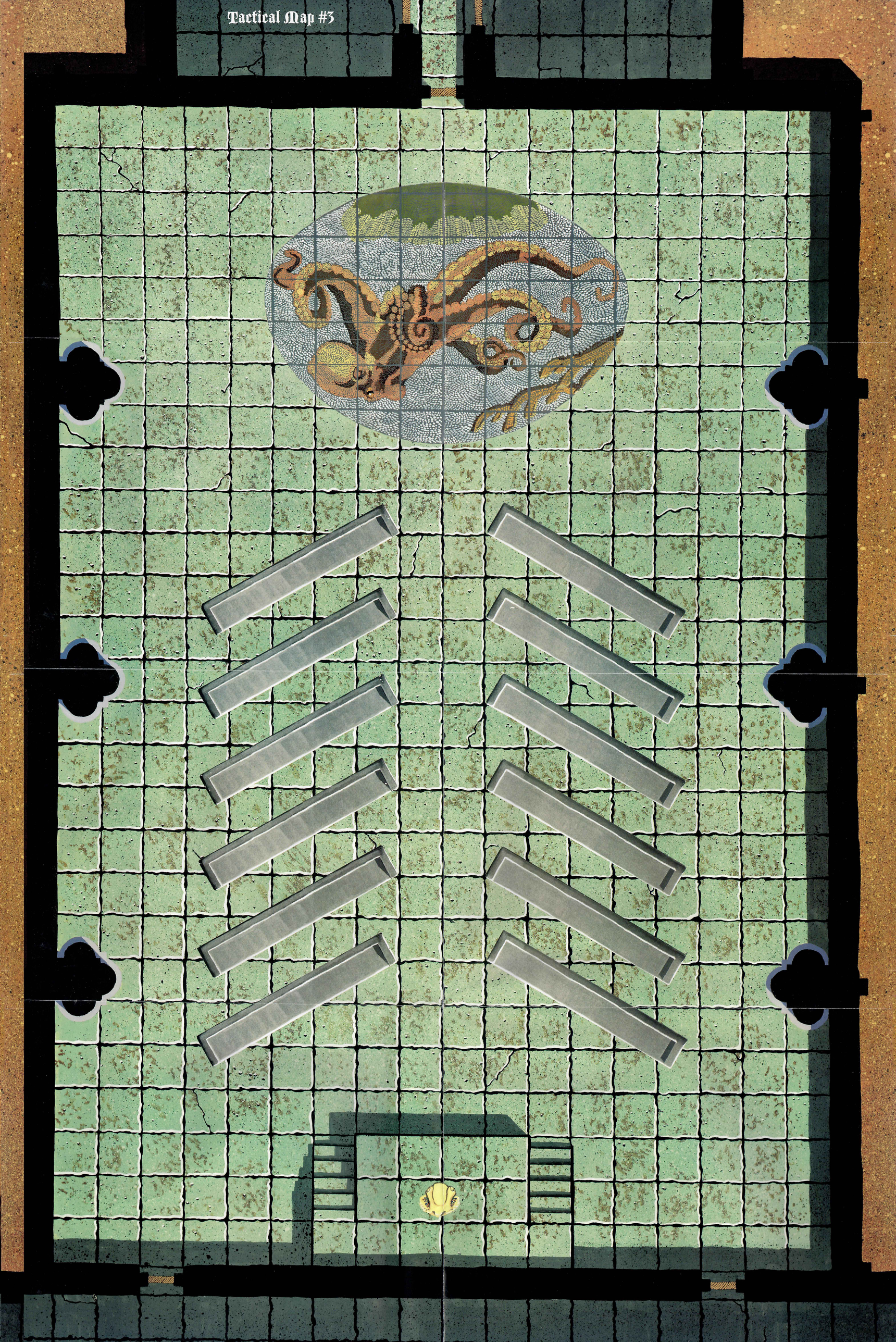
1 square = 10 feet



Tactical Map #1

Tactical Map
#2

Tactical Map #3



Tactical Map #4

Advanced Dungeons & Dragons®

Official Game Adventure

Night Below

An Underdark™ Campaign

By Carl Sargent

A missing mage . . .

A ruthless band of kidnappers . . .

A sinister conspiracy . . .

Night Below, the first epic campaign adventure for the AD&D® game, is designed to take the player characters from 1st level to 10th level and beyond. The PCs start as beginning adventurers on a routine courier mission who soon become drawn into combating a sinister plot that menaces the pleasant land of Haranshire.

By the end of Book I, ***The Evils of Haranshire***, the player characters should have worked their way up to 5th level. Book II, ***Perils of the Underdark***, shifts the scene underground as the characters search the seemingly endless realm of the underdark to discover the fate of the kidnappers' victims. By the time they reach the dark cavern of ***The Sunless Sea*** in Book III, they should each be 10th level or above, ready at last to confront the ultimate evil behind the far-reaching conspiracy.

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- Three 64-page books comprising a single grand-scale adventure, which can be placed in any AD&D® campaign world.
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