

D1-2

FOURTH EDITION



DESCENT INTO THE NETHERDEEP



AN ADVENTURE FOR CHARACTERS LEVEL 9-12

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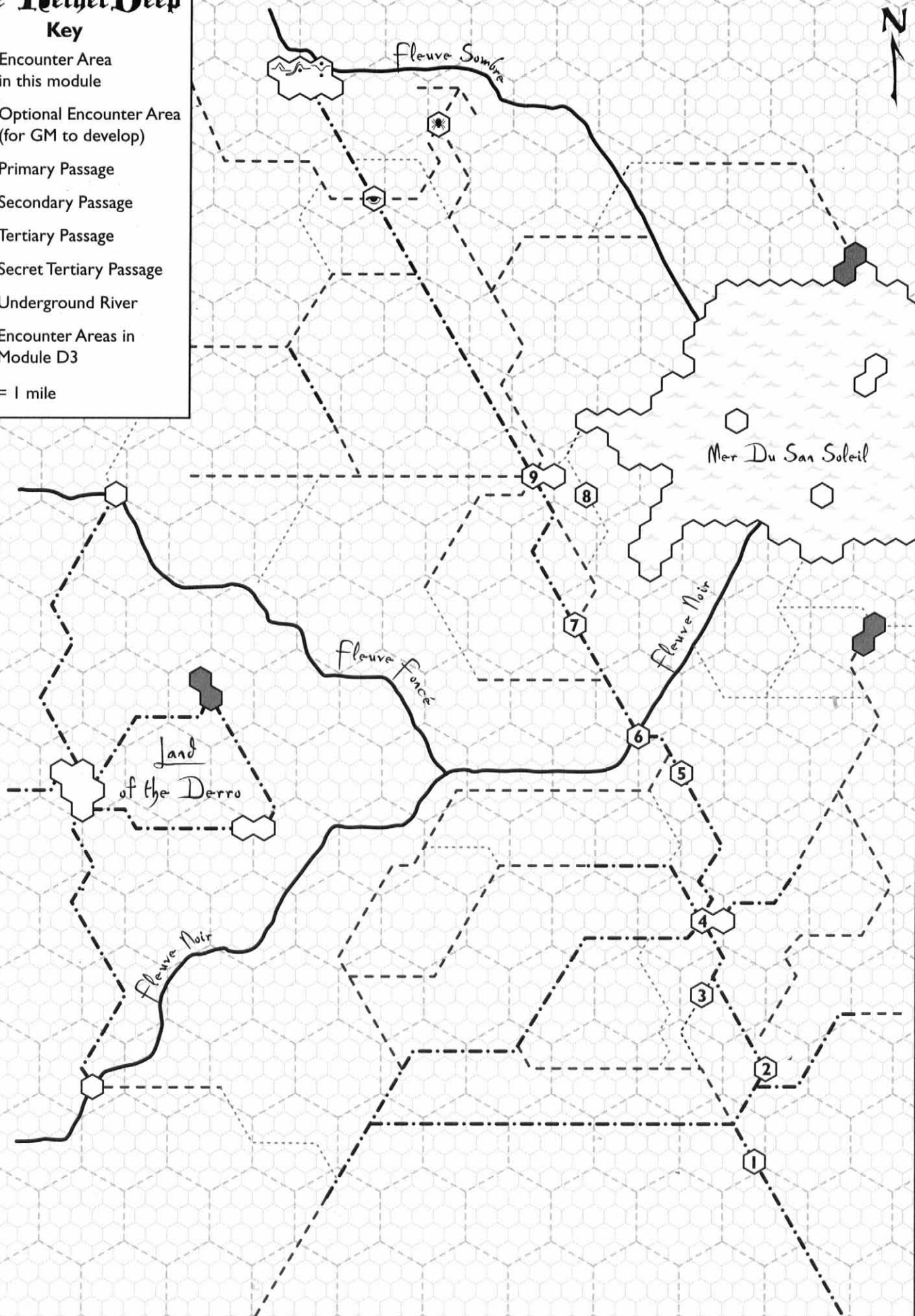
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The Nether Deep

Key

- Encounter Area in this module
- Optional Encounter Area (for GM to develop)
- Primary Passage
- Secondary Passage
- Tertiary Passage
- Secret Tertiary Passage
- Underground River
- Encounter Areas in Module D3
- Encounter Areas in Module D3
- = 1 mile





DESCENT INTO THE NETHERDEEP

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 9-12

* GAMEMASTER'S EYES ONLY *

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Advanced Dungeons & Dragons adventures D1 Descent Into the
Depths of the Earth and D2 Shrine of the Kuo-Toa by E. Gary Gygax

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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Introduction

This adventure takes place in the treacherous caverns of the NetherDeep. Access to these tunnels is available in the Evar'Krestain Mountains. The adventure is designed for a large party of characters of levels 9-12 with an even mix of the standard character classes. To play this adventure it is necessary to have the Player's Handbook and the GameMaster's Guide. You will also find copies of the Hacklopedias of Beasts useful as the creatures that appear herein are fully described in those reference works. For supplemental battlesheet material go to our website at www.kenzerc.com.

Throughout the book, encounter areas are listed with a convenient format for the GM. Read aloud text is denoted by the use of a grey box. Creature statistics and other information is provided in an abbreviated format including some or all of the following.

PRELUDE TO ADVENTURE

If the players previously completed the Annihilate the Giants adventure, read the following boxed text to begin the adventure. If you are introducing them to the adventure by having them find the map to the NetherDeep that was available in the Giants adventure or having them independently discover a cave that leads to the deep network of tunnels, you may paraphrase key elements of the following boxed text as appropriate.

DEFINITIONS OF ABBREVIATED TERMS

HF = HackFactor	FF = Fatigue Factor. See page 107 of the GMG. The Fatigue Factor represents how many rounds of exertion it takes before a creature must save versus fatigue. The fatigue save is an ability check against a creature's combined average Constitution and Wisdom scores (for characters with those scores) or against a creature's morale rating for monsters without defined ability scores.
EP = Experience Points	
Int = Intelligence	
AL = Alignment	
LG = Lawful Good	
NG = Neutral Good	
CG = Chaotic Good	
CN = Chaotic Neutral	
LN = Lawful Neutral	
N = True Neutral	
CE = Chaotic Evil	
NE = Neutral Evil	
LE = Lawful Evil	
AC = Armor Class	HOB = Hacklopedia of Beasts.
MV = Movement Rate	C = Cleric
HD = Hit Dice	F = Fighter
HP = Hit Points	MU = Magic-user
SZ = Size	T = Thief
#AT = Number of Attacks per round	S = Strength
D = Damage	I = Intelligence
SA = Special Attacks	W = Wisdom
SD = Special Defenses	D = Dexterity
Lang. = Languages Known	Con = Constitution
Hon = Honor value (can be a specific number or a general term like average, dishonorable, great Honor, or too much Honor.)	Ch = Charisma
ML = Morale value of creature	Com = Comeliness
TOP = Threshold of Pain (See GMG p 105). Usually this is half of a creature's full hit points. N/A indicates that the creature has an infinite TOP.	SSG = Spellslinger's Guide to World Domination. If you do not have this rulebook, substitute the spells or other material referenced from it with standard spells from the Player's Handbook or GameMaster's Guide.
Crit BSL = Critical hit Base Severity Level (see GMG p 110). This is defined in terms of the defender's AC plus or minus an integer.	

The final confrontation with the Fire Giant Prince Snørre, and your subsequent barging into the caverns under his mom's stronghold (Module G 1-2-3 Annihilate the Giants) confirmed that drow elves had instigated the giant alliance and its warfare upon mankind and its allied races. Numbers of these evil elves fell before your onslaught, but you suspect that many of the important drow fled away to the northwest – the escape route a seemingly natural passage a full 30 feet wide extending endlessly under the earth. Investigation of this area (cloaked by a steaming river of lava) revealed that the passage ran due northwest, slowly descending ever deeper into the bowels of the earth. A pair of hoists on either side of the river of lava enables you to safely move supplies, equipment, and even mules and pack apes across the dangerous area without too much difficulty. Pursuit of these creatures is necessary, for unless their location and strength are known, the drow can continue to strike where and whenever they like without fear of counterattack or reprisal. Fortunately, you discovered a map of the maze of tunnels under the earth – hundreds of miles of passages, areas shaded and marked with cryptic symbols, and what is probably the course of an underground river! But such an expedition will certainly require the utmost thought and care in planning and preparation. How many persons should compromise the expedition? Do you dare risk bringing your protégés lest they be killed as well? How will everyone be supplied and equipped? And what of drinking water? Perhaps certain of the elvenfolk will help, but then again they have their hands full just dealing with the grel. Who knows who or what will be encountered in this gloomy underground world? How will you deal with and defeat the monstrous opponents you are sure to meet? These questions and more must be answered before you set forth on your descent into the NetherDeep.

ECLAVDRA'S MACHINATIONS AND THE NEW ENEMY

Eclavdra Eilservs, the mastermind behind the giant uprising, was thwarted by the sequential assaults upon her allies of hill, frost and fire giants. However, the collapse of Eclavdra's machinations is a mixed success as it has caused the rise of a new enemy. Ironically enough, one aspect of her grand scheme has come to fruition despite the reverses she has suffered of late. The fractious drow noble houses have indeed united in a common purpose though this is hardly a cause for celebration in the grand halls of the villas that overlook Eerie-Sinlo. In an unfortunate turn of events for the dark elves, the collapse of the ambitions of House Eilservs did not provide for an opportunity to settle old scores and redress the balance of power. Coincidentally with Eclavdra's failure to establish herself as the supreme authority in the Vault, a leader with analogous aspirations was succeeding in his bid for power – not over the drow but rather their long time enemies the deep dwarves (or derro). This diminutive warlord is rumored to be a renegade gnome titan general named Gnopoleon. Under his leadership, the derro, with the aid of their similarly evil dwarven allies the duergar, have instigated a "uniting war" with the aim of finally vanquishing their hated dark elf foes. Unlike the past in which these conflicts were fraught with amateurish leadership and unclear objectives, the current campaign has meshed fanaticism with sound tactics and strategy.

The drow dismissed the initial raids as yet another pointless display of machismo on the part of the ceaselessly annoying derro. However, the more insightful amongst the drow aristocracy soon came to realize that something was amiss. They had seen derro onslaughts before. Past experience was that the little creeps hurled themselves at everything that moved. Though they caused a lot of damage, little actual disruption to the drow way of life

occurred. Like a tornado, they struck viciously and hard but seemingly at random. Keeping one's distance until the storm blew over was sufficient to avoid any trouble. Now however, the derro were making coordinated attacks on remote outposts and merchant trains while avoiding pitched battles with dangerous yet ultimately unimportant foes.

Having realized that they were the primary focus of the derro and not merely targets of opportunity, the drow have been in a mad scramble to gather reinforcements and strengthen their positions. Manpower has always been a weakness of all elves and the drow are no exception. Any and all sorts of conscripts have been mobilized and more are being actively sought. It is into this maelstrom of NetherDeep conflict that the characters begin their descent.

The path the PCs are expected to take (according to the map they found in the Giants adventure) leads them through encounter areas 1 to 9 on the GM map of the NetherDeep. However, many other possible routes are available. Other encounter areas identified on the GM map are left for your development. The encounter areas on the western portion of the map are likely Derro and Duergar enclaves. Perhaps the Illithids have even more footholds interspersed throughout this tiny slice of the NetherDeep. The large encounter area on the northern portion of the map is one of the many drow cities of the NetherDeep. Whatever you decide to fill these areas in with, make sure it is an appropriate challenge for the PCs who are brave enough (or perhaps foolish enough) to embark upon a Descent into the NetherDeep.

Beginning the Adventure

Once the PCs begin their descent read the following text.

The passageway from the caverns beneath the Hall of Prince Snorre runs to the northwest, rough and twisting, from 12 feet to 16 feet width for some 300 feet. Then it suddenly widens to 30 feet and more in places, obviously hewn, and goes almost perfectly northeast, slowly sinking in gentle slopes and by natural terraces.

The rock is principally black basalt striated by veins of all colors, although grays, browns, and yellowish-tan are most common. Parts of the route are worked but much of the tunnels are natural passages, caves, galleries, and so forth.

A successful Geology skill check (easy +65%) will reveal that the gray rock is feldspar, the brown is limonite and the yellowish-tan rock is sulphur. None of these are valuable unless mined in large quantities. If dwarven PCs ask, most of the stonework is centuries old though there are signs of constant maintenance spanning until the current decade. The route steadily descends at a 4% grade until it reaches the Fleuve Noir (the river at Encounter Area VI) after which it levels off at a final depth of approximately 6500 feet below the surface. Should a player with the ability to determine approximate depth underground prove successful in his skill check, the lowest level of Snorre's Hall is 300 feet below the surface. Add another 210 feet for every mile the party travels in the direction of the Fleuve Noir.

The darkness is not total; there are sometimes patches of phosphorescent graffiti, lighting the way with a faint glow (almost like Faerie Fire). This graffiti is simple vandalism though it will remain a mystery to anyone unable to read the drow language.

Now and again a current of dank, cold air can be felt moving downwards and bearing a musty scent throughout the corridors of this dismal underworld. Unlike the caverns beneath the Hall of the Fire Giant Prince, these warrens are uniformly damp (nearly 100% humidity) and cold with a temperature that never varies from 54° Fahrenheit (-12° Celsius).

Should the party ever remain still and listen, they may attempt a detect noise check. Those succeeding will note many strange sounds-twitters,

squackings, scrabbings. Various and sundry tiny noises can be heard, noises which are disturbing despite their muted sound.

USING THE MAPS

The characters' map, found in Eclavdra's desk, shows only a relatively narrow section of the area map found on the inside front cover of this book—specifically the portion that pertains to this adventure and the others in the series. The area map itself is by no means a comprehensive detailing of the NetherDeep for, of course, all of Garweeze Wurd is permeated by tens of thousands of miles of tunnels which form a gigantic interconnected subterranean matrix collectively known as the NetherDeep.

You might wish to develop the other areas shown on your large-scale map. If so, you can then allow your players to explore passages which are off their map, thus eventually completing their version, and, of course, having many adventures along the way. Feel free to add or delete additional passageways and cavern areas as you see fit. The NetherDeep is always in a state of flux as various burrowing creatures and miners continuously enlarge the matrix while seismic activity reduces its scope.

The three maps on the following pages show three typical passages of the underground. The widest passage is a section of Primary Trail, the next widest is a Secondary Trail section, the smallest is a Tertiary Trail, regular or secret. Whenever a random encounter occurs, assume that the party is near the center of a small piece map appropriate to the passage size. You may turn it to any orientation desired. Note that the sample maps include faults, spurs, splits, rubble, small caves, sink holes, crevasses, columns, stalactites, occasional pools, rivulets, and even streams. Again, feel free to alter these to suit your purposes.

SPELL BOOKS

Magic-users must have a spell book in order to re-memorize spells. One would hope that experienced adventurers would have the sense to have created a set of traveling spell books but such is not always the case. Regardless, it is incumbent upon you the GM to pay careful attention to these essential items. Be certain to note when a magic-user has failed a saving throw versus an area effect spell and to determine the ramifications on his magical libram. On an extended adventure such as the one here presented, losing a spell book can be disastrous for the player. Do not bypass the opportunity to neuter one or more of the party's spell casters. Your monsters will thank you for it!

TRAVEL

Do not penalize the party if they take sensible steps to insure a successful adventure, such as deciding to take a number of pack mules to carry supplies and equipment—even some extra suits of armor. As always, be as fair and unbiased as possible. Neither help by suggestion or inference nor hinder in any manner not called for. Managing a party with pack animals can be trying for a referee, but it is probable that your players will maneuver them into harm's way sooner rather than later.

Establishing a base camp is problematic. The PCs could assign henchmen or proteges to guard an established base camp, but then their henchmen and proteges would be subject to periodic random monster encounters. This is compounded by the following situation:

Beyond the first encounter area, teleportation over any distance greater than 1/2 mile is impossible.

When a character with this ability first attempts its use, have that player bring his character sheet into a separate room and there inform him that strong magnetic forces compromised his spell (or device). He is now standing alone in a dark corridor. Leave it to him to deduce that he teleported a half mile in his intended direction. Perhaps he'll be able to rejoin his fellow party members, perhaps not...

Thus, short of the use of a Wish, the party is committed to go and return afoot. They may have to return to the surface after concluding this adventure, or they may be able to press on, for the treasures along the way are aimed at supplying them with the force necessary to continue. In addition, certain crea-

tures have been specifically placed so that they may offer assistance or succor.

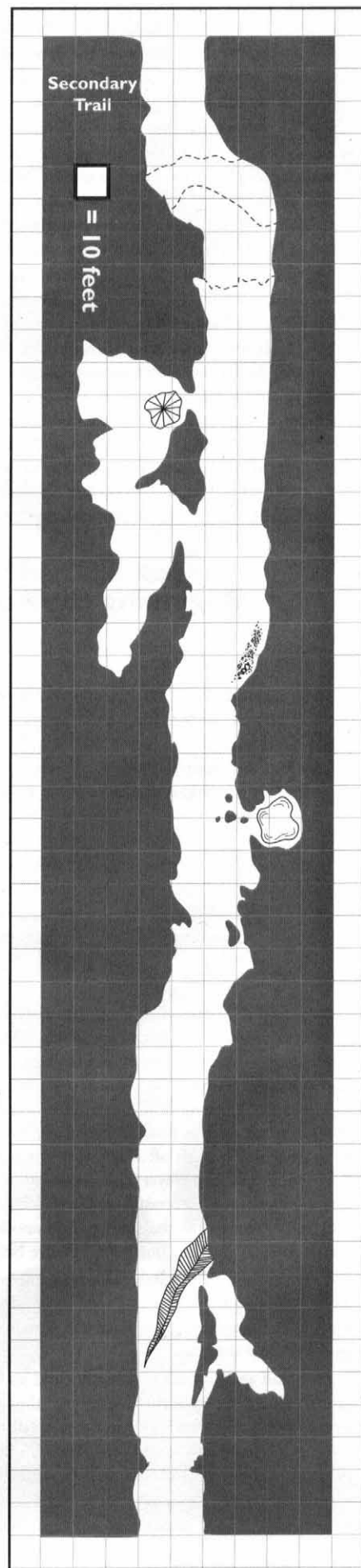
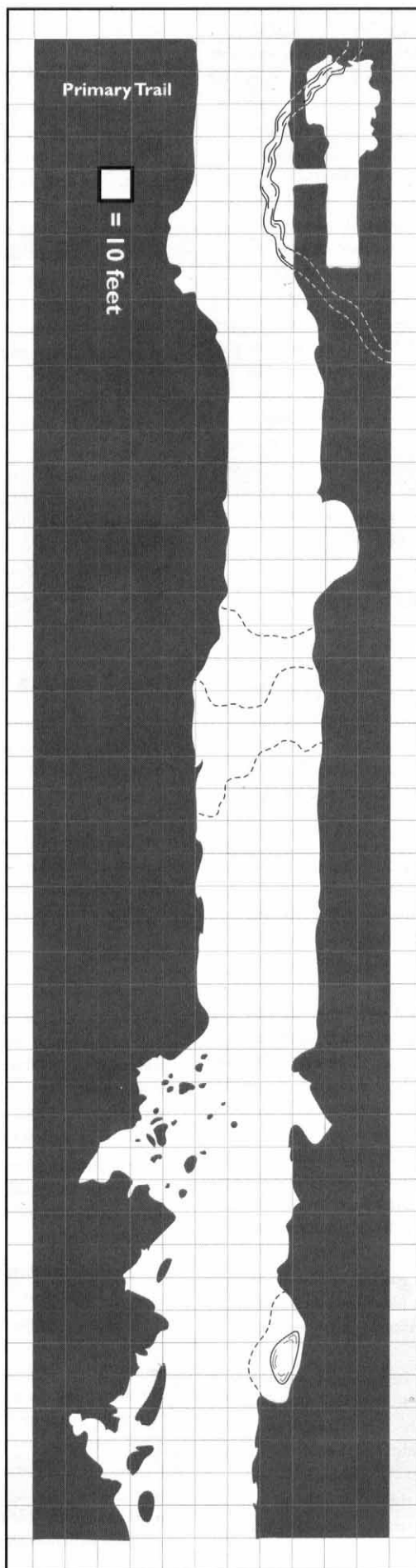
Travel along the system of subterranean passages will be at a slow rate because of the slippery and often slanting or terraced floors. Footing is treacherous in places, and the tiers to clamber down are often nearly three feet from top to bottom. If mules, donkeys or oxen accompany the party, these beasts will not slow movement, for they are sure-footed and negotiate the worst places with relative ease. The same holds true for dogs and pack apes. Horses and ponies (with the exception of Orkin war ponies), however, will not under any circumstances set foot in the NetherDeep. The rubble and detritus, natural projections, protrusions, ledges, and stony spears are more common and prove a real hazard in the secondary and tertiary tunnels. These lesser-traveled ways offer more places for lurking foes than do the primary arteries of the underworld.

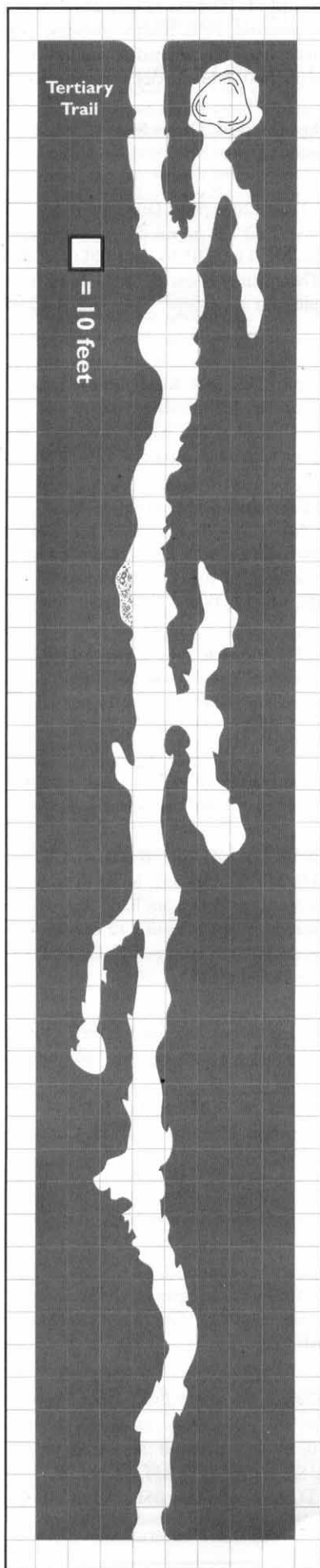
For the purposes of overland movement, consider the terrain to be very rugged when using Table 12A: Walking Movement (miles/day) on p. 161 of the GMG. This rate of travel is attainable only if unnecessary delays are avoided and mapmaking is sketchy. Reduce movement by 1 mile for every hour of delay, and assume that careful mapping will slow the party to 6 miles per day at most unless the mapper has the cartography: hasty mapping skill.

Ceiling height in the primary tunnels ranges from 20 feet to 50 feet, the average being about 35 feet. In the secondary passages the roof overhead varies from 15 feet to 40 feet above the floor, with 25 feet being usual. In the narrow tertiary tunnels the ceiling is from 8 feet to 25 feet high, with an average of 15 feet or so. Where enlargements occur, the roof will be near maximum height. In large caves or caverns, the ceiling height will be 10 feet to 20 feet above normal maximum. In huge caverns, such as The Caves and Warrens of the Troglodytes, ceiling height is 100 feet, 150 feet and as high as 200 feet in places. Before PCs find this place (should they hold to the path).

LOGISTICS

This series of adventures is significantly different from the ones preceding it. The players are presented with challenges altogether different than those faced in *Annihilate the Giants*. Whereas those adventures often presented a slugathon in which brute force was adequate to succeed, the players are unlikely to face the same concentration of raw hitting power anywhere in the NetherDeep. The opponents they will face are intended to slowly drain away resources. Armor is the most visible of these and your players may quickly desire to employ drow goods as replacements for their own. You must firmly enforce the following rule: Drow armor, cloaks and boots may only be worn by elves or half-elves. Humans, no matter how short and/or emaciated they may be, cannot fit into drow armor – end of discussion (see armor sizing problems on p. 267 of the GMG). Should the party decide to make use of drow armor and cloaks (or bucklers and weapons), any drow subsequently encountered will be immediately hostile. The party will be assumed (correctly) to have slain drow elves





and stolen their equipment and as such are deserving of summary execution.

In general, there is little opportunity to forage for food in the NetherDeep. Most of its inhabitants subsist on a fungal diet to which surface dwellers are unaccustomed. Any food sampled will be almost unpalatable but harmless. If characters insist on eating this as a substitute for rations or gathering mushrooms on their own, they will surely come down with "Zyandal's Revenge".

One would hope that your players would have the foresight to employ Continual Light spells as sources of illumination during their extended journey into the NetherDeep. If this is not the case, note that magical weapons only shed light in a 5 foot radius. Dependence on this type of illumination will slow movement by 50%. Torches and lanterns will not slow movement but they will quickly burn through fuel (lasting but 30 and 120 minutes respectively). Of course, any drow encountered will do their utmost to negate any Continual Light spells.

There are numerous opportunities to encounter Trolls. Although they should not present an overwhelming challenge in combat, disposal of their remains may be problematic. Wood is a rare commodity in the NetherDeep so building a funeral pyre is much more difficult than simply chopping down a few doors and setting them on fire. (Giant mushrooms do not burn – at best they smolder.) Each and every troll must take fire, acid and/or lighting damage equal to its full hit points in order to be permanently slain. Anything short of this will, given time, allow them to regenerate. [Trolls will only heal damage from fire at a rate given on p. 105 of the GMG not their normal 3 hp/round.] For convenience, assume that three full flasks of oil are required per troll incapacitated through normal hacking to be adequately charred.

CAMPING

As this adventure will span several days, your players will have to make camp along the route.

ZYANDAL'S REVENGE

(incapacitating diarrhea)

Where is the Disease Found? It is a common parasitic infection of the NetherDeep.

How is the Disease Contracted? Eating or drinking infected food or water.

Who may contract the Disease? Only aliens to the NetherDeep. Natives are immune.

Stages of the Disease:

Stage 1: Incubation = 6d4 hours. Symptoms: stomach pain, flatulence, bloated feeling. Duration 2d6 hours. VIRULENCE = 4.

Stage 2: Symptoms: diarrhea, lower abdominal pain, flatulence. -4 Honor. -1 Con. Duration 1d3 days. VIRULENCE = 6.

Stage 3: Symptoms: diarrhea, lower abdominal pain, flatulence, dehydration, stomach cramps, weakness. -2 Honor. -1 Con. -2 Strength. -1" Movement. Duration 1d3 days. VIRULENCE = 7.

Stage 4: None.

A NOTE ON CLAUSTROPHOBIA

How in the name of Odin did the afflicted PC get down here in the first place? If you've been soft on a PC with this quirk, stop immediately. At a minimum, the player should make a save vs. paralysis once per day in primary passages, once per 12 hours in secondary ones and once every two hours in the cramped tertiary passages. See p. 67 in the GMG for further details.

Simply plopping down in a corridor can be very dangerous. A random encounter check should be made every 90 minutes [game time] while camped. In addition, if the party is using any light source while camping, no monster will ever be surprised. Characters cannot sleep soundly in their armor so make sure to consult p. 117 of the PHB to determine the amount of time required to don armor if the party is assaulted while encamped!

RANDOM ENCOUNTERS

Check once per mile traveled or every 90 minutes if camped. Encounters occur 1 in d10 in the Primary Trail and 1 in d12 in the Secondary and Tertiary Trails.

Primary & Secondary Trails Encounter Table

Roll	Encounter
1-4	Drow Patrol (see below)
5	Auxiliary Patrol Type One
6	Auxiliary Patrol Type Two
7	Cave spiders (2d6)
8	Dopers (1d3)
9	Fire Beetles (2d12)
10	Ghastly Skirmishers
11	Impalers, Crimson (5d4)
12	Margoyles (2d4)
13	Piercers (2d4)
14	Pudding, Deadly (1)
15	Rust Monsters (1d4)
16	Slug, Giant (1)
17	Subterranean Lizards (1d6)
18-20	Consult Terrain X. Subterranean/Dungeon Table on p. 307 of the GMG

Drow Patrol: These patrols operate in the primary and secondary passages in an effort to safeguard lines of communication between the Drow homeland and their remote outposts as well as to keep the passages clear. Owing to the manpower shortage caused by the Derro war, these patrols are staffed by expendable second tier troops with only a lone drow officer.

Upon encountering PCs who do not attack, the lieutenant will question them as to their reason for being in the NetherDeep. Use the parley rules on p. 89 of the GMG (Table 8C). Be sure to adjust for the Charisma modifier of the PC doing the talking. Also adjust for racial preferences (table 2D, p. 25, PHB) of the majority/plurality race of the party. Use these modifiers: H=-5, A=-2, N=-1, T=0, G=+2, P=+5. Also, the PC doing the talking must know at least one of the languages that the drow lieutenant is fluent in. If the speaker is speaking drow or undercommon and it is not his native language, have him make a skill check. If he fails, he committed a faux pas and gets a -2 to the reaction roll. If he rolls a 01, then give him a +2 bonus. If the PC is speaking one of the drow lieutenant's non-native languages, then have the drow commander make a language skill check. If he fails, then he either misunderstands or makes a faux pas himself. Either way, it probably ain't good. Each 100 gp offered as an obvious bribe adds +1 to the reaction roll.

However, if the drow checkpoint or another patrol was assaulted (and anyone there lived to tell the tale) or if the party is using any drow gear, they will be vigorously attacked. The Quaggoths will charge while the darkmen-at-arms fire wildly into melee knowing that the Quaggoths are immune to their poisoned bolts. The Drowtaur will support the others with its spells while the lieutenant attempts to direct the battle.

Darkmen-at-arms (8): (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, undercommon, Hon: Average, ML 14, TOP 13 each, Crit BSL: Def AC -4 (short sword), Def AC -3 (**Drow Dagger +1**), Def AC (lt. crossbows) FF 5, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

Quaggoths, common (12): (HF 1, EP 175 each, Int 7 (Low), AL N, AC 2 [0 vs. missiles] (body shield), MV 12", HD 2+2, hp 32 each, SZ L (7' tall), #AT 1, D 1-10 (two-handed sword wielded in one hand (Large creature)), SA berserk frenzy, SD immune to poison, Lang: undercommon, Hon: Average, ML 15, TOP 16, Crit BSL: Def AC, FF 7, Reference HoB 6 p 102)

Drowtaur magic-user: (HF 7, EP 975 each, MU 5, Int 18 (Genius), AL CE, AC 6, MV 24", HD 4, hp 40, SZ L, #AT 1, D 1d6+2/1d6+1/1d6 (**Drow Dagger +2**), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 30%, Lang: drow, drow sign language, undercommon, Hon: Average, ML 13, TOP 20, Crit BSL: Def AC, FF 7, Reference HoB 2 p 114)

Spells: First Level: Charm Person, Color Spray, Dancing Lights, Darkness, Detect Magic, Faerie Fire, Magic Missile (x3). **Second Level:** Know Alignment, Levitate, Mirror Image, Stinking Cloud. **Third Level:** Slow

Lieutenant (male drow 4th level fighter): (HF 10, EP 460, Fighter 4, Str 10/64, Dex 18/74, Con 11/29, Int 13/17, Wis 12/35, Cha 12/15, Com 13/35, AL CE, AC -3 (**Drow Chain Mail +2**, **Drow Buckler +2**, Dex), MV 12", 43, SZ M, #AT 5/2 or 2, D 1d6+3/1d8+3/1d12+3 (**Drow Long Sword +1**, specialized) and 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, 10 bolts with Class S Drow Poison), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow (100), drow silent language (100), common (47), elven (55), undercommon (100), bugbear (76), Hon: 30 (Average), ML 14, TOP 22,

Crit BSL: Def AC +3 (**Drow Long Sword +1**) (Def AC +2 with **Drow Short Sword +1** and Def AC +5 with hand crossbow), FF 6, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, military: battle sense (56), military: small unit tactics (44), Proficiencies: weapon specialization (long sword)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

Orkin Lowland Ponies (3): (HF 1, EP 120 ea, Int 1 (animal), AL M, AC 8, MV 15", HD 2+2, hp 31, SZ L, #AT 1, D 1-8, SA nil, SD poison/disease resistance, Lang: none, Hon: Average, ML 11, TOP 16, Crit BSL: Def AC +0, FF 8, Reference HoB 6 p 42). These sturdy beasts are laden down with food, water and miscellaneous supplies for the troops. They will attack if approached.

Auxiliary Patrol Type One: This patrol has been dispatched to deal with a problem noted by a drow patrol but deemed too dangerous to take on themselves. It is 75% likely that the patrol is lost having forgotten the specifics of the task they were assigned. Regardless, they will fiercely attack anyone they encounter.

Troglodytes male, spiny-backed feral variants (1d8+8): (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

Trolls, Common (1d4): (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

Auxiliary Patrol Type Two: These bugbears have been sent on some minor errand by their dark elf masters. They will hurl their spears before closing to melee.

Bugbear, Common (5d4): (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (**Drow Chain Mail +1**, large shield), MV 9", HD 3+1, hp 35 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 4-9 (**Drow Spear +1**), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

Cave Spiders: This group of spiders is out hunting for their Queen Krawler. She's been very bitchy lately so they are loath to come home empty handed.

Cave Spiders (2d6): (HF 9, EP 370 ea, AC 6, MV 6"/12", HD 4+4, HP 42 ea, #AT 1, D 1d8, SA: shoot webs, poison, Hon: Ave, TOP 21, Crit BSL: Def AC+3, Reference: HoB 7 p 98)

Dopers: These stoners are out looking for Shimmer Moss. If the PCs 'remain cool', they will not attack.

Dopers (1d3): (HF 22, EP 1400, Int 15 (exceptional), AL CN, AC 0, MV 1", HD 6, HP 46 ea, #AT 1, D 1d10, SA: Intoxicating touch and breath, SD: camouflage, spell resistance, Hon: Ave, TOP 23, Crit BSL: Def AC+4, Reference: Hacklopedia Field Manual)

Fire Beetles: These unintelligent insects are simply flying around hoping not to get caught and gutted.

Fire Beetles, Giant (2d6): (HF 0, EP 35 each, Int 0 (Non-), AL N, AC 4, MV 12", HD 1 +2, HP 26 each, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: none, Hon: Average, ML 12, TOP 13 each, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 66)

Ghastly Skirmishers: This pack of undead is nominally under control of Zyandal's clergy. No one has kept a close eye on them, however, so they're simply wandering around the NetherDeep causing trouble until someone of authority has the time to figure out what to do with them.

Ghouls (1d8+8): (HF 4, EP 175 each, Int 5 (Low), AL CE, AC 6, MV 9", HD 2, hp 29 ea, SZ M (5-6' tall), #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD immune to cold, poison, disease, Sleep and Charm spells, Hon: Avg., ML 20, TOP n/a, Crit BSL: Def AC +0, FF n/a, Reference HoB 3 p 51)

Ghosts (1d4+1): (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 38 ea, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

Crimson Impalers: These little bastards are lying in wait behind some staglamites. They will only attack a party that they outnumber.

Impalers, Crimson (5d4): (HF 1, EP 15 ea, Int 7 (Low), AL LE, AC 5, MV 9", HD 1, hp 25 ea, SZ S, #AT 1, D 1-6, SA impaling, SD fight until -10 hp, Hon: Average, ML 9, TOP n/a, Crit BSL: Def AC -2, FF n/a, Reference HoB 4 p 27)

Margoyles: This gang of margoyles is pissed and looking for a fight after having lost their jobs when the Bailiff of the Black Tower (see Vault of the Drow) redecored.

Margoyles (2d4): (HF 11, EP 420 each, Int 6 (Low), AL CE, AC 2, MV 6", 12" Fly (C), HD 6, hp 50 ea, SZ M (6' tall), #AT 4, D 1-6/1-6/2-8/2-8, SA nil, SD +1 or better to hit, Lang: margoyle, (halting) gargoyle, (passable) drow, Hon: Average, ML 14, TOP 25, Crit BSL: Def AC +4, FF n/a, Reference HoB 4 p 119)

Piercers: This group of piercers is emaciated and hungry. They will eagerly drop on any unsuspecting (and even suspecting) target.

Piercers (2d4): (HF 3, EP 65, Int 1 (Animal), AL N, AC 3, MV 1", HD 3, hp 26 ea, SZ M, #AT 1, D 3-18, SA 90% surprise, SD nil, Lang: none, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC +1, FF n/a, Reference HoB 6 p 70)

Deadly Pudding: This loathsome creature is rolling around looking for its next meal. If it smells metal within 100', it will attack.

Pudding, Deadly (1): (HF 24, EP 5000 each, Int 0 (non), AL N, AC 3, MV 18", HD 8, hp 54 ea, SZ M (5' around), #AT 2, D nil, SA destroy metal, poison gas, Hon: Average, ML 19, TOP n/a, Crit BSL: Def n/a, FF n/a, Reference HoB 6 p 99)

Rust Monsters: These baneful vermin are sniffing the passage walls looking for a vein of metal. Should they get a whiff of the beautiful aroma of face-hardened plate armor, they will scurry to it as they are quite hungry.

Rust Monsters (1d4): (HF 8, EP 270 ea, Int 1 (animal), AL N, AC 2, MV 18", HD 5, hp 42 ea, SZ M, #AT 2, D rusting, Hon: Average, ML 11, TOP 21, Crit BSL: Def AC n/a, FF 5, Reference HoB 7 p 21)

Giant Slug: This creature is meandering down the tunnel looking for a new nest after having been roused from its old one by a pack of trolls.

Slug, Giant (1): (HF 45, EP 5,000, Int 0 (Non-), AL N, AC 8, MV 6", HD 12, hp 80, SZ G (33' long), #AT 1, D 1-12, SA acid spit, SD immune to crushing weapons, Lang: none, Hon: Average, ML 12, TOP 40, Crit BSL: Def AC +10, FF 5, Reference HoB 7 p 83)

Subterranean Lizards: These creatures escaped their drow captors while being trained as pack lizards. They will bite anything that even remotely resembles an elf.

Lizards, Subterranean (1d6): (HF 7, EP 420 ea, AC 5, MV 12", HD 6, HP 47 ea, #AT 1, D 2d6, Hon: Ave, TOP 24, Crit BSL: Def AC+4, Reference: HoB 4 p 88)

Tertiary Trail Encounter Table

Roll	Encounter
1-4	Derro Search & Destroy Patrol (see below)
5	Ants (d20+10 workers, d4+4 warriors)
6	Bulette, Hammerhead (1-2)
7	Gougers, Cave (2d6)
8	Cerebral Mauler (1d3)
9	Dungeon Anemones (1d6)
10	Fire Beetles (2d12)
11	Impalers, Purple (1d4+1)
12	Impalers, Rainbow (1)
13	Kruellers (1d3)
14	Mea-Zels (2d4)
15	Moss, Shimmer
16	Mute-Schreecher (1)
17	Truculent Terrifier (1)
18	Hook Horrors/Uarvaxi (1d8 each)
19	Xorn (1d4+1)
20	Consult Terrain X. Subterranean/Dungeon Table on p. 307 of the GMG

Derro Search & Destroy Patrol: A Derro warparty is encountered on their way to hitting a drow objective. Though not disposed to react favorably



to a group of surface dwellers, expending their manpower on random targets is not part of their mission plan. If the party refrains from immediately attacking and states that they are in the NetherDeep expressly to kill drow, the Derro may be convinced that the PCs are merely a nuisance and allow them to go about their business. However, if the PCs are clad in drow armor or using other drow equipment, they will assume the PCs are allied with the dark elves and thus a viable target.

Four of the Duergar will be scouting ahead of the main body. If they encounter strangers, they will shout back to their fellows and then become invisible. They will attempt to reach the rear or flanks of the party by climbing walls. The Derro warriors will act as a shield for the crossbowmen and savant allowing the latter to fire their crossbows and spells. The Derro will fight to the death rather than surrender.

Derro Warriors (8): (HF 1, EP 255, Dex 15, Int 13 (very), AL CE, AC 6 (leather + Dex), MV 9", HD 3, hp 38, 37, 34 (x3), 29 (x2), 24, SZ S, #AT 1, D 1d4/1d4/1d4 (Derro Hook-Fauchard), SA opponent may be pulled off-balance, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, TOP 19 (x2), 17 (x3), 15 (x2), 12, Crit BSL: Def AC +1, FF 5, Talent: Blind Fighting, Reference HoB 2 p 118)

Derro Crossbowmen (8): (HF 1, EP 295, Dex 15, Int 13 (very), AL CE, AC 6 (leather + Dex), MV 9", HD 3, hp 38, 37, 34 (x3), 29 (x2), 24, SZ S, #AT 2 or 1, D 1d6/1d3/1d6-3 + Derro type P poison (Derro Semi-Automatic crossbow) or 1d6/1d6-1/1d6-2 (secari – treat as dagger), SA: poison, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, TOP 19 (x2), 17 (x3), 15 (x2), 12, Crit BSL: Def AC +3 (crossbow) or +1 (secari), FF 5, Talent: Blind Fighting, Reference HoB 2 p 118)

Duergar Scouts (6): (HF 0, EP 120, Ftr/Th 1/1, Dex 16/60, Int 9 (ave), AL NE, AC 5 (leather + Dex), MV 6", hp 28, 26, 25, 24, 22, 21, SZ S, #AT 1, D 1d6-1/1d6/1d8 + Derro type T poison (short sword), SA poison, spells, -2 to enemy's surprise roll SD: surprised only 1 in 10, +4 to saves vs. magic, immune to paralysis, illusions & poison, Lang: derro, Hon: Ave, ML 13, TOP 14, 13 (x2), 12 (x2), 11 (x2), Crit BSL: Def AC -3, FF 8, Reference HoB 2 p 119)

Spells: Enlarge (or Reduce), Invisibility

Thieving Abilities: PP 15%, OL 25%, FT 25%, RT 30%, MS 20%, HS 10%, CW 90%

Derro Sergeants (5): (HF 2, EP 260, Dex 15, Int 13 (very), AL CE, AC 4 (scale mail + Dex), MV 6", HD 4, hp 42, 35, 34, 28, 26, SZ S, #AT 1, D 1d4/1d4/1d4 (Derro Hook-Fauchard), SA opponent may be pulled off-balance, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, TOP 21, 18, 17, 14, 13, Crit BSL: Def AC +2, FF 6, Talent: Blind Fighting, Reference HoB 2 p 118)

Derro Commander (1): (HF 7, EP 975, Dex 15, Int 13 (very), AL CE, AC 1 (plate mail + Dex), MV 6", HD 7, hp 60, SZ S, #AT 1, D 1d4/1d4/1d4 (Derro Hook-Fauchard), SA opponent may be pulled off-balance, SD: +4 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, 30, Crit BSL: Def AC +5, FF 6, Talent: Blind Fighting, Reference HoB 2 p 118)

Derro Student Savant (1): (HF 6, EP 527, Dex 15, Int 17 (Genius), AL CE, AC 8 (Dex), MV 9", HD 5, hp 42, SZ S, #AT 1, D 1d6/1d6-1/1d6-2 (secari – treat as dagger), SA spells, Lang: derro, Hon: Ave, ML 12, TOP 21, Crit BSL: Def AC +3, FF 6, Talent: Blind Casting, Reference HoB 2 p 118)

Spells: Comprehend Languages (at will), Read Magic (at will), Lightning Bolt, Wall of Fog

Notable Items: Potion of Invisibility

Ants: These insects are busily gathering fungi. They will not attack unless disturbed but unfortunately they are blocking the passageway.

Giant Worker Ants (1d20+10): (HF 1, EP 35, Int 1, AL N, AC 3, MV 18", HD 2, HP 29 each, SZ S, #AT 1, D 1d6, SA pincers continue to inflict 1d3 damage/round after a hit, SD Nil, Hon: n/a, ML 14, TOP n/a, Crit BSL: Def AC+0, FF n/a, Reference HOB 1 p 19.)

Giant Warrior Ants (1d4+4): (HF 3, EP 120, Int 1, AL N, AC 3, MV 18", HD 2, HP 29 each, SZ S, #AT 2, D 1d6/1d3 (pincers/string), SA pincers continue to inflict 1d3 damage/round after a hit, Poison, SD Nil, Hon: n/a, ML 14, TOP n/a, Crit BSL: Def AC+0, FF n/a, Reference HOB 1 p 19.)

Bulette, Hammerhead: This predator is lying in wait beneath the tunnel. Should it sense vibrations above, it will emerge from the floor and attack. Having subsisted on a diet of trolls (from which it developed acid reflux disease), it would like nothing better than a nice morsel of halfling or failing that gnomeling.

Bulette, Hammerhead (1d2): (HF 22, EP 4000 ea, Int 1 (animal), AL N, AC -2/4/6, MV 12", 3", HD 9, hp 80 ea, SZ L, #AT 3, D 4d12/3d6/3d6, SA ramming, SD only surprised 2 in 10, Hon: Average, ML 20, TOP 40, Crit BSL: Def AC +7, FF 7, Reference HoB 1 p 97)

Cave Gougers: These creatures have just moved into the spot in which they are encountered. A drow elfen patrol rousted them from their old hang-out (and killed half their number) so they will be reluctant to attack a party that is clad in drow armor.

Gougers, Cave (2d6): (HF 2, EP 150 ea, Int 6 (Low), AL CN, AC 7, MV 7", HD 2, hp 29 ea, SZ M, #AT 2, D 1-6/1-6, SA gouge from above, SD never surprised, Lang: gouger, Hon: Average, ML 12, TOP 15, Crit BSL: Def AC +0, FF 3, Reference HoB 3 p 99)

Cerebral Maulers: The Cerebral Maulers are floating safely hidden up in stalactites sensing the brain waves of prey. They will wait in hiding behind a low hanging stalactite where passers by are within range (10 feet and remember that a human's head rides at least 5 feet above the ground) of their paralyzation pulse. An intelligent (Int 14+) straggler from the main party will have his brain eaten forthwith. A not-so-bright straggler will be controlled instead and used to launch an assault on the party.

Cerebral Maulers (1d3): (HF 12, EP 975 ea, Int 14 (High), AL CE, AC 5, MV 6" Fly (D), HD 3+3, hp 38 ea, SZ M, #AT 2+special, D 1-8/1-8 + special, SA spinal bore control, paralyzation pulses, psionics, SD psionics, Hon: Average, ML 16, TOP 19, Crit BSL: Def AC +2, FF 9, Reference HoB 2 p 19)

Dungeon Anemones: These creatures are lurking on the ceiling – not out of cunning but rather an attempt to avoid being punctured and devoured by piercers. They will descend to attack if they sense body heat.

Dungeon Anemones (1d6): (HF 5, EP 650 ea, Int 4 (Semi-), AL N, AC 8, MV 3" Fly (D), HD 6, hp 53 ea, SZ M, #AT 8, D 1-4 x8, SA paralyzing poison, digestion, SD nil, Hon: Average, ML 12, TOP n/a, Crit BSL: Def AC +4, FF 4, Reference HoB 2 p 116)

Fire Beetles: These unintelligent insects are simply flying around hoping not to get caught in some spiderwebs.

Fire Beetles, Giant: (HF 0, EP 35 each, Int 0 (Non-), AL N, AC 4, MV 12", HD 1 +2, HP 26 each, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: none, Hon: Average, ML 12, TOP 13 each, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 66)

Impaler, Purple: These brazen warriors will simply attack anything they encounter.

Impaler, Purple (1d4+1): (HF 4, EP 85 ea, Int 4 (Semi-), AL NE, AC 4, MV 12", HD 4, hp 42 ea, SZ L, #AT 1, D 1-12, SA impaling, SD nil, Hon: Average, ML 12, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 4 p 27)

Impaler, Rainbow: This creature has set out bait consisting of a pile of 10d10+100 silver pieces. It will leap upon anyone stopping to investigate the coinage.

Impaler, Rainbow (1): (HF 7, EP 205, Int 14 (High), AL CE, AC 6, MV 9", HD 8, hp 65, SZ H, #AT 1, D 3-24, SA impaling, SD nil, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC +6, FF n/a, Reference HoB 4 p 27)

Kruellers: These terrors have been confined to the tertiary passages since any time one is spotted the drow make a concerted effort to destroy it. A bounty of 200 platinum pieces exists for each of these creatures which will be paid upon presentation of the corpse to the Bailiff of the Black Tower (see Vault of the Drow). Because these things move so slowly, they are hiding in a pit or crevasse that lies near a tertiary passage that dead ends shortly, but out of sight. Although its appetite is insatiable, it is still smart enough to not eat the small cave critters that nest at the dead-end of this tertiary passage. In fact, it is the noise from these cave critters that may attract larger creatures down the dead-end passage. These larger creatures are much more of a meal for the krueller. If combat goes poorly for it, the beast will skeedaddle back down into a crevasse leaving its normal slick trail.

Kruellers (1d3): (HF 12, EP 975, Int 6 (low), AL CE, AC 5, MV 3", HD 8, hp 75 each, SZ L, #AT 1, D 4d6, SA may destroy weapons, jet of methane flame, SD: partial immunity to crushing weapons, Hon: Ave, ML 16, TOP 38, Crit BSL: Def AC+6, FF 6, Reference HOB 4 p 67)

Mea-Zels: These creatures will not attack a well-armed and alert party. Rather, they will stalk it (for miles if need be) and wait for the PCs to make camp. One of their number will attack each guard while the balance attempt to sneak in and strangle sleeping victims.

Mea-Zels (1d4): (HF 7, EP 120, Int 7 (Low), AL CE, AC 8, MV 12", HD 4, hp 38 each, SZ M, #AT 2 or 1, D 1-4/1-4 or strangulation, SA 4th level thief abilities (standard: move silently 95%, hide in shadows 90%), SD nil, Lang: mea-zel, undercommon, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +2, FF 4, Reference HoB 4 p 126)

Moss, Shimmer: This moss is just waiting for people to saunter by and stare at it endlessly until they die. This moss would grow out of control if it were not for the fact that Dopers find it irresistible and greedily scrape up every last ounce whenever they encounter a patch.

Moss, Shimmer: (HF 1, EP 7, Int 0 (Non-), AL N, AC 9, MV nil, HD 1, hp 25, SZ S, #AT nil, D nil, SA fascination, SD nil, Lang: none, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference HoB 5 p 48)

Mute-Screecher: This bitter outcast from drow society is wandering the NetherDeep looking for victims upon which to vent its fury. It has one randomly determined cursed item that it will bargain with for its life if cornered.

Mute-Screecher: (HF 6, EP 270, Int 16 (Exc), AL NE, AC 8, MV 15", HD 5, hp 50, SZ M, #AT 1, D 1-8, SA psionics, SD nil, Lang: mute-screecher, Hon: Average, ML 11, TOP 25, Crit BSL: Def AC +3, FF 4, Reference HoB 5 p 57)

Truculent Terrifier: This lich-like creature will attempt to parley with any party it encounters. It claims to have a HackMaster +8 named Doomsaker that can be theirs for free if only they agree to serve him. It even mentions that the death rune is still in place. Should the party agree, it will demand in return the sacrifice (and corpse) of a valued protege or sidekick.

If encountered a second time, it will be the same Terrifier. He will attempt his sales pitch but stop abruptly and say, "Oh, it's you guys again." before vanishing.

Truculent Terrifier (1): (HF 4, EP 3,000, Int 14 (High), AL CE, AC 2, MV 9", HD 12, hp 83, SZ M, #AT 1, D Fear or Fireball, SA Fear, Fireball, SD go ethereal, reflect Blindness attacks, undead immunities, Lang: common, elven, Hon: Average, ML 15, TOP n/a, Crit BSL: Def AC +10, FF n/a,

Reference HoB 8 p 34) It wears a **Ring of Human Influence** which it will use to maximum effect in persuading PCs to do its bidding.

Hook Horrors/Uarvaxi: A pack of Hook Horrors is out hunting with their pet Uarvaxi. Upon encountering the players, they will begin clicking their hooks together while screeching, "War-E-orsss...come out and play-E-ay!"

Hook Horrors (1d8): (HF 3, EP 120, Int 5, AL N, AC 3, MV 9", HD 5, HP 50 ea, SZ L, #AT 2, D 1-8/1-8, SA: Nil SD: Nil, ML 15, TOP 25 ea, Crit BSL: Def AC +3; FF 5, Reference HOB 4 p 13)

Uarvax (1d8): (HF 4, EP 3,000 ea, Int 6 (Low), AL N, AC 6, MV 18", HD 5+5, hp 57, SZ L, #AT 3, D 2-8/2-8/1-12, SA rear claw rake 2-8/2-8, SD nil, Lang: common (27), undercommon, Hon: Average, ML 11, TOP 29, Crit BSL: Def AC +4, FF 10, Reference HoB 8 p 39)

Xorn: These creatures will materialize from the walls and demand as much metal as they feel they can pressure the party into giving them.

Xorn (1d4+1): (HF 37, EP 4,000 each, Int 9 (ave), AL N, AC -2, MV 9", 9" burrow, HD 7+7, hp 55, SZ M, #AT 4, D 1d4/1d4/1d4/6d4, SD immune to cold & fire, half damage from electricity, Hon: Average, ML 16, TOP 28, Crit BSL: Def AC +6, FF 12, Reference HoB 8 p 108)

Encounter Area 1: Checkpoint Charlie

After traveling several miles through the dark lava tubes, you note a dim yellow glow up ahead. As you trudge ever forward, you see that the tunnel opens up into a large oblong cave. The cave is overgrown with large fungal growths that seem to emanate an unnatural yellow light. Though no brighter than torchlight, there is sufficient illumination for you to clearly see a five-foot high wall constructed from sandbags running perpendicular to the chamber. In the center of the wall is a six foot wide opening in which stand four shaggy humanoids.

Refer to Map 1 on the following page. This is one of many drow checkpoints controlling access to this region of the NetherDeep. With the collapse of Eclavdra's expansionist plans and the start of a Uniting War by the Derro, the usually lax security has been tightened and defenses augmented. At present there is a squad of nine soldiers along with four Quaggoth flunkies that are manning the defenses.

The sandbags are piled about four feet deep and will stop any missile smaller than a ballistia spear. The darkmen have created ad-hoc battlements along the barrier that provide them with 75% cover [+7 to AC] while firing their crossbows.

Darkmen-at-arms (8): (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, undercommon, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC -4 (short sword), Def AC -3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 4, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

Quaggoths (4): (HF 1, EP 175 each, Int 7 (Low), AL N, AC 2 [0 vs. missiles] (body shield), MV 12", HD 2+2, hp 32 each, SZ L (7+' tall), #AT 1, D 1-10 (two-handed sword wielded in one hand (Large creature)), SA berserk frenzy, SD immune to poison, Lang: undercommon, Hon: Average, ML 15, TOP 16, Crit BSL: Def AC, FF 7, Reference HoB 6 p 102)

Drow Lieutenant (male): (HF 4, EP 302, Ftr 3, Str 12/09, Dex 17/13, AL CE, AC -1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12', hp 38, SZ M, #AT 5/2, D 1d6+3/1d6+4/1d8+4 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**), SA sword bonus, short sword specialization (+1/+2 3/2 attacks), spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, uncommon, Hon: Ave, ML

14, TOP 19, Crit BSL: Def AC (Def AC +2 with sword), FF 5, Talents: ambidextrous, sword bonus, spell abilities, Skills: armor maintenance, weapon maintenance, military: battle sense (61), military: small unit tactics (57), short sword specialization)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire.
Second Level: Know Alignment, Levitate.

The Minefield

The large patch of giant fungi has been seeded with a number of Mushbooms (see appendix for statistics on this new monster). These deadly fungi are indistinguishable from the benign varieties growing up alongside them (their positions are indicated on the map.) A number of very narrow overgrown paths wind their way through the mushroom patch. Only by keeping to this path and moving very slowly can anyone be assured of safely traversing the minefield. Moving at a normal rate has an 80% chance of brushing up against one of the explosive 'shrooms while running or leaving the path will automatically detonate the nearest Mushroom. The 'shrooms are placed far enough apart so as not to start a chain reaction. Naturally the Darkmen-at-arms will maintain a steady fire on anyone attempting to reach their position!

The cave itself is about 65 feet in height. However, the top 30 feet of the cave is enmeshed in *Larantula* webbing. These webs are 90% likely not to be seen unless powerful lighting (e.g. Continual Light) is employed. Should a PC opt to fly over the minefield, be certain to ask him at what elevation he's choosing to fly.

Larantula (1): (HF 7, EP 400, Int 12, AL NE, AC 4, MV 12", HD 4, HP 35, SZ M, #AT 1, D 1-4, SA poison SD: Nil, ML 5, TOP 17, Crit BSL: Def AC + 2; FF 7, Reference HOB 4 p 74)

In addition to the minefield, a pair of Shriekers grow at the mouth of the cavern (indicated by a circled S. The illumination in the cave is due to a number of Glow Worms that live in the patch.

Off-duty Contingent

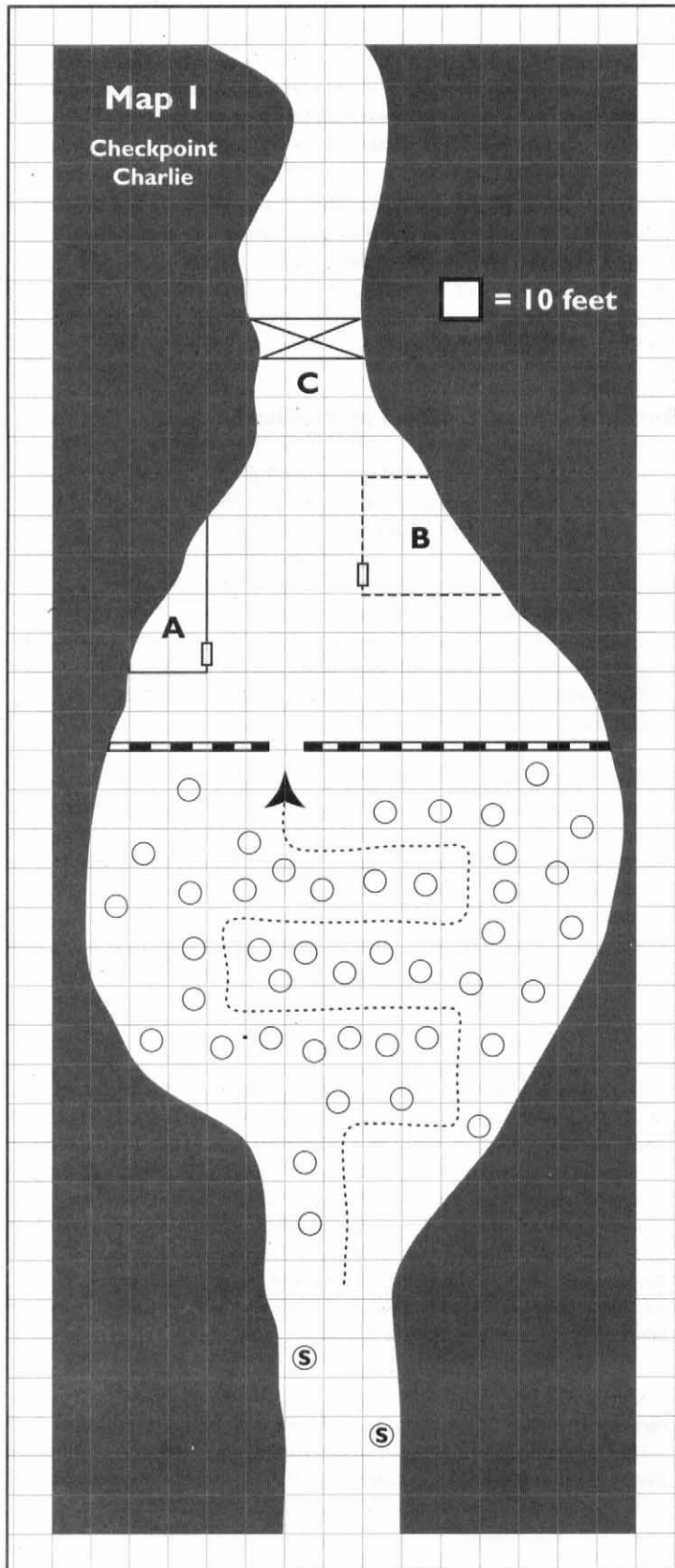
The post commander, Blondril, is a senior member of the House of Despana – though not senior enough to avoid getting posted to this remote location. Blondril is charged with securing this entrance to the NetherDeep and reporting any significant event that transpires. She is, however, rather upset at being assigned this miserable job [hence the need to assign a political minder to the post] so if for any reason the drow are seriously threatened, she will attempt to save herself by using her drow cloak to slip away without being noticed and then cast Run to aid her in making a break for it. Hidden on her person is a small brooch of a blue-black mace, inscribed (in drow) with the word Despana.

Blondril: (HF 11, EP 4516, MU 9, Str 7/04, Dex 19/22, Con 12/29, Int 18/17, Wis 15/45, Cha 13/15, Com 17/35, AL CE, AC -3 (Phantom Armor, Dex, Acrobatic Skill Suite), MV 12", hp 51, SZ M, #AT 2, D 1d6+1/1d6/1d6-1 (**Drow Daggers +3**), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 68%, Lang: drow, drow silent language, common, elven, uncommon, Hon: 50 (Average), ML 5, TOP 26, Crit BSL: Def AC +2, FF 5, Quirks/Flaws: wuss-of-heart, Talents: acrobatic skill suite, ambidextrous, eagle eye, fast cast, spell abilities

Items of Note: (2) **Drow Daggers** +3, 3 travelling spell books containing all non-innate spells listed below, **Drow Cloak & Boots**, Despana brooch, platinum ring set with diamonds (11,000 gp), platinum necklace (3,124 gp)

Travelling Spell Book #1: Subterranean lizardskin cover, parchment pages, 10x9x1, 0.6 lb. (1.2 lb. encumbrance), 40 pp., p. 1-2, Comprehend Languages, Magic Missile, Phantom Armor, Run, Shift Blame.

Travelling Spell Book #2: Subterranean lizardskin cover, parchment pages, 10x9x1, 0.6 lb. (1.2 lb. encumbrance), 28 pp., Continual Darkness, Dispel



Magic, Polymorph to Primate, Detect Invisibility, Heat Seeking Fist of Thunder, White Hot Metal.

Travelling Spell Book #3: Subterranean lizardskin cover, parchment pages, 12x7x1, 1.5 lb. (4.5 lb. encumbrance), 40 pp., Ice Storm, Solid Fog, Torrential Fireball.

Note: She has cast Stoneskin on herself which will protect her from seven attacks

Spells: First Level: Comprehend Languages, Dancing Lights, Darkness, Detect Magic, Faerie Fire, Magic Missile (x2), Phantom Armor (already cast), Run, Shift Blame. **Second Level:** Detect Invisibility, Heat Seeking Fist of Thunder, Know Alignment, Levitate, White Hot Metal. **Third Level:** Continual Darkness, Dispel Magic, Polymorph to Primate. **Fourth Level:** Ice Storm, Solid Fog. **Fifth Level:** Torrential Fireball

Upon learning of her new assignment, Blondril insisted on bringing along her personal bodyguard. These soldiers are about as loyal as a drow can be. They will do all in their power to protect her lest she narc on them to her fellow Despana executives. The Despana house is noted for its capricious but severe disciplinary measures.

Drow fighters (female) (8): (HF 5, EP 247 ea, Ftr 2, Dex 16/86, Int 12/51, AL CE, AC -3 (**Drow Chain Mail +2, Drow Buckler +2**, Dex), MV 12", hp 36 ea, SZ M, #AT 3/2 or 2, D 1d6+2/1d6+3/1d8+2 (**Drow Short Sword +1**) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, each has 10 bolts with type Drow-S poison), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, gnome, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, 17, 16, 15, Crit BSL: Def AC +2, FF 4, Talents: ambidextrous, sword bonus, Skills: short sword specialization

Spells: First Level: Dancing Lights, Darkness, Faerie Fire.

Jacque was sent as Blondril's "assistant" in order to ensure that she carried out her orders. He is a representative of Zyandal and as such has no noble matriarch to report to. He's aware that failure will not be tolerated by his mistress and so will fight to the death rather than face far worse consequences at the hands of the Beautiful Queen Death Mother. The rest of the drow and darkmen stationed here despise him and will not come to his aid. In fact, they may turn on him if the situation gets desperate.

Jacque: (HF 19, EP 1252, Cl 6, Str 12/03, Dex 17/95, Con 14/09, Int 11/21, Wis 17/25, Cha 6/16, Com 9/45, AL CE, AC -6 (**Drow Chainmail +3, Drow Buckler +3**, Dex), MV 12", hp 69, SZ M, #AT 1, D 1d8+3/1d6+4/1d6+3 (**Drow Footman's Mace +2**), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 62%, Lang: drow, drow silent language, common, elven, undercommon, Hon: 55 (Average), ML 20, TOP 34, Crit BSL: Def AC +2, FF 7, Quirks/Flaws: jerk, lisp, Talents: ambidextrous, cold resistance, grace under pressure, spell abilities

Items of Note: **Drow Chainmail +3, Drow Buckler +3, Drow Footman's Mace +2, Drow Cloak & Boots**, Zyandal brooch

Spells: First Level: Command, Cure Light Wounds (x3), Dancing Lights, Darkness, Detect Magic, Faerie Fire, Invisibility to Undead, Purify Food & Drink, Remove Fear. **Second Level:** Aid, Dust Devil, Know Alignment, Levitate, Rigor Mortis (x2), Silence 15' Radius. **Third Level:** Continual Darkness, Cure Nasty Wounds, Clairvoyance, Dispel Magic, Suggestion, White Hot Metal. **Fourth Level:** Detect Lie.

Hidden in Jacque's pocket is a golden spider pin inscribed (in drow) Zyandal, Beautiful Queen Death Mother.

Each darkman has but 2d10 copper pieces while the dark elves have 1d10 pp per level of experience. The Quaggoths have no money (they believe Blondril's lie that their lack of pay has been a clerical error. Since Jacque is the

only cleric here they continuously hassle him much to the delight of Blondril. He hasn't yet gotten the joke that's been played upon him).

Area A: This is a low cinder block building built into the cave wall. It contains sleeping silks for all of the soldiers, several small boxes of provisions, and individual kits with eating utensils, cups, etc. In one provision box are two black metal medallions (of adamantite alloy) bearing a likeness of a spider on one side and a female drow on the other. Each is suspended by a fine loop of black chain. Hidden at the bottom of another provision box is a bone tube belonging to Jacque. It contains a scroll of seven cleric spells: Find Traps, Neutralize Poison (x2), Tongues, Heal Nasty Wounds, Cure-All, Stone Tell (all spell effects as an 11th level caster).

Area B: This is a caged area was designed to detain prisoners until a patrol from the drow homeland can escort them back to the indoctrination camps. However, it is usually used to detain unruly Pack Apes. Blondril has the key.

Area C: This is a 20-foot deep pit which spans the length of the tunnel. A pair of 15-foot-long boards lies next to the cage.

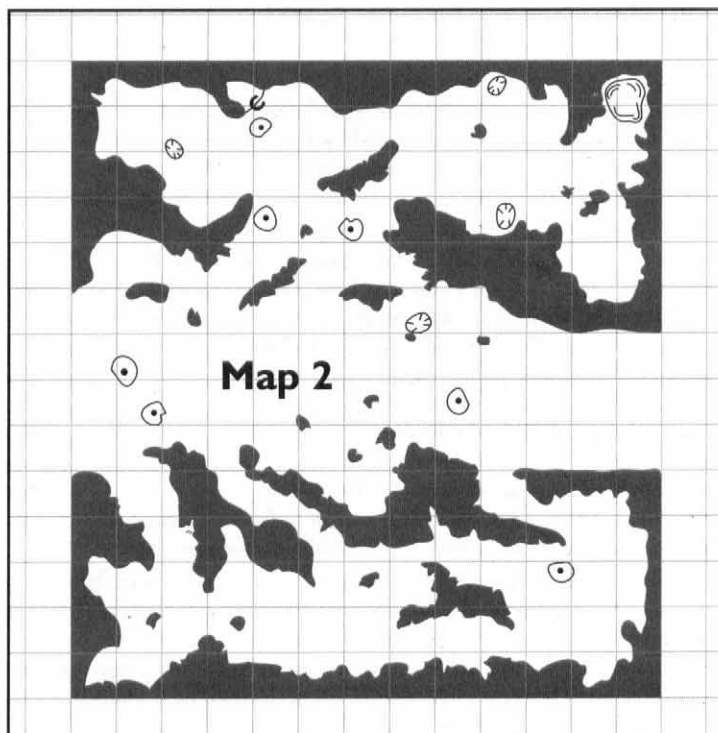
Encounter Area 2: Illithid Watchers

If the PCs approach this area see the description below to learn the combat tactics of the inhabitants. If the PCs somehow manage to approach the area without being spotted read the following boxed text.

You approach an area of the tunnel that has several side passages branching off on either side. While this in itself is not unusual (you've seen small passages like this before) this one does have a pair of dog-like humanoids who appear to be standing guard.

This area is an observation post of the Illithids, one of which the drow are well aware but do not care to deal with at this time due to the much larger problem they are currently having with the derro. And besides, the Illithids do not bother drow patrols. As is usual throughout the NetherDeep, phosphorescent graffiti is painted on these passages and caves that makes it possible for normal vision to function at up to 10 feet.

Twelve Jackalweres are in the employ of the two Mind Flayer observers stationed here. Four of them are in the tunnel proper (two to the north the cave area and two to the south), about 60 feet from the center. These watchers are in hybrid form, and will scamper back to give warning if any creatures



approach. All wield **Drow Short Swords +1**. Their eight comrades guard two Illithids (four assigned to each).

Squiggy is near the cave pool with a bound derro captive. He is questioning the dark dwarf about the uniting war and attempting to determine what if any plans the derro have for making war on the elder brain. If the Illithid gets the chance, he will kill the dwarf because he's been hankerin' for some fresh brain for some time (Lenny wouldn't allow him to munch on the prisoner until they'd thoroughly questioned it).

When the party is sighted, the Jackalweres rush to warn their masters and fellows. The Jackalweres will act as body shields for the Mind Flyers so that the later can deliver an opening mind blast. Following this, they will engage in melee using their sleep gaze to best effect. Lenny will survey the melee, using his spells upon any character that approaches, while Squiggy takes advantage of the chaos to grab a quick snack. Should the battle go against them, the Illithids will flee northwest and then into the secret tertiary exit to the northeast. If captured somehow, Squiggy will behave badly and constantly lash out in an attempt to get a taste of his captor's cerebral cortex. Lenny, however, will attempt to ingratiate himself by employing his special brand of obnoxious mime humor.

Jackalweres (12): (HF 6, EP 420 ea, Int 11 (very), AL CE, AC 4, MV 12", HD 4, hp 38 ea, SZ M, #AT 1, D 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**), SA sleep gaze, SD iron or +1 weapons to hit, Lang: illithid, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +4, FF 5, Reference HoB 4 p 40)

Mind Flyer, Arcane "Squiggy" (HF 47, EP 9000, Int 17 (Genius), AL LE, AC 5 (chain mail, large shield), MV 12", HD 8+4, hp 60, SZ M, #AT 4, D 2 each, SA spells, target(s) of spells save at -4, brain sucking, mind blast, SD 90% MR, Lang: illithid, drow, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +7, FF 9, Quirks/flaws: animal antipathy (apes), glutton, Reference HoB 5 p 20)

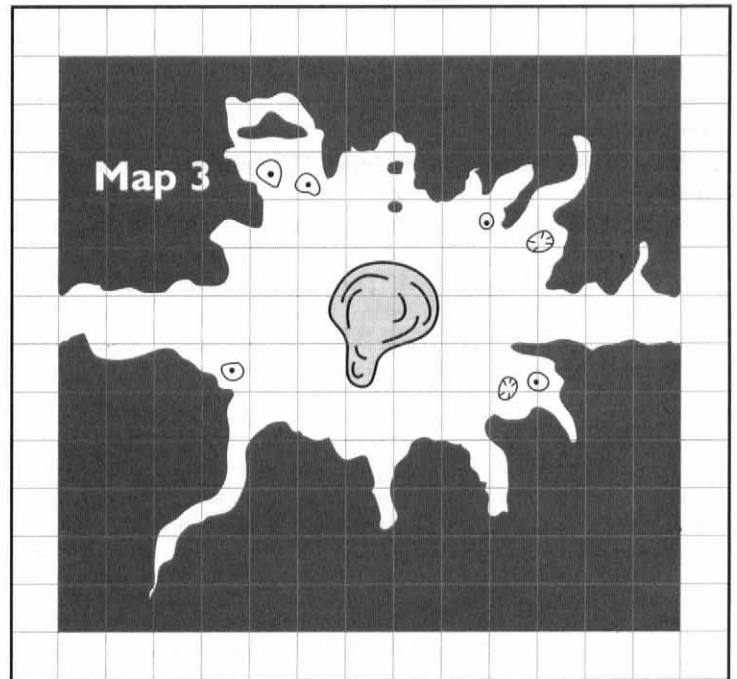
Mind Flyer, Arcane "Lenny" (HF 47, EP 9000, Int 17 (Genius), AL LE, AC 5 (Chain Mail, large shield), MV 12", HD 8+4, hp 63, SZ M, #AT 4, D 2 each, SA spells, target(s) of spells save at -4, brain sucking, mind blast, SD 90% MR, Lang: illithid, drow, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +7, FF 9, Quirks/flaws: inappropriate sense of humor, obnoxious, Skills: interpret/perform mime (78), Reference HoB 5 p 20)

Spells (each) as 9th level caster: **First level:** Charm Person. **Second level:** ESP, Levitate. **Third level:** Suggestion. **Fourth level:** Charm Monster. **Fifth level:** Plane Shift.

The Jackalweres sleep in the caves opposite those that contain the pool. A messy pile of chewed up blankets and footwear serves as a communal bed. Under this is a dull olive cloak (non-magical but potentially valuable if the party eventually reaches the drow homeland) which was amongst a drow merchant's possessions that the pack slew some time ago.

On the other side, the Mind Flyers have encamped in the alcove off the pool area. There are a pair of sleeping bags, a small table littered with dominos (games of which inevitably break down as the two Illithids routinely cheat by using ESP on one another), two folding stools, some utensils, and several jars containing pickled brains – some spicy, others mild. There are also two small coffers. Each coffer has a poisoned needle [class E] in the latch. One contains a **Philter of Glibness**, 200 gp, a black sapphire (worth 5,000 gp) and a note (written in Illithid) that states, "Elder brain whacked. Sleeping on hard rock not good for back. Next time bring a comfy mat." The other has 150 gp, 58 pp, a **Potion of Polymorph to Insect**, a **Scarab of Insanity**, and a small silver crescent brooch (of the Aleval merchant clan).

A nearby nook, blocked by a small boulder [treat as a concealed door], contains an unlocked iron chest. Within it are 300 copper and 300 silver ingots (10 pounds each). These are used as bribes to subvert drow servants. Surprisingly, at least to the Mind Flyers, no one has been receptive to such incredibly paltry bribes as these. The handle of the chest lid is actually an iron



tube which contains a **Scroll of Protection from Undead**, and (hidden in an inner lining) a **Scroll of Infuriating Demons**.

If the captive lives through the encounter and some means of communication can be established, he will prove amazingly ungrateful for his rescue.

"Darryl", Derro Captive (1) (HF 1, EP 255, Dex 15, Int 13 (very), AL CE, AC 8 (Dex), MV 9", HD 3, hp 34 (now 14), SZ S, #AT 1, D punching, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, 17, Crit BSL: Def AC +1, FF 5, Talent: blind fighting, Reference HoB 2 p 118)

Encounter Area 3: Cavern of the Rust Bats

The narrow tunnel you've been trekking through for miles opens up into a largish cave some 50 feet wide. A pool of dark stagnant water perhaps 20 feet or so in diameter is in the center of this cave. Other than the typical detritus of fallen stalactites, the area appears vacant.

A group of 18 Rust Bats is perched amongst the omnipresent stalactites. Unless the party chooses to illuminate the ceiling (60 feet above), these creatures will not be seen. Players with the active sense of smell talent will note the odor of smoldering iron shavings.

Should the party enter the cave, the Rust Bats will smell their armor and shields and swoop to devour the tasty metal. The creatures have no treasure having devoured every last metallic scrap long ago.

Rust Bats (18) (HF 1, EP 85 each, Int 1 (animal), AL N, AC 6, MV 2"/14" fly, HD 2, hp 28 ea, SZ S, #AT 1, D rusting, Hon: Average, ML 15, TOP 14, Crit BSL: Def AC n/a, FF 4, Reference appendix)

Encounter Area 4: The Caves and Warrens of the Mogs

Refer to Map 4 on pages 46 and 47. This large network of caves is the home of an assortment of Netherdeep creatures including Gargoyles, Trolls, Troglodytes, Bugbears and more. Drow patrols and logistics trains also roam the area. Certain lettered areas on the map indicate the position of creatures (D = drow sentries (non patrol), B = Bugbear sentries, T = Troglodyte

den, S= Shriekers, V= Violet Fungus). The area marked by an "I" on the map represents an Illusionary Wall. The description of each numbered encounter area is provided after the wandering encounters. Lettered areas enclosed in a circle or used directly following a number indicate an additional description or area of interest included with the numbered encounter area.

Wandering Monsters

An encounter occurs on 1 in 12; check each turn. Roll 1d4 to determine the type of encounter.

Western Half		Eastern Half	
Roll	Result	Roll	Result
1	Drow Patrol	1	Troglodytes (Mog Tribe) (7-18)
2	Drow Logistics Train*	2	Bugbears, Common (2-12)
3	Gargoyles (2-8)	3	Trolls, Common (2-5)
4	Trolls, Common (2-5)	4	Troglodytes (Mog Tribe) (7-18)

* There are equal chances of encountering a small, medium or large logistics train (1d3).

Encounter Details

Drow Patrol:

Drow fighters (male 2nd level fighters) (8) (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Faerie Fire.

Drow male fighter 3rd/magic-user 3rd (1) (HF 5, EP 347, Fighter 3/Magic-user 3, Str 12/09, Dex 17/10, Con 11/32, Int 13/24, Wis 10/44, Cha 10/91, Com 10/71 AL CE, AC 0 (**Drow Chain Mail +1**, **Cloak of Protection +1**, Dex), MV 12", HD 3, hp 33, SZ M, #AT 2, D 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) or 1d6+1/1d6/1d6-1 (**Drow Dagger +1**), SA spells, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 56%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 26 (Average), ML 14, TOP 15, Crit BSL: Def AC +0, FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, less sleep, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

Spells: First level: Burning Hands, Dancing Lights, Darkness, Detect Magic, Faerie Fire, Hold Portal, Magic Shield, Protection from Good, Read Magic, Sleep. **Second level:** Magic Missile of Skewering, Strength

Drow female cleric 4th (1) (HF 7, EP 420, Cleric 3, Str 10/29, Dex 16/09, Con 11/42, Int 10/43, Wis 14/48, Cha 14/77, Com 11/54 AL CE, AC 1 (**Drow Chain Mail +2**, Dex), MV 12", HD 4, hp 35, SZ M, #AT 1, D 1d8+1/1d6+2/1d6+1 (**Drow Footman's Mace +2**) or 1d6+1/1d6/1d6-1 (**Dagger +1**), SA spells, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 58%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, Crit BSL: Def AC +1 (**Drow Footman's Mace +2**) or Def AC +0 (**Dagger +1**), FF 5, Age 129, Height 5' 3", Weight 114 lbs., Quirks/Flaws: paranoid, Talents: ambidex-

trous, Skills: armor maintenance, general religion 67, religion (Zyandal) 51, weapon maintenance, Reference HoB 2 p 111)

Spells: First level: Bless, Command, Cause Light Wounds, Cure Light Wounds, Dancing Lights, Darkness, Detect Magic, Endure Heat, Faerie Fire, Protection from Good, Walking Corpse. **Second level:** Cause Moderate Wounds, Know Alignment, Levitate, Rigor Mortis. **Third Level:** Clairvoyance, Dispel Magic, Suggestion. **Fourth Level:** Detect Lie.

Small Drow Logistics Train: Four darkman men-at-arms (see Area 6); One 2nd level fighter drow quartermaster (see Drow Patrol above)

Typical supplies: Armor repair kits (chain mail), hand crossbow bolts (80), light crossbow bolts (20), daggers (10), mail for soldiers, 8 weeks iron rations (curried fungi), commendations, one medal

Medium Drow Logistics Train: Six darkman men-at-arms; One 2nd level fighter drow assistant quartermaster (see Drow Patrol above), One 4th level fighter drow quartermaster (use stats for Lieutenant Commander in Area 6)

Typical supplies: Armor repair kits (chain mail), hand crossbow bolts (80), light crossbow bolts (20), daggers (10), 16 weeks iron rations (sweet & sour fungi), 100 feet rope (in 25-foot sections), lockbox with 75 sp (wages), letters of promotion, 3 doses Class S Drow poison

Large Drow Logistics Train: 12 darkman men-at-arms, Two 2nd fighter drow guards (see under Drow Patrol below); One 4th level fighter male drow quartermaster (use stats for Lieutenant Commander in Area 6), One 4th level fighter drow female leader (use stats for female fighters in Area 6)

Typical supplies: Armor repair kits (chain mail), armor repair kits (band-ed mail), hand crossbow bolts (80), light crossbow bolts (20), daggers (10), 24 weeks iron rations (peppered fungi), tread, 500 feet rope (in 50-foot sections), lockbox with 200 sp (wages), condemnations, letters of execution and court martial orders, 8 doses Class S Drow poison

These statistics apply to wandering Bugbears (not sentries whose position is indicated on the map), Gargoyles, Troglodytes (see Areas 28-30) and Trolls in this chapter. Individual encounter areas have different hit points and Thresholds of Pain.

Bugbear, Common (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (Chain Mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

Gargoyle, Common (HF 4, EP 420 each, Int 6 (Low), AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, hp 42 each, SZ M (6' tall), #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better to hit, Lang: gargoyle, bugbear, drow, Hon: Average, ML 11, TOP 21, Crit BSL: Def AC +3, FF 9, Reference HoB 3 p 47)

Troglodyte male, spiny-backed feral variant (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

Troll, Common (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

AREAS 1-40

Descriptions of each area are written with the assumption that the occupants have not yet been alerted to intruders in the cavern complex. Most intelligent, non-undead creatures will investigate noise (especially battle), and the drow, Troglodytes, Bugbears and Trolls will work together to defend the complex. However, they also know that the drow are hiring mercenaries, so (unless otherwise stated) the Bugbears and Trolls may not immediately attack a party. The dark elves control this coalition, obviously. Before the crisis of the current derro war, the drow had the power to put down any rebellious types. They have not been tested recently. So far, the inhabitants of these warrens remain largely unaware of the details. Some leader-types among the Bugbears and Trolls are just beginning to understand that something different is going on with the drow. The Trolls don't really care, they just like to eat whatever wanders into their lair. Individuals continue to debate the idea of officially signing on with the drow forces, while the drow continually step up their drive to gather more soldiers for their efforts. Most of those still undecided have never personally met Farkwar (otherwise they'd be in the Dark Regiments already).

I. Entrance to the Grand Cavern

Terraced ledges lead down to the glistening floor of this huge cavern, the ceiling of which drips with stalactites. Thick columns and great masses of rock stretch all the way to the roof, with many protruding ledges and indented shelves here and there. The floor is littered with broken stone-detritus and fallen stalactites. This room of the cavern is 200-300 feet wide, 200 feet long, and 175-250 feet high or more.

Note the positions indicated by the following letters:

B (Six positions): Six Bugbear sentries with heavy morning stars and two heavy throwing spears. A pair of sentries guards at the three areas indicated on the map. If an enemy or intruder is detected, one attacks while the other goes to alert the others in the cave warrens.

Bugbears, Common (5) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (Drow Chain Mail +1, large shield), MV 9", HD 3+1, hp 38 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 4-9 (Drow Spear +1), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

D (Four positions): One drow (male 2nd level fighter). If intruders are identified, the sentry sighting them casts Dancing Lights to show the location and identity of the creatures. Each holds a position where he can see at least one other sentry, and the others can be thus alerted. The drow making the sighting reports to his superiors (Area 6) while the other three move to positions where they can observe the intruders.

Drow fighters (male 2nd level fighters), "Duroy", "Elien", "Garot", "Nordin" (4) (HF 5, EP 222, 216 x2, 207, Fighter 2, Str 13/99, Dex 17/38, Con 10/44, Int 11/51, Wis 12/24, Cha 10/07, Com 10/65 AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 35, 32 x2, 29, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (Drow Short Sword +1) and 1d6+2/1d6+1/1d6 (Drow Dagger +1) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, 16 x2, 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 106, Height 5' 2",

Weight 107 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Faerie Fire.

2. South Gallery

This long cavern has two tunnels leading out of it, both to the north. Dripping water has left mineral deposits, the ceiling is filled with stalactites and the floor littered with stalagmites.

This passage is also the home of 14 Piercers. They are near the middle of the place, and 1-3 will drop on each creature passing beneath. There is no treasure.

Piercers (14) (HF 1 x3/2 x3/3 x4/5 x4, EP 15 x3/35 x3/65 x4/125 x4, Int 1 (Animal), AL N, AC 3, MV 1", HD 1 x3, 2 x3, 3 x4, 4 x4, hp 25 x3, 30 x3, 34 x4, 39 x4, SZ S x6, M x8, #AT 1, D 1-6 (x3), 2-12 (x3), 3-18 (x4), 4-24 (x4), SA 90% surprise, SD nil, Lang: none, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC -2 (1 HD), +0 (2 HD), +1 (3 HD), +2 (4 HD), FF n/a, Reference HoB 6 p 70)

3. Glittering Cave

This small cavern comes to a narrow point at the far end. The ceiling is only eight feet high. Crystals within and protruding from the walls reflect and refract light in a myriad of colors around you.

The protruding crystals have no worth, but there is a scattering of 121 crystal gems (worth 10 gp each) in the northern quarter of the cave, seemingly pieces that dropped from the walls. This is bait for a Trapper with no treasure, as the drow recently looted it.

Trapper (1) (HF 38, EP 3,000, Int 13 (High), AL N, AC 3, MV 3", HD 12, hp 76, SZ L (400 sq. ft.), #AT 1, D 4 + AC, SA automatic surprise if undetected, SD camouflage, resistant to cold and fire, Lang: goblin, drow, Hon: Average, ML 17, TOP 38, Crit BSL: Def AC +10, FF 5, Reference HoB 8 p 17)

4. Side Cavern

This area has a very high ceiling, and many ledges and shelves along the south, west, and north curves of the cavern wall. Two very large cave tunnels lead out of it, one to the north and one to the east.

The ceiling is actually 90 feet high. The area houses 15 Gargoyles, who perch at 65-foot to 80-foot heights to swoop down on prey and attack from behind. A Gargoyle Lord leads the group; he waits while his minions attack, choosing his targets carefully from those he thinks are the biggest dangers that he can eliminate most quickly. The Gargoyles will pursue northwards, where the roof of the gallery is high, but they do not go eastwards. They have no treasure.

Gargoyles, Common (15) (HF 4, EP 420 each, Int 6 (Low), AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, hp 49, 48 x2, 47, 45 x2, 42 x5, 41 x2, 40, 38, SZ M (6' tall), #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better to hit, Lang: gargoyle, bugbear, drow, Hon: Average, ML 11, TOP 25, 24 x3, 23 x2, 21 x7, 20, 19, Crit BSL: Def AC +3, FF 9, Reference HoB 3 p 47)

Gargoyle Lord (1) (HF 17, EP 1,500, Int 14 (High), AL CE, AC 0, MV 12", 15" Fly (B), HD 8+8, hp 60, SZ L (9' tall), #AT 4, D 1-3/1-3/1-6/1-4 (+7 for 19 STR), SA nil, SD +2 or better to hit, MR 20%, Lang: gargoyle, drow, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +10, FF 13, Reference HoB 3 p 47)

5. Spur Cavern

Three tunnels apparently lead out of this cavern, two towards the northeast and one to the south. Large purplish bolts of some sort of cloth lay about the cavern floor.

A very large Purple Worm has recently moved into this place to lay her eggs, rest, and then leave. There are six eggs in the northeast finger of the cavern, and they will hatch in three days. The proud mother is resting. There is no treasure inside the Worm, but there are eight of her castings (dung piles) about the place, and the sixth contains 7 purple amethysts (These will not be found unless the characters search thoroughly. They are worth 100 gp each) and 4 garnets (worth 100 gp each) and four unbroken metal vials of holy water.

Worm, Common Purple (1) (HF 22, EP 13,000, Int 0 (Non-), AL N, AC 6, MV 9", 9" Burrow, HD 15, hp 110, SZ G (28' long), #AT 2, D 2-24/2-20, SA swallow whole, poisonous tail, SD nil, Lang: none, Hon: Average, ML 12, TOP 55, Crit BSL: Def AC +13, FF 5, Reference HoB 8 p 100)

6. Uncle Scam Wants You

Tables strewn with parchments and chests, some open to reveal stacks of papers, lend this cavern an aura of busy activity. A laden Pack Ape stands idly in the background. The armed, bustling drow moving about contribute to this aura, along with a feeling of impending danger, though many seem too busy with paperwork to pay you much notice.

The drow located here oversee activities in the cavern as a whole, as well as aid merchants and scout for invaders. In fact, recently their primary purpose has become recruiting bodies for their struggles against the derro. Due to recent demand for warriors in the main Vault, 10 barely trained darkmen recruits are used as guards and lackeys. They do maintain their average equipment, but it is clearly not high-end merchandise. While the darkmen are not trusted with tasks of any importance, they are frequently given dangerous, dirty and degrading jobs.

Three chests marked "Raw Mear" (in the drow tongue) hold paperwork apparently filled out by numerous different creatures, describing their qualifications in combat and any other skills that might be relevant to a military service. Several sheets are filled in (with very sloppy handwriting) for Trolls, Troglodytes and even some humans and demi-humans (listing skills that suggest they are adventurers). Two boxes marked "Fodder" collect those applications for creatures already accepted, and many killed. Another marked "Incoming" is used by Farkwar to practice manipulation techniques. He marks information on the forms that he plans to use to finish his recruiting and circles key words to use in his pitch. Many of his "charges" actually apply and enter immediately, but he saves these for a challenge (a "two-stager" in his parlance). However, in recent days he's had to go for volume rather than quality. If the PCs show any mercenary interest at all, Farkwar unleashes all of his talents to convince them to join up.

Farkwar pushes the advantages of a military lifestyle, using techniques that vary from grossly manipulating and coloring technically true statements to outright and outrageous bald-faced lies. These lies cover everything from the relative ease of life in the drow army to suggesting a few silver a month is

enough to live quite well on (with soldier's discounts, of course). By the time a victim signs the application form, he has no recourse when he discovers the truth, if he isn't killed first. (The drow army used to at least provide basic martial training even to humanoid slaves, but because of demand training times have grown shorter and techniques sloppier.)

The drow assume that humans, demi-humans and humanoids in the area have come to apply as mercenaries. Even rude, offensive speech doesn't sway this notion, as they aren't really paying close attention to the fodder, anyway. Should the party attack outright, the leaders quickly realize what's going on and fight back. There is only a 50% chance that the darkmen follow orders properly.

The male drow fighters look down on the darkmen, but are in turn subordinate to the female fighters. Clarice, the captain of these drow, commands the eight female fighters. She rides a Nightmare and carries a **Death Lance** (see Appendix B: New Magic Items). If the drow position appears in jeopardy, she pulls back so the males can take the brunt of the attacks, and retreats to the northwest to inform her superiors and the House of Noquar.

Each drow carries a small leather bag or pouch containing 1-4 platinum pieces per level of experience. Clarice has two 100 gp clear blue-green zircons in addition to the coins. Hidden on her person is a small pin of bronze (worth 5 gp), depicting a Nightmare's head with "Noquar" inscribed in the drow language on the reverse.

Darkmen privates (men-at-arms) (10) (HF 1, EP 35 each, Fighter 0, Str 10/37, Dex 15/30, Con 10/90, Int 10/52, Wis 10/29, Cha 11/16, Com 9/14, AL CE, AC 1 (chain mail, buckler, Dex), MV 9", hp 25, SZ M, #AT 2, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**), SA nil, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, MR 20%, Lang: drow, drow silent language, common, elven, uncommon, Hon: 10 (Average), ML 14, TOP 13 each, Crit BSL: Def AC -3 (short sword) or Def AC -2 (**Drow Dagger +1**), FF 4, Age 39, Height 5' 5", Weight 140 lbs., Quirks/Flaws: none, Talents: ambidextrous, Skills: armor maintenance, weapon maintenance, Reference Annihilate the Giants p 95)

Darkman bard/recruiting agent (8th level bard), "Farkwar" (HF 7, EP 1,500, Bard 8, Str 12/37, Dex 14/02, Con 8/99, Int 14/59, Wis 10/32, Cha 18/74, Com 15/20, AL CN, AC 6 (**Ring of Protection +3**, Dex), MV 12", HD 8, hp 50, SZ M, #AT 1, D 1d6+2/1d6+3/1d8+3 (**Drow Short Sword +3**) or 1d6+2/1d6+1/1d6 (**Dagger +2**), SA inspiration, countersong, SD 30% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +1 save against all magical effects, 40% know-it-all-ism, MR 28%, Lang: drow, drow silent language, common, elven, uncommon, Hon: 55 (Average), ML 14, TOP 25, Crit BSL: Def AC +3 (**Drow Short Sword +3**) or Def AC +2 (**Dagger +2**), FF 4, Age 52, Height 5' 7", Weight 136 lbs., Quirks/Flaws: none, Talents: acute alertness, photographic memory, seeking grasping hands, sixth sense, Skills: diplomacy 84, graceful entrance/exit 46, haggle 64, joke telling 78, resist persuasion 70, skilled liar 108, street cred 94, ulterior motive 51, Reference Annihilate the Giants p 95)

Thieving Skills: pick pockets 75, detect noise 70, climb walls 65, read languages 15.

Possessions: Bag of Tricks (Type A), Belt of Ladder Weaving

Spells: **First level:** Charm Person, Dancing Lights, Darkness, Faerie Fire, Gabal's Magic Aura, Imaginary Friend. **Second level:** Alter Self, Deepen Shadows, Vocalize. **Third level:** Dispel Magic

Drow fighters (male 2nd level fighters), "Djamell", "Ivellin", "Jerom", "Sedrik" (4) (HF 5, EP 225, 219, 216, 210, Fighter 2, Str 11/26, Dex 16/86, Con 10/08, Int 12/51, Wis 11/38, Cha 11/14, Com 11/08, AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", HD 2, hp 35, 33, 32, 30, SZ M, #AT 2, D 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, each has 10 bolts with Class S Drow poison), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%,

Lang: drow, drow silent language, common, elven, gnome, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, 17, 16, 15, Crit BSL: Def AC +0, FF 4, Age 109, Height 5' 1", Weight 110 lbs., Quirks/Flaws: tone deaf, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Faerie Fire.

Lieutenant Commander "Grosklod" (male drow 4th level fighter) (HF 10, EP 460, Fighter 4, Str 10/64, Dex 18/74, Con 11/29, Int 13/17, Wis 12/35, Cha 12/15, Com 13/35, AL CE, AC -3 (**Drow Chain Mail +2**, **Drow Buckler +2**, Dex), MV 12", HD 4, hp 43, SZ M, #AT 5/2, D 1d6+3/1d8+3/1d12+3 (**Drow Long Sword +1**, specialized) and 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) and or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, 10 bolts with Class S Drow poison), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 30 (Average), ML 14, TOP 23, Crit BSL: Def AC +3 (**Drow Long Sword +1**) (Def AC +2 with **Drow Short Sword +1** and Def AC +5 with hand crossbow), FF 5, Age 118, Height 5' 3", Weight 109 lbs., Quirks/Flaws: color blind, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (long sword), Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire.
Second Level: Know Alignment, Levitate.

Drow fighters (female 4th level fighters) (8) (HF 10, EP 425 each, Fighter 4, Str 11/76, Dex 17/46, Con 10/54, Int 11/27, Wis 11/68, Cha 13/09, Com 14/24, AL CE, AC -4 (**Drow Chain Mail +2**, **Drow Small Shield +2**, Dex), MV 12", HD 4, hp 44 each, SZ M, #AT 3/2, D 1d8+4/1d6+5/1d6+3 (**Drow Footman's Mace +2**, specialized) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelins, 4 each), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 56%, Lang: drow, drow silent language, common, elven, uncommon, Hon: 32 (Average), ML 14, TOP 22 each, Crit BSL: Def AC +4 (**Drow Footman's Mace +2**), FF 5, Age 112, Height 5' 4", Weight 113 lbs., Quirks/Flaws: sadistic, Talents: ambidextrous, mace bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (footman's mace), Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire.
Second Level: Know Alignment, Levitate.

Drow Captain "Clarice" (female 7th level fighter) (HF 28, EP 1,515, Fighter 7, Str 15/66, Dex 19/17, Con 12/08, Int 11/36, Wis 13/94, Cha 11/50, Com 13/77, AL CE, AC -4 (**Drow Chain Mail +2**, **Drow Buckler +2**, Dex), MV 12", HD 7 +7, hp 79, SZ M, #AT 3, D 1d6+8/1d8+8/1d12+8 (+6 to-hit, 2/1 atks, **Drow Long Sword +2**, mastered) and 1d6+4/1d6+5/1d8+5 (+1 to-hit, 1/1 atk, **Drow Short Sword +2**) or 1d6+3/1d6+3/1d6+3 (+5 to-hit, Class S Drow poisoned javelins, 4), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 64%, Lang: drow, drow silent language, common, elven, bugbear, trollkin gibberish, uncommon, Hon: 32 (Average), ML 14, TOP 40, Crit BSL: Def AC +9 (**Drow Long Sword +2**) or Def AC +6 (**Drow Short Sword +2**) or Def AC +8 (javelin), FF 6, Age 129, Height 5' 4", Weight 113 lbs., Quirks/Flaws: self-absorbed, temper, Talents: ambidextrous, long sword bonus, Skills: armor maintenance, ride (horse) 89, weapon maintenance, Proficiencies: weapon specialization & weapon mastery (long sword), Reference HoB 2 p 111)

Possessions: Death Lance

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire.
Second Level: Know Alignment, Levitate.

Nightmare "Starling" (1) (HF 32, EP 2,000, Int 11 (Very), AL NE, AC -4, MV 15", 36" Fly (C), HD 6+6, hp 60, SZ L (6' tall at shoulder), #AT 3,

D 4-10/4-10/3-8, SA burning hooves, SD paralyzing cloud, Lang: understands drow, Hon: Average, ML 14, TOP 30, Crit BSL: Def AC +5, FF 11, Reference HoB 6 p 12)

Pack Ape, subterranean black variant (1) (HF 3, EP 179, Int 7 (Low), AL N, AC 6, MV 12", 9" Brachiate, HD 4+1, hp 40, SZ M (6'+ very broad), #AT 3, D 1-4/1-6/1-6, SA squeeze, SD nil, Lang: understands drow, Hon: Average, ML 9, TOP 20, Crit BSL: Def AC +2, FF 6, Variant modifiers: underground survival 85, move silently underground 50% of the time, 30-foot infravision, Reference HoB 1 p 26)

The male drow and darkmen sleep (in their cloaks without bedrolls) in the southern cave marked Area 6a, the females in Area 6 proper. Each female has a bedroll of silks, and there are several boxes of provisions in each cave. A few personal eating and grooming items can be found with each of the females' bedroll and in large (though hidden) quantities in the male's boxes of provisions. There are some strange straps (harness) and wooden racks in the males' cave (gear for pack lizards), and long metal-hooked poles (guiding ankuses for the creatures) stand nearby.

Concealed under the dung and fungus bedding of the Nightmare's stall is a lead-lined hollow in the stone floor. It has a stone lid with a secret catch. Inside this cavity are the following items:

wooden chest (containing 1,000 sp)

iron cup (empty)

10 leather bags (containing 100 gp each)

belt pouch (100 pp)

large pouch (10 crimson corals worth 120 gp each, 8 red spinels worth 105 gp each and 2 amber stones worth 100 gp each)

diamond choker worth 5,000 gp

platinum medallion carved with a symbol of Zyandal on one side and the sigil of House Bouurda worth 5,000 gp (stolen from the Second of that house only a few months ago)

ivory case (worth 250 gp, wrapped in black adamantite chain and medallion with female figures of spider and drow)

small steel chest (2 glass bottles of vintage drow ambrosia wine)

leather case (4 potions: Extra-Healing, Healing, Poison (no modifier on save, Class J death/debilitating), Polymorph to Insect)

If the Potion of Poison is mixed with wine in the iron cup, it gives the imbiber -4 to save on the poison he just drank!

7. Sunken Cave/Lich Labyrinth

The stairs leading down to this area are concealed behind an Illusionary Wall.

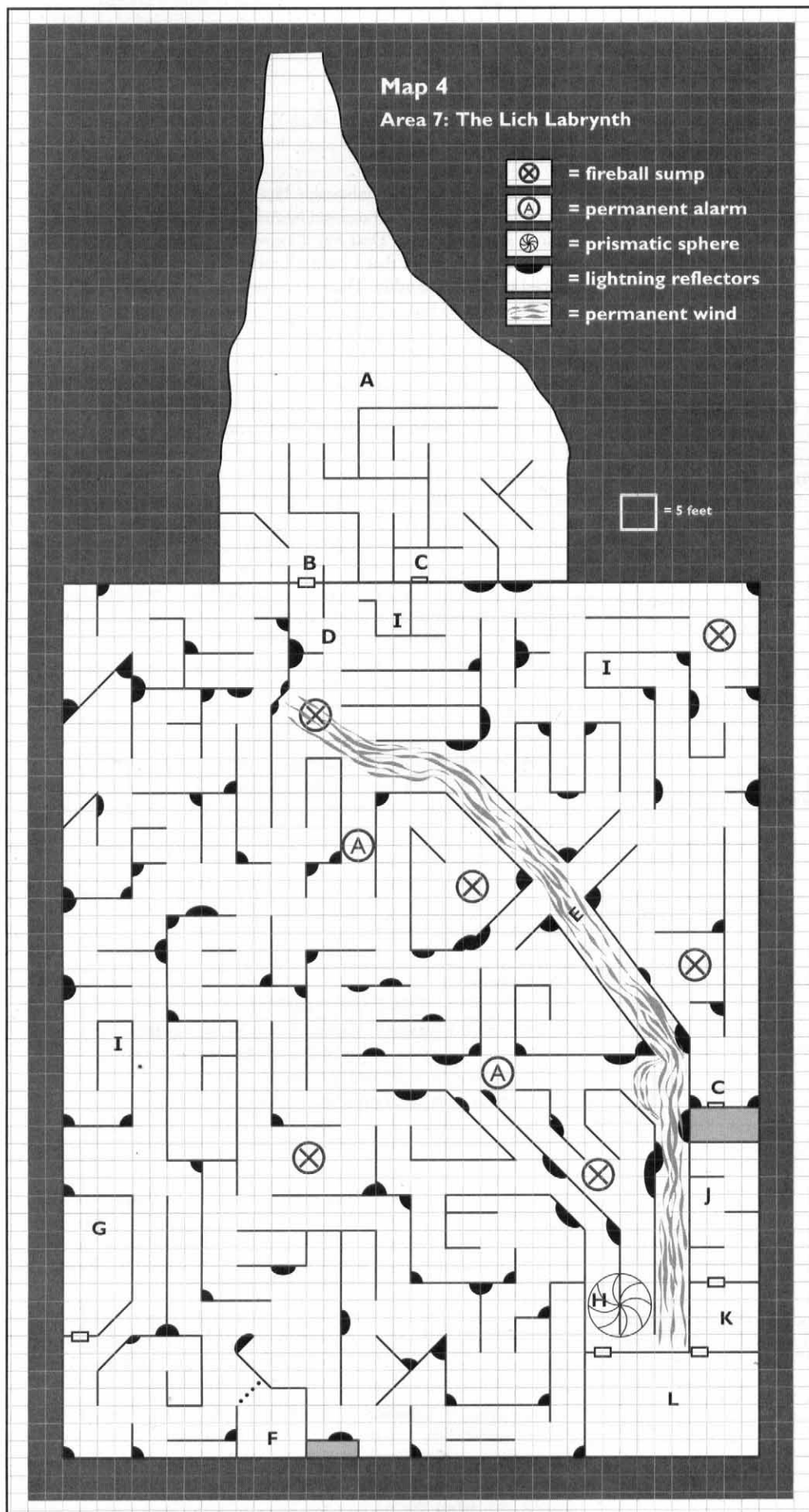
Two narrow flights of stair-like terraces lead downward about 20 feet to debauch into a low-ceilinged cave that appears to be totally silent, dark and deserted.

A) This area is cloaked in Continual Darkness. It takes light equivalent to a Continual Light spell to counter this, leaving the 'natural' pitch darkness in the area. If the party is using Continual Light as their illumination source, it will be extinguished as the two spells come into contact.

Map 4
Area 7: The Lich Labrynth

-  = fireball sump
-  = permanent alarm
-  = prismatic sphere
-  = lightning reflectors
-  = permanent wind

 = 5 feet



If the party overcomes the Continual Darkness and has a backup light source, read the following.

On the wall in front of you is painted the words "No Solicitors" in the common tongue and in elven, "Dearest Merchant, the resident of this abode respects your individual right to earn a living through the assertive marketing of substandard merchandise. However, said resident would kindly request that you respect his own individual right to privacy. Thank you for taking the time to read this message and have a pleasant decade."

Behind this enigmatic warning a labyrinth of narrow, dark walled passages, all lined with mysterious runes can be found. The ceilings are approximately 9 feet high.

There is additional writing on the entry wall which will remain a mystery unless the PCs can read the following languages. [undercommon] "Peddlers eaten on site" [bugbear] "Scram".

Note: The entire area radiates magic because Azberdies the lich has cast Gabal's Permanent Magic Aura on every square inch of the walls, floor and ceiling.

B) Bronze Door

A well made bronze door stands before you. There is a lock mechanism below the handle and a mysterious symbol is inscribed upon it.

The lock quality is impossible (-80% to open locks chance). Inscribed on the door is a **Symbol** (of death) spell.

C) False Iron Door

A well made iron door stands before you. There is a lock mechanism below the handle.

The lock quality is impossible (-80% to open locks chance). Opening the door will discharge a **Fire Trap** (1d4+18 points of damage) and reveal a blank wall behind.

D) The Maze: The maze is a labyrinth of narrow, dark walled passages, all lined with mysterious runes. The ceilings are approximately 9 feet high. The runes comprise the

lich's spell book and cover nearly all the walls while those on the floor are pre-plotted target points for spells.

Given decades to prepare, Azberdies has placed highly polished Glassteel mirrors strategically throughout the maze. These polished surfaces are designed allow him to observe intruders from a safe vantage point and to reflect Lightning Bolts to deter intruders. Using this system, Asberdies can Lightning Bolt almost anywhere in the maze. The mirrors will be destroyed if they reflect a lightning bolt (thereby ruining any attempt at firing a bolt back at Azberdies.) The holes in the ceiling are also placed strategically, designed to contain Fireball volumes. Different types of marks indicate to Azberdies the ideal positions for victims of this tactic, he has no need to recalculate the ranges or areas. Those areas marked by an encircled A are the location of Permanent Alarm spells.

Maze Wandering Monster Table (50% chance of encounter, check each turn). Roll 1d4.

1-3	Rat(s), Dire Albino (1d4), (HF 0, EP 15 ea, Int 3 (Semi-), AL N(E), AC 7, MV 12", HD 1, hp 25, SZ S, #AT 1, D 1-4, SA nil, SD nil, Hon: Average, ML 10, TOP 13, Crit BSL: Def AC -2, FF 4, Reference HoB 6 p 114)
4	Four pound wheel of cheese. (The cheese is Preserved and edible.)

E) Wind Tunnel: A permanent Gust of Wind exists in this corridor. Size L or larger creatures can only move at half their normal speed and smaller creatures cannot progress at all except at a 90° angle to the wind flow. Pixiefaries will have to be carried across the tunnel – any attempt at flight will snare them and smash them into the wall at the end of the tunnel.

The Gust of Wind will quickly disperse any gas spell cast within the maze.

F) Caged in Area

A portcullis seals off this small area. Six large white rats lie in a pile of wood shavings behind the bars.

The portcullis has a Perpetual Shocking Grasp on it. Anyone touching it will sustain 1d4+1 points of damage. The rats are well aware of the electrified bars.

Rat(s), Dire Albino (6) (HF 0, EP 15 ea, Int 3 (Semi-), AL N(e), AC 7, MV 12", HD 1, hp 25, SZ S, #AT 1, D 1-4, SA nil, SD nil, Hon: Average, ML 10, TOP 13, Crit BSL: Def AC -2, FF 4, Reference HoB 6 p 114)

G) Pantry

You see a wooden door before you. No lock mechanism is evident.

The door has a Wizard Lock on it. The area behind it is a pantry containing 47 wheels of cheese. All are Preserved and edible.

H) Shimmering Sphere: A permanent Prismatic Sphere is located here. Azberdies can freely pass through it. Anyone else will have to take their chances.

I) Teleport Zones: Anyone entering one of these areas is immediately Teleported to area F.

J) Library: The wooden door to this place is Wizard Locked.

Numerous bookshelves crowd the walls of this chamber.

The topics cover all those in which Azberdies has some skill mastery in. The collection is valued at 61,672 gp though it would take three wagons to carry out the entire library.

In a book entitled *The Unbearable Heaviness of Being Undead* (a collection of depressing poetry composed by Azberdies himself), is a note written in drow elven. It states, "Dear Azy, I know that writing you is the coward's way out but I'm afraid that I cannot bear to tell you this in person. I feel trapped in this relationship. Though you've been great and a lot of laughs, I feel that there's so much that I have to do and see before settling down. I hope you can find some way to understand and that we can always remain close friends. Melanee"

Thrust between two other books is a folded-up **Portable Hole**. The **Portable Hole** contains a wooden spellbook case filled with end user license agreements for all of his spells, a jeweled crown (80,000 gp), a gem-set orb (50,000 gp), and a scepter likewise encrusted with precious stones (65,000 gp) which were the Lich's in life. They now bear a curse that affects any living creature that takes them. The magic will turn the individual or individuals into a Wraith after 1d4 days of illness ending in death. The curse can only be removed by a cleric of 20th or higher level. The items radiate both magic and evil. Also in the hole are 1,000 hsp, 10 garnets (10 gp each), a bag of **Dust of Sneezing and Choking**, a **Staff of Striking**, **Potion of Longevity**, **Scarab of Protection from Evil Clerics**, and a scroll of seven magic-user spells (Knock, Tongues, Minor Globe of Invulnerability; Wall of Ice, Stone of Flesh, Charm Plants, Symbol of Fear).

K) Office

This cramped little room contain only a simple wooden desk and chair. Piled on the desk, beside it, and all over the floor are hoards of paper.

The paper encompasses 437 drafts of a novel Azberdies has been working on for 82 years. It is unlikely he will ever finish it. The wooden door to the bedroom is Wizard Locked.

L) Bedroom

This room contains a four-post bed in the southeast corner. There is a massive construction of old tarot and playing cards that resemble a 50-room mansion. A sculpture of a keep rendered with what appear to be copper coins sits only half finished.

His mahogany four poster bed is covered with a **Bedwarmer of Restful Sleep +1**. There is a massive construction of old tarot and playing cards that resemble a 50-room mansion. The card house is unfinished, but has stood as is for 23 years. The keep is indeed made of copper coins (some 10,000+, all lightly fused).

This former drow 18th level magic-user normally rests on his bed at the southeast corner of the place. He will not bother passers-by unless they seem likely to be salesmen or if they attack. He directs spells at magic-users and clerics by preference.

When dying of diabetes this ancient drow was forced to amputate his left leg (now replaced with a peg leg) and went blind in his right eye. He realized that things were just going to get worse so he reluctantly underwent the process of becoming a lich. He came to this place from the drow homeland decades ago, when the warrens and caves were not nearly so extensive or

thickly inhabited. He constructed the walls here over the years and has inscribed his spell "book" on them to avoid the transient nature of decaying paper. He will fly into a berserk homicidal rage if anyone casts a Transmute Rock to Mud – the gloves are off and he will use everything in his power to kill that individual. Azberdies came here to retire, away from the Byzantine politics of the drow homeland.

Tactics: If intruders enter his maze, Azberdies will cast Project Image and investigate. If he sees PCs in the maze, he will immediately begin casting Lightning Bolts or Chain Lightning using the mirror system (bear in mind his complex geometric estimation skill). If forced to retreat, he will cover his escape with a Delayed Blast Fireball and retreat behind the Prismatic Sphere. He will then cast Volley, Spell Turning, Guards and Wards and Hyptor's Faithful Bitch Hound. In any event, he prefers to flee (by Teleport) with his most valuable stuff rather than fight to the death. If forced to flee his lair, he will be outraged and certainly will seek retribution at some point in the future...

Azberdies the Drow Lich (1) (HF 112, EP 18,976, Magic-user 18, Str 11/04, Dex 19/67, Con 12/57, Int 20/88, Wis 16/44, Ch 13/14, Co -12, AL NE, AC -9 (**Ring of Protection** +3, Dex, acrobatic skill suite), MV 6", hp 85, SZ M, #AT 1 or 2, D 1-10 or 1d6+6/1d6+5/1d6+4 (**Dagger of Hindsight** +6) and 1d6+3/1d6+2/1d6+1 (**Dagger of Vital Organ Seeking** +3), SA spells, fear, chilling paralysis touch, SD surprised only on a 1 on 1d10, +2 save against all magical effects, +1 or better to hit, immune to Sleep, enfeeblement, polymorph, cold, insanity and death magic, MR 86%, 99% chance to see invisible creatures (based on level and intelligence) Lang: drow, drow silent language, elven, undercommon, Hon: 168 (Great), ML 18, TOP n/a, Crit BSL: Def AC +9 (claw) or Def AC +15 (**Dagger of Hindsight** +6) and Def AC +12 (**Dagger of Vital Organ Seeking** +3), FF n/a, Height 5' 2", Weight 91 lbs., Flaws/Quirks: amputee (leg), anosmia*, blind (color), blind (one eye), male pattern baldness*, scar (facial)*, tone deaf, animal phobia (cattle), psychotic aversion to dragons, value privacy (reclusive) Talents: acrobatic skill suite, ambidextrous, blind casting, dagger bonus, photographic memory Skills: arcane lore (121), alchemy (95), ancient history (103), geology (36), herbalism (72), history, local (78), history, world (49), maintenance/upkeep, weapon maintenance, poetry, writing and comprehension/interpretation (61), cartography (47), complex geometric estimation (103), construction: defense works (48), forgery (71), map sense (66), mining (13), reading/writing -drow (124) -common (97) -elven (87) -undercommon (68), seduction, art of (64)*, survival, underground (82), spell craft (114), Reference HoB 4 p 85)

* these flaws/skills are no longer relevant since Azberdies became a lich

Items of Note: pale green prism **Ioun Stone** (+1 level), **Drow Cloak**, **Drow Boot** (ineffective since he wears only one), **Ring of Protection** +3, **Dagger of Hindsight** +6, **Dagger of Vital Organ Seeking** +3, **Brooch of Shielding**.

Spells Known (prepared): **First level:** Change Self, Chromatic Orb (x2), Dancing Lights, Darkness, Detect Magic, Faerie Fire, Fog Vision, Magic Missile (x3), Message. **Second level:** Cheetah Speed, Know Alignment, Levitate, Magic Missile of Skewering, Premonition, Shatter, Tattoo of Shame, White Hot Metal. **Third level:** Delude, Dispel Magic, Lightning Bolt (x2), Murgain's Migraine, Preemptive Strike. **Fourth level:** Detect Scrying, Dimension Door, Hurl Animal, Ice Storm, Stoneskin, Wizard Eye. **Fifth level:** Cloudkill, False Vision, Feeblemind, Hyptor's Faithful Bitch Hound, Lygg's Cone of Cold, Teleport. **Sixth level:** Chain Lightning, Guards & Wards, Project Image, Zarba's Shoving Hand. **Seventh level:** Fireball, Delayed Blast, Forcecage, Spell Turning, Volley. **Eighth level:** Fireball, Death Brusher; Gandles' Spell Immunity, Monster Summoning VI. **Ninth level:** Death Rune, Monster Summoning VII.

8. Side Cavern

This place has dozens of ledges and shelves looming in the shadows high above the cavern floor.

This area is similar to Cavern 4, and these places are the roosts of 23 Margoyles, a rival gang to the Gargoyles in Area 4. These creatures greatly fear the drow, and they will spare any creature with a drow or wearing drow garb, but they will attack any other creatures not so protected. They have no treasure.

Margoyles (23) (HF 11, EP 420 each, Int 6 (Low), AL CE, AC 2, MV 6", 12" Fly (C), HD 6, hp 60, 54, 52 x2, 51 x3, 50 x2, 49, 48 x2, 47 x6, 46, 45 x3, 42, SZ M (6' tall), #AT 4, D 1-6/1-6/2-8/2-8, SA nil, SD +1 or better to hit, Lang: margoyle, (halting) gargoyles, (passable) drow, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 4 p 119)

9. Cavern Stable

Six huge lizards are tethered near a mound of fungus fodder in this mammoth cavern.

The creatures are for use by merchants in need of their services. They will attack anyone unchaining them unless controlled by means of a hooked goad (which they recognize as the sign of mastership over them).

Lizards, Subterranean (somewhat domesticated) (6) (HF 7, EP 420 each, Int 0 (Non-), AL N, AC 5, MV 12", HD 6, hp 54, 50 x2, 48 x2, 46, SZ H (20' long), #AT 1, D 2-12, SA move freely along walls and ceilings, SD nil, Lang: none, Hon: Average, ML 14, TOP 27, 25 x2, 24 x2, 23, Crit BSL: Def AC +4, FF 5, Reference HoB 4 p 88)

10-13. COMPLEX OF LOW CAVES

This is the temporary residence of a pack of 10 Ghosts and 32 Ghouls who are on their way northwest to serve the drow. They do not wish to follow the broad and well-tracked primary passages, so they will take the nearby one to the northeast as soon as the Giant Slug (Area 14) moves on.

10. Ghoul Pack

Decaying corpses litter this large cavern. Large openings may lead to other caverns or end just out of sight.

The Ghouls rise to attack at first opportunity.

Ghouls (32) (HF 4, EP 175 each, Int 5 (Low), AL CE, AC 6, MV 9", HD 2, hp 34, 33, 32 x2, 31 x2, 30 x3, 29 x12, 28 x5, 27, 26 x3, 25, 24, SZ M (5-6' tall), #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +0, FF n/a, Reference HoB 3 p 51). The Ghouls are still clad in ragged clothing. Each has 1d6 gp.

11. Ghast Chamber

This circular chamber has a ledge high on the west wall.

The Ghosts hide at the far end of the shelf, waiting to leap onto any characters at first opportunity. They attempt to gain surprise if at all possible. If detected, all four rush the PC who appears weakest, hoping to increase the size of their pack.

Ghosts (4) (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 43, 41, 38 x2, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49). Three of the four Ghosts have swallowed two 100 gp green chrysoberyls; the fourth could only find one so he is jealous and angry.

12. Ghast Cave

Two horrifying corpses shamle towards you in this relatively small cave.

These Ghosts rest here when not attacking anyone who wanders into the area. Stuffed in the far end is a sack containing three pieces of jewelry (a diamond-studded gold tiara worth 5,000 gp, a pair of fine platinum bracelets worth 3,000 gp (1,200 gp separately), and an intricately woven silver belt worth 1,800 gp) and two tubes. One is a scroll with three cleric spells (Cure Light Wounds, Tongues, and Conjure Animals. The last produces 3 black bears with 36 hp each). The other tube contains a map showing the northeast passage leading to the tertiary route leading to Area S/T-17 (not detailed in this adventure). Draw this in on the players' map.

Ghosts (2) (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 42 x2, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

13. Ghast Lair

The tunnel narrows briefly, giving the impression of a stony mouth opening into a large open cave. Four largely intact corpses lounge about this cavern.

The Ghosts are spread out throughout the room. They attempt to work together, surrounding weaker opponents or else clerics (so that not all can be turned right away). Piled in southwestern "spur" are 300 gp and 18 pieces of black obsidian (worth 10 gp each).

Ghosts (4) (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 44, 42, 38, 37, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

14. Giant Slug

There's something odd about the niche to the northeast in this cave.

The Giant Slug blends into the niche it has found beside the passageway leading northeast, where it initially rested to digest a meal and then decided to stay because of the excellent food supply. (The drow plan to get rid of it soon,

but are currently too busy with recruiting.) It "thinks" that any creature who disturbs it is either food or trying to take its food. It has no treasure.

Slug, Giant (1) (HF 45, EP 5,000, Int 0 (Non-), AL N, AC 8, MV 6", HD 12, hp 80, SZ G (33' long), #AT 1, D 1-12, SA acid spit, SD immune to crushing weapons, Lang: none, Hon: Average, ML 12, TOP 40, Crit BSL: Def AC +10, FF 5, Reference HoB 7 p 83)

15. Hundred-Foot High Shelf

This shelf looms high above the main cavern floor. It slopes slightly from the edge down towards the wall. Shadows at the far end may be slowly moving.

Two Hieracosphinx nest here, awaiting the return of their drow mistress. These are Eclavdra's pets. They saw her recently and at first will be excited to see someone return, thinking it to be her. They will not attack unless some creature comes near them (20 feet or so). They have no treasure, but one has a medallion with a staff of copper set round with eight perfectly matched emeralds (24,000 gp value) and the name Eilservs in drow characters engraved on the reverse.

Hieracosphinxes, "Hayda" and "Zylda" (2) (HF 14, EP 1,400 each, Int 6 (Low), AL CE, AC 1, MV 9", 36" Fly (C), HD 9, hp 66, 62, SZ L (7' tall), #AT 3, D 2-8/2-8/1-10, SA swoop, SD nil, Lang: sphinx, drow, Hon: Average, ML 13, TOP 33, 31, Crit BSL: Def AC +7, FF 5, Reference HoB 7 p 95)

16-18. TROLL CAVES

The stench of these caves is noticeable from ten feet outside each cave. The noisome mess of rotting carcasses, bones, sticks, excrement, pelts, etc. covers all the caves and the pungent odor permeates everything. The leader recently demanded all their treasure be sent to his lair, after a rogue drow guard (who suggested he could keep more of his tribe at home by "buying out" their conscription papers). Chief is unaware that the guard was acting on his own behalf (the drow need bodies for their war effort). Now all the tribe's treasure is collected in Area 32.

The Trolls will move to support each other, the Troglodytes, or the Bugbears if alerted of attack through commotion, information, etc. If they have been alerted, only one or two Trolls will be found in each cave, left behind to alert the others of intruders. The Trolls will abandon their allies and return to their own lair, if both are being attacked.

16. Troll Hole

Ten tall, emaciated-looking bipeds with green, warty skin appear to be pushing and shoving each other in this large, roundish cavern.

These Trolls are in the process of determining their "pecking order", as they attempt to bully and threaten each other to see who will back down first. They will turn on any creature (other than drow, Bugbears or Troglodytes) who enter the cave, preferring to practice their bullying on outsiders.

Trolls, Common (10) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

17. Troll Cave

Several narrow tunnels lead into this huge room. Slop covers the floors and walls, bones and remains of old meals can easily be seen. More than a dozen warty creatures surround two of their kin who appear to be battling each other. All are splashed with the mucky concoction.

The two Trolls are wrestling while the others wish they still had some of their treasure to make bets. Chief's recent removal of all the tribe's treasure to his own lair has left them agitated, as they no longer have any lunch money to take from each other. Still, they find violence for its own sake fairly entertaining.

Trolls, Common (16) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

18. Troll Lair

A single passage opens into a large cavern. The western spur ends in a shelf some fifteen feet high. Of the more than a dozen tall, ugly green creatures here half appear to be sleeping on the cave floor, in the filth. Others yawn or sit muttering to themselves. Empty wineskins litter the floor.

Most of these Trolls are too upset over losing even their copper to face the world. Seven lie on the ground snoring loudly, eight stumble about forlornly. They have been drinking some truly disgusting alcoholic liquids. Some of the liquid in the skins may or may not have alcohol. Any character drinking from one of these wineskins must save versus poison at -4 or suffer a bout of nausea and vomiting for 1d3 rounds. The drinker will feel ill and be effectively at -2 Constitution for 24 hours. Even a character who makes his save will be thoroughly disgusted. The drinks do not taste good. In fact, they have no redeeming qualities whatsoever. Even the Trolls don't like them much, but they have nothing better.

Three Trolls search on the shelf for treasure they think Chief might have missed (he didn't miss any). If the others in the cavern complex enter battle, they wait to enter the fray, choosing their moment to blindside intruders. They plan to hide any treasure from their leader.

Trolls, Common (18) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

19-23. CAVE WARREN

This complex of caves and connecting passages serves as the lair of a large tribe of Bugbears whose services have been commandeered by the drow. Their dark elf masters have equipped them with armor, large shields, and huge, well-made two-handed swords. For now, the leadership of the Bugbear tribe is pretty much on the same page and the command structure is well in place. However, there is always friction among the leaders.

19. Bugbear Guardpost

This cavern winds off to the north. Several armored, bear-like creatures stand about, watching the passages to the north and east.

These Bugbear guards are not especially attentive, but they will notice intruders. They will not try to raise an alarm unless they are assaulted or manage to determine the intent of the party.

Bugbears, Common (8) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each carries 11 gp and 5 sp.

20. Bugbear Quarters

Two spurs of cave split the north end of this cavern. Hides stacked near the walls may be some sort of bedding. On two of the stacks there appear to be large bear-like bipeds sleeping even though they appear to still be wearing armor. Between the piles are weapons, shields and various bits of clutter. Six similar armored creatures appear to be tending weapons or re-adjusting the piles of fur and cloth.



These guards are on break, having recently come off shift. They are rather tired (but not fatigued) and would really prefer not to fight, but that won't stop them from entering melee if necessary.

Bugbears, Common (8) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 13 gp on his person.

21. Bugbear Quarters

The passage opens in the middle of the north wall of this cave. In the eastern end four large bear-like creatures cluster around a pile of small bones. Their huge swords lie on the floor near them. Against the southern wall four other creatures appear to be polishing weapons and maintaining shields. Two have stopped in mid-stroke and currently sit staring into some unseen distance.

These quarters are similar to Area 20. These Bugbears have the next guard shift and are less reluctant to enter into melee. They consider themselves the elite unit and prefer to avoid mingling with the "lesser" guards. The four active Bugbears are gambling, playing a bizarre game with ever-shifting rules in which the loudest individual usually defines most of the (rather transient) rules.

Bugbears, Common (8) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 38 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 16 gp on his person.

22. Bugbear Retreat

A long cavern runs southwest, where the passage enters, to the northwest. No other exits are visible. A dozen of the large bear-like bipeds appear to be equipping themselves for battle.

Each Bugbear in this unit is hand picked for membership (a reward being handed out more generously in recent weeks). Potential sentry duty in the large cavern is considered easy duty, a reward for good service. Before the party enters, these Bugbears were headed to the main cavern (Area 1) to spar for practice. A barrel in the southwest of the cave is half full of Bugbear gut bruiser (it contains real bugs).

Bugbears, Common (12) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 40 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 22 gp.

23. Bugaboo Cave

The passageway curves right, then opens up to the west. Over a dozen large, bear-like creatures await your entry.

These Bugbears have not been assigned to a specific unit. They are kept as reinforcements and frequently used as sparring dummies by higher-ranking Bugbear warriors (and sometimes drow). Some of them currently "practice" guard duty, waiting to cry a mock alarm on someone's entrance. They also hope, just a bit, to get back at those who have bullied them in their earlier training days.

Bugbears, Common (14) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 14 gp on his person.

24. Huge Cave

Dozens of large and smaller bear-like creatures fill this huge cavern amidst piles of bedding and filth. Metal glints here and there amidst the junk. Smaller ones run about, playing with rocks and sticks. Ten larger creatures in full chain mail armor with swords stand guard throughout the area.

This is the den of 45 female Bugbears and 62 young. There are ten males here to guard the females and offspring. The females and young do not fight unless in a life and death situation. Amid the litter of bedding, food scraps, and junk can be found 691 cp, 401 sp and 172 gp. Collecting all this coin will take at least ten total hours of work (ten people working for an hour each, five for two hours, etc.). The filth also hides an unlocked but thoroughly rusted iron chest (requires a Strength check at -6 to break open). The chest contains 312 copper pieces painted gold (PCs may make an appraisal skill check, a task of average difficulty, to try to tell the difference). It also holds an ancient piece of green jade carved into the shape of an orchid, worth 125 gp. One of the shorter sides is false, concealing a **Brooch of Fireball Backblast Protection**.

Bugbears, Common (14) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has but 4 gp on his person.

Bugbear Females (45) (HF 0, EP 35 each, Int 7 (Low), AL CE, AC 7 (large shield), MV 9", HD 1+1, hp 26 each, SZ L (7' tall), #AT 1, D 1d8/1d6/1d6-2 (club), SA nil, SD nil, Lang: bugbear, goblin, hobgoblin, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 1 p 96, fight as Hobgoblins).

Bugbear Young (62) (HF 0, EP 7 each, Int 5 (Low), AL CE, AC 10, MV 9", HD 1/2, hp 22 each, SZ L (3 1/2' tall), #AT 1, D 1d8/1d6/1d6-2 (club), SA nil, SD nil, Lang: bugbear, Hon: Average, ML 6, TOP 11, Crit BSL: Def AC -4, FF 3, Reference HoB 1 p 96, fight as Kobolds).

25. Chief's Den

This large cave is equipped with fine litter bedding and numerous supplies of varying types, from cookware to weapon shafts. Against the far wall is an iron box.

Grabowski the Greater Bugbear has ruled this tribe for the last four years. A broadly muscled beast, even for a Bugbear, he has maintained his position

through martial skill and relatively skilled political machinations. For example, he gave in to drow domination immediately, thereby probably preserving most of his warriors from being slaughtered and (eventually) gaining some better equipment. With him is his son Burtkus, who is being groomed for future leadership. These two are concerned primarily with Bugbear affairs and see all external dealings in terms of what's best for their own tribe (and themselves). Grabowski's secret dream is to one day oust the drow and the Trolls and fill the entire cave complex with his own ever-expanding tribe. (He is not very interested in the Troglodyte lair.) Both Greater Bugbears prefer to target magic-users among intruders, if feasible. They won't abandon good tactics to do this, however.

They have two female consorts of large size who fight as males and are similarly equipped. Their treasure is in a large iron box with a lock (Burtkus has the key on an iron chain around his neck, kept inside his clothes). Inside are 3,114 gp, a magnificent gold and platinum chalice worth 6,000 gp, and a poisonous spider named Petey, which he keeps fed so that it will bite anyone else who places a hand inside the lid. The saving throw versus this poison is made at +2, but damage is 5-20 from the spider's poison.

Bugbear, Greater, "Grabowski" (1) (HF 9, EP 2,000, Int 13 (High), AL CE, AC -1 (Drow Chain Mail +3, large shield), MV 12", HD 8, hp 70, SZ L (10' tall), #AT 3/2, D 2d6+12 (huge Drow Footman's Mace +2, see Appendix) or 2-8 +8, SA surprise 5 in 10, 19 STR, SD nil, Lang: bugbear, goblin, hobgoblin, trollkin gibberish, drow, Hon: Great (+1 to ALL die rolls), ML 19, TOP 35, Crit BSL: Def AC +10, FF 7, Reference HoB 1 p 96)

Bugbear, Greater, "Burtkus" (1) (HF 9, EP 2,000, Int 11 (Very), AL CE, AC 1 (Drow Chain Mail +1, large shield), MV 12", HD 8, hp 66, SZ L (10' tall), #AT 3/2, D 2d6+9 (huge footman's mace) or 2-8 +7, SA surprise (5 in 10), 19 STR, SD nil, Lang: bugbear, goblin, hobgoblin, trollkin gibberish, drow, Hon: Average, ML 19, TOP 33, Crit BSL: Def AC +9, FF 7, Reference HoB 1 p 96)

Bugbears, "Aliss" and "Flo" (Female consorts) (2) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 34 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96).

Spider, Large (1) (HF 1, EP 175, Int 0 (Non-), AL N, AC 8, MV 6", 15" Web, HD 1+1, hp 27, SZ S (2' across), #AT 1, D 1, SA poison (Class B), SD nil, Lang: none, Hon: Average, ML 7, TOP 14, Crit BSL: Def AC -1, FF n/a, Reference HoB 7 p 97)

26. Additional Bugbear Warren

Three passageways empty into a large space. To the east sweeps a large cave. The slightly recessed floor of this cave is damp; the air is musty. A dozen unhappy-looking somewhat bear-like bipeds can be seen. Most are scrubbing their armor or swords with the vigor of deep felt annoyance.

Twelve Bugbears inhabit this area. A minor problem with overpopulation has pushed some of the tribe into this cavern. Unless the drow's war ends with unexpected swiftness, soon this will not likely be a problem. Still, these Bugbears dream of getting into better quarters as soon as possible. They could either replace an existing guard or take enough treasure from intruders to bribe their leader. Each has so far gathered 15 gp towards this bribe. Each one keeps this on his person at all times, as well hidden as possible.

Bugbears, Common (12) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has but 4 gp on his person.

27. Sub-Chief's Cave

Two passages converge before opening in a cavern to the north/northeast. This cave is a mess of piles, bolts, and bales of various types of cloth. A massive bear-like creature carries a huge mace as he examines a pile of cloth. Two others watching him stand nearer to you, about halfway into the cave. Natural ledges dot the walls at varying heights.

Ruddiger is currently the third in command of the Bugbear camp, and is nearly as large as the chief. With him are two personal guards, leaders in their own right but loyal to Ruddiger (and not necessarily Grabowski, should it ever come to that...). Ruddiger likes cloth, so he fills his quarters with the stuff. He dreams of usurping the drow leader's place himself. Rather than killing them or even driving them off, he'd rather adopt their style (which he considers "groovy" and likely to attract Aliss or Flo) and make them obey his own commands. These are long-term goals, more dream than plan these days. Ruddiger is hardly a master of manipulation, but he has been able to solve most of the problems in his life by bashing them with huge maces or covering them with copious quantities of (what he considers to be) fine cloth materials.

Hidden on one high ledge (22 feet up, in the far northwest of the chamber) behind a stone is a bag with 454 sp, 138 gp, 21 pp and 7 clear pieces of rock crystal worth 50 gp each.

Bugbear, Greater, "Ruddiger" (1) (HF 9, EP 2,000, Int 10 (Average), AL CE, AC 1 (Drow Chain Mail +1, large shield), MV 12", HD 8, hp 68, SZ L (9' tall), #AT 3/2, D 2d6+9 (huge footman's mace or 2-8 +7, SA surprise (5 in 10), 19 STR, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 19, TOP 34, Crit BSL: Def AC +9, FF 7, Quirks/Flaws: obsession with cloth, Reference HoB 1 p 96)

Bugbear, Common, "Rocco" and "Norbert" (Ruddiger's bodyguards) (2) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (banded mail, large shield), MV 9", HD 4, hp 48, 47, SZ L (7' tall), #AT 1, D 4-13 (two-handed sword wielded in one hand (Large creature)) or 5-10 (Drow Spear +1), SA surprise (5 in 10), natural +3 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 24 x2, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

28-30. Troglodyte Caves

These areas are the warrens of the Troglodytes. (Recent expansionist moves have also placed Troggs in Areas 36-38.) Here the tunnel ceilings are only about six feet high, and the caves themselves not much more spacious. All of these Troggs are one tribe, descended from Mog the Trog, a spiny-backed feral variant Troglodyte who lived in the area some 20 years ago (during the last derro invasion). His legendary proclivity for gathering mates remains a popular tale with the Troggs. Over the years his descendants drove off the non-variant Troggs. Since Mog's day, the variants have bred true, even with normal Troglodytes, and the tribe may be on the way to becoming a full-fledged sub-race. All the leaders and 90% of the tribe have vestigial fangs. The current leader is known as "Da Mog".

Currently, the Tribe of Mog works in cooperation with the Trolls and Bugbears. The dark elves demand such cooperation, of course, but the inhabitants of the place have found that they are all generally prospering through mutual aid (though signs of a turnaround are already evident to the perceptive: i.e. only the drow), so they now come willingly to each other's assistance.

The Troglodytes enjoy the chaos since it allows them to express their full savagery as they gleefully attack any unknown creatures that enter their lair.

Nearly everything used by the Troggs is made of stone or fashioned from bone. They have a few possessions of wood, leather, or cloth, but such items are rare as they are virtually impossible to keep dry.

A "T" on the map indicates a unit den. Each unit den holds a small amount of Troglodyte goods – valueless junk piled into a nest, and no treasure – and a male, female and two hatchling Troggs. Each male has a broad sword. The females do not fight unless pressed. These unit dens are in addition to the creatures described in the numbered encounter areas. Hatchling Troglodytes are non-combatants. Each has 12 hit points.

Troglodyte male, spiny-backed feral variant (HF 4, EP 160, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 36, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

Troglodyte female spiny-backed feral variant (HF 2, EP 47, Int 8 (Average), AL CE, AC 5, MV 12", 9" Swim, HD 2+1, hp 30, SZ M (6' tall), #AT 3, D 1d4/1d4/1d4+3, SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 15, Crit BSL: Def AC +0, FF 5, Reference HoB 8 p 23)

28. Long Cave

Several passageways exit from this huge, long cave. Random piles of moss and litter dot the entire floor.

A Trog den of 36 young males makes their quarters here. They have no treasure and little interest in talking to non-Troggs. They will attack anything that does not appear to be a Bugbear, Troll or dark elf.

Troglodytes male, spiny-backed feral variant (36) (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

29. Den Leaders

This cavern holds four racks of javelins and four Troglodyte-like creatures inhabit the southern portion. You can see two larger Troggs in the northern portion. Most of the wet floor is covered with layers of filthy moss.

The Troggs live in the forefront of the area, while the two elders are housed in the northernmost portion of the gallery. Each leader wears a small medallion of gold hammered into a likeness of a human skull (worth 20 gp). Each of the elders has a small, rough blue quartz (worth 10 gp each) set into this device. On the shelf at the back of their area is a human skull sheathed in gold (worth 230 gp) with two huge translucent red fire opals (worth 2,000 gp each) set in the eye holes. There are also four sheaves of javelins here, 48 in all.

Troglodyte leaders, spiny-backed feral variant (4) (HF 6, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 49, 45, 39, 38, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang:

troglodyte, Hon: Average, ML 12, TOP 25, 23, 20, 19, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

Troglodyte elders (sub-chief stats), spiny-backed feral Economy-sized variant (2) (HF 8, EP 480, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 6+2, hp 56, 53, SZ L (8' tall), #AT 3 or 1, D 1d4+1/1d4+1/1d4+4 or 1d10+3/2d4+5/1d6+4 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 28, 27, Crit BSL: Def AC +7, FF 5, Reference HoB 8 p 23)

30. Communal Cave

This twenty-foot wide, 70-foot long cave is filled with water from wall to wall. Many narrow tunnels lead out of the area and small islands of stone dot the water's surface. Eight smaller Troglodytes swim briskly about.

This place is normally empty of activity except during tribal feasts, councils, or when the males gather to attack. There are eight immature females here at all times to tend the area. They will flee rather than fight, if at all possible, and attempt to warn guards and leaders.

This area is also a fallback position for defending the caves. The northwestern most passage enters the water steeply, but the floor slopes from west to east, so it is not terribly deep there. Invaders jumping down the 5-foot drop must make a Dexterity check or fall and suffer embarrassing bruises. Guards and leaders will set up ambushes and defenses to slaughter intruders. If things are still going badly, the Troggs retreat through the tunnel openings. These are partially exposed to air in Area 30 proper, but the tunnels wind up and down, so those moving through them must travel completely submerged part of the way. If they must retreat through these tunnels, some Troglodytes will attempt to occupy the intruders while others prepare a "welcome" in the dens. These dens are relatively dry areas where the floor rises back out of the water. Several small streams feed the pool well below even the lowest waterline.

Troglodytes, female spiny-backed feral variant (8) (HF 2, EP 47 each, Int 8 (Average), AL CE, AC 5, MV 12", 9" Swim, HD 2+1, hp 30 each, SZ M (6' tall), #AT 3, D 1d4/1d4/1d4+3, SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 15, Crit BSL: Def AC +0, FF 5, Reference HoB 8 p 23)

31. Eastern Cavern

This portion of the great cavern is filled with fungi patches. Narrow paths wend between these fields of mushrooms and other strange and gigantic growths. A dim light from many of the phosphorescent lichen growths reveals the strange shapes and blotched colors of the fungi.

Flame will show the colors as whites, grays, yellows, tans, browns, reds, oranges, pinks, mauves and violets. The Troglodytes tend these growths. The fungi supply much of the food for the creatures that inhabit the place. (The fungi are fed with the refuse and offal, and the place is less than fragrant, though the Bugbears, Trolls and Troglodytes don't mind.)

On the map "S" positions indicate 1-4 Shriekers and "V" positions indicate 1-4 Violet Fungi. Beneath the circled Shrieker (S) is hidden a 10,000 gp ruby and an **Efreeti Bottle**. Beneath the circled Violet Fungus (V) is a **Zargosa's Party Jug**. Farkwar lost this some weeks ago and the loss has seriously bummed him out.

32-35. Trolls' Den

The Trolls live in a fairly stable alliance with the drow. Once in awhile, they fight a Bugbear or beat up a Trog, but no one really minds (at least, no one who counts). They have prospered greatly under the drow and, despite a recent reduction in loot, they continue to receive enough food to keep them from gnawing stalactites. Even when the Bugbears or Trogs are bothered by Troll activity, they know they cannot mount an effective attack, since the drow would notice and intervene. For their part, the drow simply don't want their pawns and potential soldiers killing each other. They allow violence and treachery, of course.

32. Chief's Den

Many niches and hollows dot the walls of this large cave. Five Trolls with earrings lounge about throughout the area. A massive troll, several feet taller than the others, stands in the middle of the cavern facing you.

The tribal chief and five lesser Trolls dwell here. All are more powerful than average. At the back of the cave is a natural hollow that is used as the repository for the tribal wealth: 1,300 cp, 789 sp, 2,011 gp, 54 pp, 38 garnets (worth 10 gp each), 14 pieces of cheap imitation jewelry (100 gp each), the 1,000 gp gold bracelet that the knock-offs are meant to imitate (a character must succeed at a difficult appraisal skill check to recognize the imitations' true nature), a Potion of Healing, and a bronze statuette — an idol of some weird shark god (Sekolah, venerated by the Sahaguin). The carving is inlaid with ivory, coral and pearls (worth 9,500 gp intact, 5,500 gp for parts). This latter object has an undetected secret compartment in the head portion, and therein rest a pair of lenses. These crystal devices do not give off any dweomer, for they are not magical, and the wearer will detect nothing when looking through them unless he is in the Vault of the Drow.

Trolls, Common Jumbo-sized variant, "Cheef" (1) (HF 16, EP 2,100, Int 7 (Low), AL CE, AC 4, MV 12", HD 8+7, hp 70, SZ H (13' tall), #AT 3, D 7-10 (1d4+6)/7-10 (1d4+6)/7-14 (1d8+6), SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 35, Crit BSL: Def AC +9, FF 11, Reference HoB 8 p 24)

Trolls, Common, "Kamma", "Nizzu", "Sitra", "Tamag" and "Umm" (5) (HF 13, EP 1,400, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 60, 59, 57, 54, 52, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 30 x2, 29, 27, 26, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

33-35. TROLL LAIRS

In and around these Troll lairs, their rank odor is masked by the pungent reek of fungi.

33. Troll Grotto

On stepping up over two natural levels to the floor of this grotto you come to a large cave branching off the main cavern. Eight green, warty things mill about in the southern end of this raised area.

This area is a gathering place for younger Trolls, especially on Pin'mar nights (Gaweeze Wuldr equivalent of Saturday). They prefer to think of it as "theirs", even if the leaders and older Trolls think otherwise. Sometimes they discuss their reasons for not wanting to participate in the drow's conflict, but

they would never dream of speaking up if they thought an elder could hear. A special type of mushroom grows in hollows in the entire southern end of the cavern.

Trolls, Common (8) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

34. Troll Spot

This long cavern gives the impression of narrowness, though it is about 15 feet wide for most of its length. Several Trolls stand at the far end. They appear to be in a bad mood.

These Trolls were playing dice games before the players arrived. They attack (either because they dislike the PCs on sight or because they have received warning).

Trolls, Common (10) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

35. Muck Cave

Two large natural steps descend into a cavern filled with filth and mud. The walls are stained with muck and drops of the stuff fall from the ceiling sporadically. There appear to be Trolls swimming or playing in the filth.

These Muck Trolls wandered into the area some time ago. Cheef lets them remain because the cavern was always full of muck, and because they amuse him.

Trolls, Muck (10) (HF 9, EP 975 each, Int 4 (Semi-), AL CE, AC 8, MV 3", 9" Swim, HD 4+4, hp 46 each, SZ L (9' tall), #AT 3, D 2-5/2-5/2-7, SA suffocation in muck, SD regenerate 6 hp/round (only in muck), fire resistance, Lang: trollkin gibberish, Hon: Average, ML 11, TOP 23, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 30)

36-38. ADDITIONAL TROGLODYTE WARREN

This area is considered "upscale" for Trogs (should the tribe's lair be compromised, the leaders here will still have ways to escape). Only leader-types and their favorites live in this warren. Though it does not have full pools, the place is damp and from time to time small puddles can be found in the area.

Areas marked with a "T" on the map indicate a unit den. Each of these places exactly duplicates those noted before, i.e. one male, one female and two hatchling Trogs with no treasure.

36. Guards' Quarters

Several narrow tunnels enter into a roundish cavern. Four large, two-legged lizard-like creatures ready metal-tipped javelins as you enter.

Four Trogs of large size dwell here. They are considered favorites because they never cause trouble and therefore do not threaten their higher-ups. They

are neither exceptionally able nor especially incompetent for their position. Their duty is to relay information to Areas 37 and 38.

Troglodyte large guards, spiny-backed feral variant (4) (HF 6, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 44, 42, 38, 34, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword) or 1d6+2/1d6+2/1d6+2 (javelin, 3 each), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 22, 21, 19, 17, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

37. Guards' Quarters

Moss and mushroom stems litter this two-chambered cave. Four reptilian bipeds carrying wet bags appear to be readying swords.

These Troglodyte guards are off duty for the time being, but they see every creature as an ally or as meat for their bags. They are preparing for duty or to face the intruders they have already been warned about.

Troglodyte guards, spiny-backed feral variant (4) (HF 4, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 41, 39, 38 x2, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 21, 20, 19 x2, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

38. Trog Chief's Lair

This domed cave is only about 10 feet across for most of its length. At the north end piles of fungus and moss appear to make some sort of bedding, while various other items (including a dagger, some gems and what appear to be the remains of several meals) litter the entire place. A massive Troglodyte sits up snarling as you enter. One hand holds an ornate broad sword, the other a javelin with a sharp metal tip.

This huge old Trog is Da Mog, chief of the Tribe of Mog. He has a **Broad Sword +2** (no special abilities) and four metal-tipped javelins. Two of the latter are normal, but two are **Javelins of Lightning**. The chief knows the difference and will target those Javelins at characters standing in water, if possible. Amidst the litter in the place are 23 pearls, 3 corals and a brown-green garnet (all 26 of these are gems worth 100 gp each), a sack with 12 ingots (10 pounds each, five silver, six gold, one platinum), and a fancy platinum necklace set with 12 spinels (value 7,500 gp intact, gem value 4,600 gp). Hidden in a small cranny are two **Potions of Plant Control**, a **Potion of Attitude Adjustment** and a **Potion of Gnome Gibberish**.

If warned of a major intrusion, Da Mog attempts to get to his Wyvern mount to attack the invaders. Otherwise, he has only just recently learned of the party's antics. Da Mog assumes that anyone not a Trog, Bugbear, Troll or drow is not supposed to be here and thus fair game.

"Da Mog", Troglodyte chief, spiny-backed feral variant (HF 10, EP 867, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 7, hp 62, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (**Broad Sword +2**) or 1d6+2/1d6+2/1d6+2 (javelin, 2) or 1d6+2+20 electricity (**Javelin of Lightning**, 2), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 31, Crit BSL: Def AC +8, FF 5, Quirks/Flaws: HackFrenzy, Reference HoB 8 p 23)

39. Side Gallery

This large side cavern has two spurs in the southern half. In the southwestern spur chains tether two huge, winged, reptilian creatures to the cavern walls. The southeastern spur holds a large rocky shelf on which rests a huge flail.

Stabled here (at A) on chain tethers are two Wyverns which the Trog chief Da Mog (#38) has raised from the time they hatched from eggs taken by him. He rides the larger one into battle while the other fights beside its sibling. They are fond of the chief; they obey and follow him because they have a strange mutual liking and communicate with each other. The flail resting on the natural shelf in the southeastern spur (at B) is a huge horseman's flail which the chief uses when mounted. This is a +2 weapon, but only if the wielder is of at least Large size and speaks the command word, "Forshaam". The weapon then functions as a magical weapon for one turn. It can do this three times per day (EP = 400, GP = 2,000). The chief does not have the command word written anywhere. If the Wyverns are slain the chief will go so absolutely mad with rage that he enters HackFrenzy. These creatures have no treasure.

Wyverns (2) (HF 15, EP 2,000 each, Int 6 (Low), AL N(e), AC 3, MV 6", 24" Fly (E), HD 7+7, hp 64, 60, SZ G (35' long), #AT 2, D 2-16/1-6, SA poison, surprise 6 in 10, SD nil, Lang: wyvern, Hon: Average, ML 14, TOP 32, 30, Crit BSL: Def AC +6, FF 12, Reference HoB 8 p 106)

40. Magic Pool

A stream from the tunnel to the north feeds a clear pool of water. The pool is nearly 40 feet across, but does not block the entire room. Periodically glints of color from deep within the central area of the pool catch the light.

Cavern inhabitants use this body of clear, clean water as one of many watering holes. They also use the stream that feeds it and various other small collection pools here and there. This large pool radiates a dim dweomer of Alteration magic, though the waters have no effect upon creatures who drink from it other than to reduce their incidence of cavities, nor does it speak or otherwise communicate in any manner.

The pool is some eight feet deep at its center (the contours indicate about 2-foot increments of depth). In the center spot rest 89 gems worth 10 gp each. They are covered with a light layer of sand. If any of these gems are removed from the pool for more than 1 turn, they turn a like number of gems within a 30-foot radius into stones of 1 gp value (quartz crystals). On the other hand, if an individual tosses 1-4 gems into the pool, he finds that a like number of gems in his possession are of better quality (flaws are cleared, so those gems are automatically one category higher in value).

The process is not automatic. Once the gems are thrown into the pool, the GM checks for each gem in the possession of the thrower. When the appropriate number of gems has been transformed, stop checking. The chance of actually transforming an individual gem are indicated on Table 4 — 1: Magic Pool Gems.

Note that the gem increases to the next base value regardless of increased or decreased values within that range. Thus, a 20 gp azurite (200% value increase over the base 10 gp) would increase to

**Table 4 — 1:
Magic Pool Gems**

Gem	Chance to
Base Value	Increase in Value
10 gp	80%
50 gp	40%
100 gp	20%
500 gp	10%
1,000 gp	5%
5,000 gp	1%

a 50 gp azurite, as would a 7 gp (30% below base value) azurite. As the effect is more likely to cause 10 gp gems to become 50s, or 50 gp gems to become 100s, the drow merchant who knows the secret of this pool usually tosses only 10 gp gems into it. The transformation takes 1d10 minutes per gem, though afterwards they do not radiate any sort of magic. Also, the gems within radiate no magical aura.

Encounter Area 5: Cave In

Read the following boxed text when the party approaches within a mile of this location.

You notice that the air is getting dusty and the dank musty odor of the NetherDeep is stronger than ever up ahead.

Upon continuing down the passageway, the party will encounter increasing rubble. Further down they will find that the tunnel is completely choked off and impassible.

Seismic activity subsequent to the making of Eclavdra's map has collapsed a quarter mile long stretch of the primary passage. Given time, the drow will eventually clear the damage but it will be a major engineering project that could take a year to complete.

Encounter Area 6: River Crossing

Use Map 6 on the following page for the crossing of the Fleuve Noir.

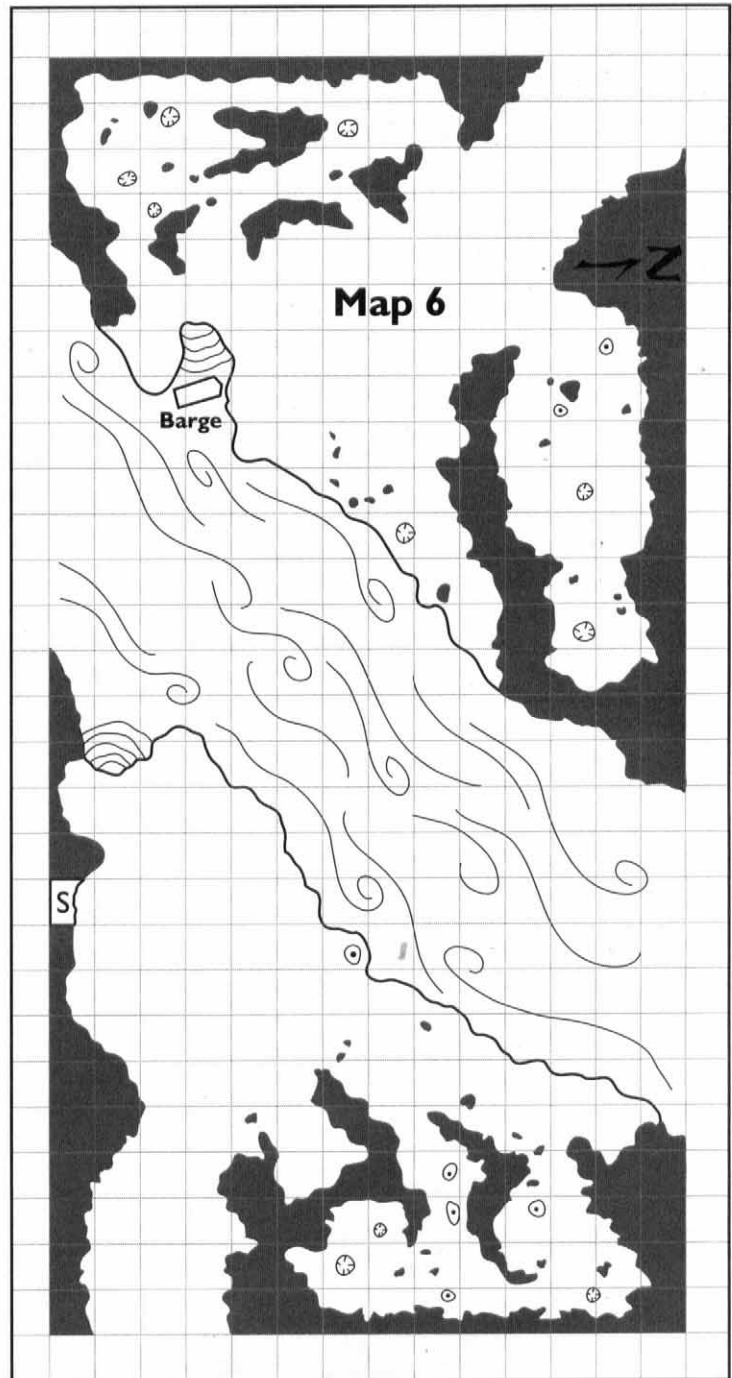
The corridor you've been traveling down opens into a large cavern bisected by a wide river. The inky black water flows from west to east. Its surface is hardly broken by the waves. Across the far bank you can see a barge lying on the shore.

On the far bank, in the cove shown, is moored an 8' x 14' barge with a sculling oar. At one time, a rogue Kuo-Toan monitor by the name of Marlin used to operate a ferry service across the river. Unfortunately for the adventurers he was ambushed by a Derro search and destroy patrol some days ago. Though riddled with crossbow bolts, his natural poison immunity allowed him to withstand the initial fusillade. He went berserk but could not overcome the overwhelming number of dark dwarves and was hacked to pieces in melee. Though quite chaotic and a bit insane, he was not fool enough to dive into the river and be eaten alive. The channel is over 80 feet deep.

For the Derro, the attack was part of a well coordinated campaign to secure their flanks and to prevent the drow from bringing reinforcements in from the south. They are well aware of the recruitment drive going on (see Encounter Area IV: Caves and Warrens of the Mogs) and this operation was meant to mitigate that.

No amount of whistling or calling for service will bring forth the boatman (though you may wish to make an additional wandering monster check if the players make a lot of racket).

The river, though placid, is nonetheless very dangerous for it is teeming with Sewer Snappers. This crossing is a good place to feed and as such hundreds of the little vermin congregate here waiting for their next meal. Anyone wading into the dark water will be immediately attacked by 10 of the beasts while four Sewer Snappers will attack those walking on the water. The devilish little fish will even leap out of the water to a height of two feet in order to attack. Once blood is drawn, they go into a frenzy attacking twice per round. Up to 20 snappers may attack each individual.



Sewer Snappers (HF 0, EP 7, Int 1 (animal), AL N, AC 8, MV 9" Swim, HD 1/2, hp 10 each, SZ S, #AT 1, D 1d4-2, SA frenzy, ML 10, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference HoB 7 p 47)

At its narrowest point, the river is 60 feet across. Players may create a bridge by casting a Wall of Stone, but because of the length of the span it must be arched and buttressed thereby reducing the effective area of effect in half. [Said bridge will be 2 inches wide per level of the caster.] Safely navigating a narrow bridge may pose a danger to less graceful party members. Have each party member crossing the bridge make a Dexterity check with a 12" wide span having no modification to the roll. Each 2" of additional width provides a bonus of +1 to Dexterity and those with the Acrobatic Skill Suite will automatically be successful. Pack animals cannot be led across unless the bridge is at least 36" wide. Characters failing a Dexterity check fall into the river and are attacked by 20 Sewer Snappers per melee round until they can be rescued or their bones are picked clean.

The barge has been holed by the sneaky Derro just above the waterline. If laden with no more than 100 pounds, it will float normally. Any additional weight will cause it sink low enough in the water to begin leaking. The barge will sink in $10 - (x-100)/100$ rounds where X is the amount of weight carried in the boat (weight in excess of 1100 pounds will cause it to immediately sink).

A character with the Seamanship skill suite will be able to properly scull the barge, it will take him only 6 rounds to travel directly across to moor the barge in the opposite bank cove. If others scull the craft, it will take twice that long, they will move diagonally downstream, and there will be no possibility of mooring the barge, so it will be carried off downstream by the current after disembarkation. The barge will be carried downstream at a rate of 9 miles per hour all the way to the Mer du Sans Soleil, the lake on the east part of the map. Travel up river in the barge is impossible. It is not possible to walk along the riverside.

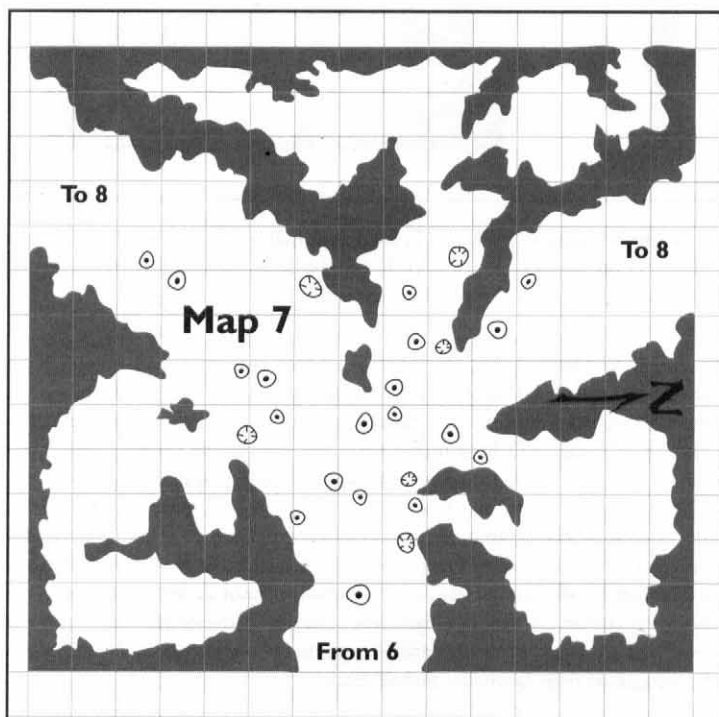
One of the side caves served Marlin as a home. His riddled and hacked corpse now lies on a large pile of dried seaweed where he once slept. Various shell and stone containers and utensils, and odds and ends of worthless gear are around the place but all have been broken and smashed.

He had found a natural pot in the floor, and a stalagmite thrust into the mouth of this opening appears to be quite natural – so much so that the Derro did not discover his hoard. Beneath this stopper he sequestered 1,420 gp, 691 pp, 77 gems worth 10 gp each, a jar of **Karnaac's Ointment**, a **Potion of Extra-healing**, a black metal medallion with a spider relief on one side and the head of a female drow on the other, a **Cloak of Vulnerability -3**, and a very small diamond (apparent value 500 gp but actually a **Globe of Cold** from a **Necklace of Icy Missiles**).

Encounter Area 7: The Svirfs

Use Map 7 on the following page when this area is reached.

The passageway forks with a broad avenue heading northeast and a small corridor leading to the northwest. Several small caves open up from the junction. The area is faintly lit by luminous Drow graffiti.



The party will not see any creatures or hear any noise, but there are eight deep gnomes watching them from hiding. There are five 1st level fighters, two 3rd level lieutenants, and one 6th level clerical leader, whom the other gnomes simply call "Pappa". If the party stops and searches the area (or calls out in friendly terms), Pappa will show himself and greet them in a gnomish dialect, recognizing the party as creatures from the upper world. When he does this, read the following text.

Seemingly from nowhere, a blue colored gnome appears and offers his hand in friendship.

Papa will converse in sign language, or speak normally if the party understands gnomish or some magical means of communication or understanding is available. If the adventurers offer not fewer than one 100 gp gem per deep gnome, and agree to going "halfies" on any others taken, the Svirfs will certainly agree to accompany the party to the Shrine of the Kuo-Toans.

The deep gnomes hate the kuo-toa people as much as they despise the drow, and this group has spied upon the shrine, for they are prospecting the area. As they have just taken the last gems from a vein here, they are willing to get others from their enemies. Naturally, the diminutive fighters know the passages well, and they have small secret passages that allow them to spy upon the shrine from high on the walls or from above.

Each of the deep gnomes has three Svirfneblin Vita-tabs (see appendix), while "Pappa" has a full dozen of these curatives. All save Papa have a pouch containing five Svirfneblin sleep caltrops (see Appendix A: New Equipment). He has a pouch containing six Svirfneblin Smoke Grenades, as well as two Svirfneblin Poison Gas Grenades (both detailed in the appendix). In addition, each of these deep gnomes has 10-40 gems worth 10 gp each.

Note: All of the svirfs have the blue color variation (as does the rest of their clan).

Svirf Prospectors (5) (HF 3, EP 420, Fighter 1, Str 16/02, Dex 15/07, Con 14/22, AL NG, AC 2 (banded mail, Dex), MV 7", hp 27, 26, 25, 25, 23, SZ S, #AT 3/2 or 3, D 1d6+6/1d6+7/2d4+6 (non-magical pick +1) or 2d4+1d6-1/2d4+1d6-2/2d4+1d6-4 (acid darts - each has 12 of these darts), SD all saves made at +3 save poison which is at +2, MR 20%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 13, TOP 18, 17, 16, 15, Crit BSL: Def AC +2 (pick) or Def AC -1 (darts), FF 7, Talents: Close to the Earth, Freeze, Mining Sense, Pick Bonus, Skills of note: singing, specialization in footman's pick)

Svirf Lieutenants (2) (HF 8, EP 650, Fighter 3, Str 16/49, Dex 15/94, Con 14/61, AL NG, AC 2 (banded mail, Dex), MV 7", hp 45, 44, SZ S, #AT 3/2 or 3, D 1d6+6/1d6+7/2d4+6 (non-magical pick +1) or special (svifneblin stun darts - each has 12 of these darts), SD all saves made at +3 save poison which is at +2, MR 20%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 15, TOP 23, 22, Crit BSL: Def AC +4 (pick), FF 7, Talents: Close to the Earth, Freeze, Mining Sense, Pick Bonus, Skills of note: singing, specialization in footman's pick)

Pappa (HF 32, EP 1500, Cleric 6, Str 15/22, Dex 16/07, Con 16/22, Wis 16/72, AL NG, AC -1 (plate mail +2, Dex), MV 6", hp 63, SZ S, #AT 1, D 1d6+4/1d6+5/2d4+4 (non-magical pick +1), SA spells, summon earth elemental SD all saves made at +3 save poison which is at +2, MR 35%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 16, TOP 32, Crit BSL: Def AC +3 (pick), FF 8, Talents: Close to the Earth, Evaluate Gems, Freeze, Mining Sense, Pick Bonus, Skills of note: first aid skill suite, singing)

Spells: **First level:** Bless, Create Water, Cure Light Wounds (x2), Invisibility to Undead, Light, Remove Fear. **Second level:** Augury, Cure Moderate Wounds (x2), Find Traps, Silence 15' Radius. **Third level:** Locate Object, Remove Paralysis

Note: Like all Svifneblin clerics, he is unable to turn undead. However, Papa may attempt to gain control of a rampaging elemental. He has the following chance of success:

Consult Table 12K: Turning Undead

8 HD elemental – treat as “Wight or 5 HD”

12 HD elemental – treat as “Mummy or 7 HD”

16 HD elemental – treat as “Ghost or 10 HD”

In addition, he may cast Summon [Earth] Elemental once per day with a 50% chance of success.

Encounter Area 8: Impeded Passage

Before you a huge boulder blocking the passageway seems to be making a snoring noise. After a moment, you recognize that it is not a boulder but an immense, bulbous, and only vaguely humanoid creature. The sound breaks and sputters, and the thing opens its eyes at you. Its arms and legs curve around its round body as its eyes narrow in your direction. It tells you that it can “feel your pain.” However it quickly changes its tone towards you and begins to wonder aloud what you might taste like.

This Great Lucid Impeder is comfortable in this spot in his tunnel. He doesn't want to leave, and the only thing he hates more than being disturbed is being hungry. He is currently very hungry.

Great Lucid Impeder, “Bubba” (HF 33, EP 4,200, Int 6 (Low), AL N, AC 4, MV 3”, HD 10+100, hp 180, SZ H, #AT 1 or 1, D 2-12 (to front and front flank) or 1-6 (+blinding, to rear and rear flank), SA blinding nauseating spray, crushing inflation, SD blockage, MR 50% (reflective), Lang: halting common, Hon: Average, ML 17, TOP 90, Crit BSL: Def AC +9, FF 15, Reference HoB 4 p 28)

ENCOUNTER AREA 9: SHRINE OF THE KUO-TOANS

Refer to Map 9 on pages 46 and 47. There are a large number of potential encounters with various Kuo-Toa in this adventure section. Rather than list full statistics for every possible individual encounter and waste your valuable HackTime with redundant information, use the following stats for guards and inhabitants. Leaders and other important unique figures are described in the appropriate area text.

This is not difficult. For encounters with standard or very similar types of Kuo-Toa use the code letters preceding each statistic block. The statistic blocks are for an individual of that type, so be sure to note the number appearing (in parentheses after the code). For example, “Km2 (4)” indicates an encounter with four 2nd level male Kuo-Toan fighters. “Kf2 (4)” would be a similar group of the female gender.

A note about weapons: Kuo-toa with crossbows use specially made aquatic versions of these weapons (see p. 168 of the GMG). These propel quarrels normally and function as normal crossbows in all respects (speed factor, damage, range, etc.). All of these crossbows have been supplied by the drow. These items would sell for ten times the price of normal crossbows on the surface world but sadly like all items of drow manufacture, they will begin to pit and become useless upon exposure to the sun.

The drow, unaware of the depth of resentment and hatred with which the Kuo-toa population as a whole regards them, have been trying to negotiate an alliance against their enemies, supplying these weapons to water-dwellers with few mining, smithing or metalworking skills. The Kuo-toa thought to play the drow leaders for suckers and take free stuff while offering lip/fin service to their diplomatic efforts. In only the past few weeks, the supply of crossbows has been cut off (as the drow's attention is redirected to deal with other matters).

There is a 50% chance that any Kuo-toa encountered enters HackFrenzy on hearing the word “sushi”. Roll 1d8 for each Hit Die to determine the amount of damage that Kuo-Toa must then deal out.

Wandering Monsters

An encounter occurs on 1 in 12; check each turn.

Western Half of the Shrine (1d6)

1	Drow Emissaries, small train
2	Kuo-Toan Guards (see below)
3	Kuo-Toan Whips (Km3 (1-4))
4	Kuo-Toan Monitor (KMon (1))
5	Kuo-Toan Pilgrims (Km (3-5) and Kf (0-1))
6	Kuo-Toan Shamans (KS2 (1-4))

Eastern Half of the Shrine (1d6)

1	Kuo-Toan Pilgrims (Km (3-5) and Kf (0-1))
2	Kuo-Toan Shamans (KS2 (1-4))
3	Kuo-Toan Monitors (KMon (1))
4	Kuo-Toan Pilgrims (Km (3-5) and Kf (0-1))
5	Kuo-Toan Guards (see below)
6	Kuo-Toan Whips (Km3 (1-4))

Kuo-Toan guard contingents have the following composition: Warriors: Km2 (8), Sub-leader: Km3 (1), Leader: Km4 (1)

Km2: Kuo-Toa male, Common (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9”, 18” Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Km3: Kuo-Toa male, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9”, 18” Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

Km4: Kuo-Toa male, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9”, 18” Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

Whip

KWp: Kuo-Toa, Whip (HF 8, EP 420, Fighter 3/Assassin 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9”, 18” Swim, HD 3, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6+1/2d4+1/2d6+1 harpoon, SA +1 to-hit/+1 to damage for Strength, backstab +1 die damage, assassination, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 30, open locks 10, find traps 10, remove traps 5, move silently 30, hide in shadows 40, detect noise 40, climb walls 60.

Monitor

KMon: Kuo-Toa, Monitor (HF 16, EP 2,000, Int 13 (High), AL NE (lawful tend.), AC 1, MV 9", 18" Swim, HD 7, hp 55, SZ M, #AT 4, D 2-8/2-8/2-5/2-5 fist/fist/bite/bite, SA subdual +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 15, TOP 28, Crit BSL: Def AC +3, FF 8, Reference HoB 4 p 68)

Pilgrims

Km: Kuo-Toa male, Common (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 28, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Kf: Kuo-Toa female, Common (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Shamans

KS2: Kuo-Toa, Shaman (HF 5, EP 270, Cleric 2, Int 13 (High), AL NE, AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6/1d6-1/1d6-2 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Spells Prepared (4): Bless, Command, Cure Light Wounds, Protection from Good.

ENCOUNTER KEY

Each location in the lair is described as if Kuo-Toa life is proceeding normally. As GM, you must consider the differences if that is not the situation. For example, if an alarm is raised, the numbers of creatures listed in each room will be different (the young will have more guards, mostly female, while the bulk of the male soldiers will move to intercept invaders. The cleric/assassins will make full use of their abilities if at all possible).

A. Pilgrim Apartment: Three to six of the Kuo-Toa can be found in each apartment. If five or six are indicated, one is female. All are simple Common Kuo-Toa (2 HD) creatures and unarmed (though they may bite if threatened!). The sparsely furnished chamber has mounds of seaweed on wooden sleeping pallets, a rough bench, a small table and several stools. The walls are about 1 1/2 feet thick, and the doors are made of wood (precious here) with iron bindings. Each pilgrim has 2-8 ep and 2-8 pp.

Km (3-5), **Kf** (0-1)

B. Barracks: Each barracks chamber holds the number of troops shown in parentheses after the B. These are special shrine guards (hp 36 each), commanded by a sergeant of 4th level (hp 46).

Km3 (variable), **Km4** (1)

BF Barracks, Female: These correspond to the barracks noted above, but the soldiers therein are female. Each of these two areas houses 16 females armed with dagger and spear. There are two 3rd level sergeants in command of each barracks.

Kf2 (16), **Kf3** (2)

Kf2: Kuo-Toa female, Common (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d6+1/1d8+1 spear, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Kf3: Kuo-Toa female, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 34, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 17, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

C. Common Room: These are areas specially set aside for pilgrims to meet, have meals, read, etc. There are a number of tables, benches and stools in each such room (2-6 of each). There are words of praise to "Sea Mother" painted on the walls and religious tracts on tables. There are 1-8 Kuo-Toan pilgrims in a common room at any given time.

Kuo-Toan pilgrims: **Km** (1-4), **Kf** (0-4)

M. Monitor Position: The Kuo-Toa at these positions is always an alert whip (monk-like fighter) who guards the area and assures peace and tranquility for worshippers at the shrine.

KMon (1)

I. ENTRANCE TO THE LOW CAVITY

When you first step far enough northwest to view the dimly lit space ahead, you are met with a chilling scene. Greenish phosphorescence from lichens, coupled with a grayish luminosity from slug-like creatures as large as a man's fist crawling everywhere (on walls, ceilings and floors), give the area an undersea appearance. A strange salt tang in the air enhances this impression. Directly to the north you see a huge dark green idol, appearing to be rather like a giant lobster-headed woman, standing still with one pincer raised and the right one extended ahead and open.

This stone idol is detailed at Area 4. The walls and pavement of this place are well made, but very worn. Obviously, this area is old. It feels alien and foreboding. The shape of the stones and the illumination of the area just seem wrong to any creatures from the upper world, particularly warm-blooded ones. A glance left and right reveals the archway to the west and the 20-foot-wide, 40-foot-high opening leading east.

As the group proceeds further into the area, they will note the stairs up to the west and the slits in the east wall of the entranceway. Characters who expend any effort to observe the eastern corridor will notice the bend about 80 feet away. Looking ahead, the party can see that the space to the north is a great sunken area. If they approach more closely, read the following:

You observe an aquatic arena filled with translucent green water and surrounded by six tiers of stone benches, the whole forming a square around a raised stone platform. This platform sits in the middle of the 25-foot-deep depression with water at the bottom. To the northeast and northwest are stone block walls with one arched entry on each side and many narrow (1 foot wide x 3 feet high) slits piercing them at about 20 feet above floor level. The whole area is quiet, but permeated with foreboding. The whole place feels hostile and alien.

At this point any intelligent creature observing the party will ignore it. This is a place where traffic is not uncommon, and those entering are permitted to approach the shrine and make obeisance to the Sea Monster, obtain the required "passes" and move on (see area 3). The shrine community is organized only with respect to its guards and hierarchy, not its pilgrims or passersby.

2. RAMP AND STAIRS

The ramp leads to a flight of broad steps that lead into the pool of water surrounding the lobster-headed woman, revealed to be a statue. From this position it is evident that the seats of the arena could hold about 2,000 creatures of approximately human size. The translucent green water in the pool is of indeterminate depth. The 20-foot-tall idol atop the dais can be seen as stone. Although the rising tiers of the pyramid obstruct vision northward, you can see some sort of opening in the northern wall of the place.

When the party descends to the place where the water meets the steps, they will need a pole of some sort (or need to actually enter the water themselves) to find its depth (at five feet). If the party stays on a direct route to Area 3, the steps leading up to the first tier of the pyramid, they will be safe, but there are dozens and dozens of leeches elsewhere in the pool. Any warm-blooded creature moving through the pool suffers 1-4 Leech attacks per 10 feet traveled. These Giant Leeches are relatively small, having only 1 Hit Die each, but they are very hungry. Of course, the Kuo-Toans can pass amongst these creatures without being molested. A total of 325 Giant Leeches inhabit the pool.

There are also 90 Luck-Draining Muck Leeches inhabiting the pool. Any time a Leech attacks a creature, there is a 25% chance that is actually a Luck-Drainer.

Leech, Giant (HF 1, EP 15 each, Int 0 (Non-), AL N, AC 4, MV 9", HD 1, hp 24 each, SZ S, #AT 1, D 1-4, SA blood drain, SD nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 4 p 78)

Leech, Luck-Draining Muck (many) (HF 1, EP 7 each, Int 0 (Non-), AL N, AC 4, MV 9", HD 1/4, hp 21, SZ S, #AT 1, D 1/2 hit point, bad luck (-1 to-hit and -1 on saves), SA luck drain, SD nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference HoB 4 p 80)

3. STEPS OF THE ZIGGURAT

Two low altar stones with shells resting atop them are set about 20 feet apart on the first tier of the central ziggurat. The two stones on the second tier are slightly closer to each other, and the third are set at the near corners of the platform on which the statue rests. The steps are steep; each tier is 12 feet high.

These steps must be ascended by all creatures passing through, so the homage can be paid to the gawddess, an offering paid, and passage continued elsewhere. Groups coming in from other tunnels are held in waiting areas while appointed representatives perform the necessary obeisance.

First Altar: Each of these blocks of white stone on the first tier is tinged with green splotches. The stones are relatively small (2 feet high by 2 feet wide by 4 feet long). An ordinary-looking basin-sized seashell sits atop each. On the left, the shell holds 413 gold pieces; on the right the shell is filled with fresh water and snail shells. (Visitors and returning Kuo-Toa are meant to pay 1 gp per individual – excluding slaves and lowly servants, of course – take a snail shell pass for each, and present them to the guards.)

Second Altar: Each stone block in this pair is blue and twice as large as the one below it. Each holds two beautiful shells with silver chasing upon the edges and along the ridges. Upon the left the shell basin is filled with brackish water and crab claws; the one on the right contains 71 pp and 18 pink moss agates with greenish markings (worth 10 gp apiece).

Worshippers of the Kuo-Toan gawddess go here to pay for a crab claw pass (the cost is two platinum pieces or a small gem). The guards accord friendly treatment and escort such persons up to one mile from the lair, but only if their charges know the secret sign/countersign of worshippers of Sea Mother (fore- and middle fingers raised as a "V" as the claw of Sea Mother, the same sign from the left, with fingers pointing ahead as the counter). The counter utters the Sea Mother's name in the Kuo-Toan tongue (Blibdoolpoolp). Those failing the challenge will be recognized as heathens. Whether or not the guards attack depends on their appraisal of the party's toughness. None of them wishes to be a martyr.

Third Altar: This green stone is 3 feet wide by 3 feet high by 6 feet long, and holds two gold-inlaid shells with insides of mother-of-pearl. The shell on the left holds salt water and live lobsters, the one on the right contains 24 white pearls (100 gp each) and 16 black pearls (500 gp each). Supplicants for a special favor from the Sea Mother take a lobster to the pool at Area 15, and place it there reverently, with a prayer. Any other use of an offering is sacrilege! Supplicants who take a lobster must leave a gem. Approach to the tier should only be made by means of the north ramp. The Kuo-Toa regard any other approach as an act of defilement and will deal with the perpetrators accordingly (i.e. a full scale alarm and immediate attack).

4. IDOL OF BLIBDOOLPOOLP THE SEA MOTHER

Upon the summit of the ziggurat stands a malachite statue some 20 feet tall. It appears to be a nude human female body, with articulated shell covering the shoulders, and a lobster head and claws in place of a human head and arms. The right claw is open and raised, the left is open and held out about 8 feet above the floor of the tier.

The idol will not move or come to life, but it is possible to be Gated to her court on the Elemental Plane of Water. Carved into the base of the statue in the kuo-toan language is Blibdoolpoolp's name. If a character grasps the extended left claw while the standing upon the altar, and pronounces her name correctly, the character is immediately transported to deep waters of the elemental plane where Sea Mother holds court. (If the individual cannot breathe the water, he is immediately in Blibdoolpoolp's debt, as some minor bureaucrat in service of the gawddess will save the individual from drowning by means of a Water Breathing spell. Such help may be temporary...)

The individual coming before Sea Mother's receptionist must offer the gawddess 10,000-60,000 gp in pearls (double that amount in other gems) or risk the wrath of Blibdoolpoolp. The receptionist thanks the individual for his donation, hands him a souvenir (a silver plated lobster claw enchanted to deliver one use of Bless as a 7th level caster – she has hundreds in her desk) and then returns that individual to the altar before her idol. Those without

offerings are Geased not to harm, cause to be harmed, aid in the harming or bring suit against any worshippers of Sea Mother. They must further contribute 60,000 gp value in gems to the shrine. The transported character is then returned to the altar, with the ability to speak the kuo-toa's tongue (at 90% mastery) and marked secretly so that all Kuo-Toa will recognize one in the service of Blibdoolpoolp. For more information on the Sea Mother, see the upcoming Gawds & Demi-Gawds rulebook.

Note: Characters standing at the upper tier of the ziggurat can distinguish the guards at Area 5.

5. GUARD POST

This large, square area has many openings, doors and slits leading in various directions. In the center, five alert-looking, armed fish-men face north and five face south.

This squad is here to check and regain tokens of homage to Sea Mother from those who pass through the shrine cavern. Those without passes are netted, subdued and taken to Area 9 (slave pens) for incarceration and eventual sacrifice. If threatened, the soldiers attempt to alert Area 6 ("Corporal of the guard, post number 5!"). Each of the guards has a weighted net big enough to ensnare a 7-foot tall humanoid, in addition to his weapons.

Km2 (8), Km3 (2)

6. PALACE OF THE PRIEST-PRINCE

Massive shell steps cover the entire north wall of this location. They lead up to ornate walls that give the impression of a palace made of shells and waves. The ancient-looking facade of the place is carved from ancient rock. Upon it hewn pillars and columns give the place an imposing aura.

The walls hold bas-relief figures of all sorts of sea creatures and fish-men resembling the living inhabitants of this place, all carved so as to present the appearance of coming towards the entrance at the top of the steps. Crab-like creatures with fish-like heads are carved into the stone near the doorway. These eerie sentinels gaze stonily upon all who ascend the steps.

Ten armed fish-men stand guarding the area and an armed fish-man with a huge, curved shell horn stands on the top step.

This is the palace of the Kuo-Toa spiritual and temporal ruler, the Priest-Prince Eel Sharkton. Upon the steps of the palace are posted eight soldiers and two leaders, exactly as in Area 5. The herald is here as well, armed as the leaders and bearing a shell horn upon which to sound an alarm if the area is under attack. This alerts positions 5, 30, 32, and the barracks 60 feet immediately southwest. Other positions can hear the alarm, but it must be sounded a second time to alert ALL soldiers to come to the palace. If it is blown a third time, all Kuo-Toa in the shrine cavern come to battle with the enemy.

Each of the soldiers has a net in addition to his weapons. The leaders and herald have dagger and harpoon.

Km2 (8), Km3 (2)

Km6: Kuo-Toa male, Common, Herald, "Bruce Haddock" (HF 11, EP 747, Fighter 6, S 13/52, D 11/35, C 14/34, I 13/25, W 11/24, Ch 9/14, Com 12/13, AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 6, hp 59, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion,

1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 30, Crit BSL: Def AC +4, FF 7, Reference HoB 4 p 68)

7. THRONE ROOM OF EEL SHARKTON

Immediately to the north of the arched entrance to the throne room is a low dais with a shell throne upon it. The throne is a strange chair carved of white coral set about with rare shells and ornamental stone carvings of octopi, crabs, eels and fish. There are 32 light-colored pearls and 16 of darker color set as eyes for these sculptures. Four figures or crabs fashioned from precious red coral appear to be crawling up the sides of the throne.

Flanking the throne are a pair of malachite statues, each seven feet tall and resting on a pedestal three feet high. They appear to depict nude human females with articulated shell covering the shoulders, and a lobster head and claws in place of a human head and arms. The right claw is open and raised, the left is open and held out almost horizontally.

The floor of the place is polished set tiles, and the six pillars in the chamber (three at each side of the room, each set in an "L" formation) are made of carved white marble in the form of watt spouts. The whole place is alive with a shifting green luminosity from the glowing green and gold ceiling overhead.

Each light-colored pearl is worth 100 gp each, the dark (black) pearls are worth 500 gp apiece. The red crabs (worth 6,000 gp each) can be pried from the throne. The throne itself is set deep into the floor.

The statues are indeed smaller replicas of the idol of Sea Mother in the shrine area. These statues have no value (they are works of shoddy quality) and hide nothing. Each, however, radiates a faint dweomer, as Blibdoolpoolp uses them to view what happens in the chamber. (There is 50% chance that she does so on any given turn.)

The throne room is guarded by six cleric/assassins, one before each pillar. Each is armed with dagger, harpoon and garrote. They will attack any intruder in the most effective manner.

KWp6: Kuo-Toa, Whips (6) (HF 10, EP 1,034 each, Cleric 6/Assassin 6, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 6, hp 48 each, SZ M, #AT 1 or 2, D 2-5 bite and 1d6/1d6-1/1d6-2 dagger OR 1d6+1/2d4+1/2d6+1 harpoon OR garrote, SA +1 to-hit/+1 to damage for Strength, assassination, backstab +1 damage die, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, disguise, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 24, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 15, open locks 10, find traps 5, remove traps 5, move silently 70, hide in shadows 65, detect noise 30, climb walls 60.

Spells Prepared (5/3/2): First level: Bless, Cause Light Wounds, Cure Light Wounds, Magical Stone, Purify Food & Drink. **Second level:** Know Alignment, Rigor Mortis, Silence 15' Radius. **Third level:** Blindness, Dispel Magic.

The eastern archway leads to a private audience chamber and council room. It has an upper balcony that extends along three sides of the place. There is a long stone table, a throne chair, and six smaller stone chairs in the center. This chamber holds nothing of value, although the wall murals of undersea scenes, inlaid in bits of colored stone may appear valuable to those not who are skilled in appraisal or knowledgeable about minerals. In other respects, such as the overall feel of the environment, this place is much the same as the throne room.

8. PRIVATE WING

This long room (perhaps 100 feet) is about 30 feet wide. A ten-foot wide pool dominates most of the length. The entire pool area is carved of green stone. Serpentine, malachite and azurite bands are arranged so that they go from green to blue in their upper parts. The waters of the pool are of translucent green.

Two fish-man creatures stand next to the pool, one on each side. A similar but larger creature lounges in the middle of the waters.

The western wing of the palace is given over to the personal pool of Eel Sharkton, who entertains honored and important guests here. Unless an alarm has been sounded the priest-prince is relaxing in his pool with 2-5 female pilgrims.

There are two 4th level fighters, one to either side of the pool, who guard the ruler. Each is unarmed (partially because Eel Sharkton, wisely, does not fully trust his underlings; they are assassins after all). They give warning of any intruder. Sharkton wears only a harness with a dagger, and is a 12th level cleric/12th level fighter/14th level assassin. He is skeptical of any excuse a creature might use for invading his personal space: even if the excuse is legitimate he is likely to kill the intruders and get back to his ladies.

Kf (1d4+1), **Km4** (2)

"Eel Sharkton" the Mighty, Priest-Prince and High Aquarch of the Kuo-Toa (1) (HF 34, EP 5,530, C12/F12/Ass14, Str 18/96, Dex 15/64, Con 12/99, Int 16/05, Wis 17/33, Cha 14/36, Com 6/70, AL NE, AC 2, MV 9", 18" Swim, HD 12, hp 80, SZ L, #AT 1 or 2, D 1d4+7 bite and 1d6+6/1d6+5/1d6+4 dagger OR 1d6+6/2d4+6/2d6+6 and possible stun with harpoon, SA +3 to-hit/+6 to damage for Strength, backstab +3 damage dice, assassination, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, troglodyte, troll, common, Hon: 127 (Great; +1 on all die rolls), ML 13, TOP 40, Crit BSL: Def AC +11, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 75, open locks 50, find traps 65, remove traps 65, move silently 95, hide in shadows 95, detect noise 95, climb walls 60, read languages 50.

Spells Prepared (10/7/6/3/2/2): **First level:** Befriend, Bless, Create Water, Cause Light Wounds, Cure Light Wounds, Detect Magic, Endure Heat, Protection from Good, Sanctuary, Walking Corpse. **Second level:** Animate Corpse, Cure Moderate Wounds, Resist Fire, Rigor Mortis, Silence 15' Radius, Slow Poison, Spiritual Hammer. **Third level:** Animate Dead, Continual Darkness, Dispel Magic, Heal Moderate Wounds, Stirring Sermon, White Hot Metal. **Fourth level:** Cause Serious Wounds, Heal Nasty Wounds, Neutralize Poison. **Fifth level:** True Seeing, Plane Shift. **Sixth level:** Blade Barrier, Harm (reversed Cure-All).

If threatened by powerful antagonists and he has a chance, Eel Sharkton flees through the secret door to the western secret room. Otherwise, he attempts to seek safety in the bottom of the pool, where various fish, shellfish, crabs, turtles, and other creatures obey his commands to obscure his movements and hinder the passage of any enemies. (There are several large clams that can hold a limb with an effective Strength of 18/51). If this fails, his next choice is to go down to the rooms in the lower area. His last choice is to fight to the death, but if necessary he will do so the best of his ability.

Secret Room: This small area is known only to the ruler of the place. The door has an iron bar which Eel Sharkton uses to secure the door from any chasing him, should he need to retreat to the room. He then equips himself with a pair of **Boots of Speed**, a charged **Ring of Protection +3** (which has

6 charges; it burns one charge each time the wearer makes a saving throw – successful or not; it continually provides AC benefits, but once its charges are spent it is drained and useless), and a **Trident of Submission**. There is also a pouch of 20 black pearls (500 gp each) there, which he will attach to his harness. If the priest-prince believes the situation to be hopeless, he abandons the shrine entirely, making for the Mer du Sans Soleil with all haste to alert the main community of Kuo-Toa people of the dire events at the shrine. If the situation can be recovered, he will attempt to rally his troops and counterattack.

Lower Area: The stairs to the south lead westwards to a lower complex of rooms, each secured by a very thick wooden door with bronze bindings (these rooms are shown by the dashed lines beneath Area 32).

The two rooms to the south and east are those of the priest-prince. He has various items of furnishing there, including a couch, four chairs, two large tables, a small table, two benches, and a large cabinet. In the large cabinet are several crushed velvet ceremonial robes embroidered with shells and sewn with seed pearls (three are valued at 1,000 gp, one at 1,600 gp, and one at 2,750 gp). In the far chamber is a chest with his personal arms, a harpoon, a spear and a man catcher.

In a secret compartment within a shell ewer of no particular value are hidden three pairs of rose quartz lenses (these cusps are useful to those who adventure in the drow vault area) and two brooch-like pins. One is a pair of silver daggers inscribed Everhate, the other is an adamantite miniature of a mace with Despana written in drow runes.

The six small rooms (each about 10 feet by 15 feet) are the cells of the personal attendants of the ruler (the 6th/6th level cleric/assassins detailed above). Amongst their personal effects and a pallet of seaweed can be found 1-100 sp, 1-100 gp, and 1-100 pp, plus 2-12 small white pearls worth 50 gp each. The four rooms to the west and south are storage chambers for food, seaweed and various other mundane items of no special value. There are, however, two large casks of the priest-prince's special VSOP liqueur cognac. These concoctions have a potency of 85% and a drink value of 4 (see the HackMaster GMG page 170-171).

9. PASSAGE TO THE SLAVE QUARTERS

The worn stones along this tunnel indicate that countless scores of feet have passed over it. Stairs at the end of the passage lead down. The center of each step is so worn that you can actually see a noticeable depression in the surface.

The Kuo-toa keep their numerous slaves penned below. The stairs lead down into a guardroom where four troops and their leader (who carries the keys to all of the doors in the slave area) are on duty. This area, like those above, is well lit (by underworld standards) with green and blue phosphorescence. All the doors are made of bronze. Each one of the guards have a dagger, harpoon and net.

Km2 (4), **Km4** (1)

To the east and west of the guardroom are two general slave barracks: rooms 20 feet wide and 70 feet long. Ankle and wrist chains connect to each slave and to the wall; a slave can move each limb no more than eighteen inches. The western room holds: three Gnolls, one half-orc, two Hobgoblins, two Lizardmen, nine Orcs and eight Troglodytes. The eastern chamber contains two dwarves, three Svirfnebli, a half-ogre, a high elf, and 19 humans. (one of whom is an 8th level bard, Fennettar of Fangaerie, who was captured while impersonating a paladin; the three surviving adventurers captured with him – Berragle Oriander, Mok and Koray still believe he truly is a paladin of Luvia). Fennettar really is from the city of Fangaerie, at least. He has his Detect Evil spell remaining from earlier preparation, but has used the others and has lost his spell book, which he called his "prayer book".

All slaves are fairly well acquainted with the normal parts of the shrine cavern, especially the Orcs and deep gnomes. Freed slaves will happily kill Kuo-Toa; whether or not they will help their liberators depends on the PCs' alignments, treatment and initial reaction. The slaves will not attack each other, even those with powerful racial hatreds (they prefer to recover a bit first, and take their mutual revenge on the Kuo-toa). They will however, attempt to separate from their hated races as quickly as possible.

- 3 Standard Gnolls (hp 30 each, HoB 3, p 73)
- 1 half-orc named "Billy Joe" (HF 0, AC 10, Int 6, HD 1, hp 23, HoB 6, p 37)
- 2 Hobgoblins (hp 26 each, HoB 4, p 10)
- 2 Common Lizardmen (hp 30 each, HoB 4, p 92)
- 9 Common Orcs (hp 24 each, HoB 6, p 33)
- 8 Troggs (hp 30 each, HoB 8, p 23)
- 2 hill dwarves (miners) (hp 26 each, HoB 2, p 121)
- 3 Svirfnebli (hp 23 each, HoB 3, p 75)
- 21 humans (8 man-at-arm guards – not very good ones – hp 24 each, 9 merchants hp 24 each, and one runaway teenager, hp 23 (with a psychotic aversion to step-dad quirk))
- Fennettar of Fangaerie, and three adventurer companions

Fennettar, male human (8th level bard) (HF 6, EP 1,836, Bard 8, Str 17/36, Dex 17/77, Con 10/86, Int 14/25, Wis 12/80, Cha 17/28, Com 14/17, AL CN, AC 7 (Dex), MV 12", hp 58, SZ M, #AT 1, D unarmed, SA inspiration, countersong, SD 40% know-it-all-ism, Lang: common, drow, elven, kuo-toa, Hon: 48 (Average), TOP 29, Crit BSL: Def AC +2, FF 5, Age 33, Height 5' 9", Weight 172 lbs., Quirks/Flaws: no depth perception, self absorbed, Talents: hit point bonus, opportunist, Skills: feign toughness 88, intimidation 72, diplomacy 13, graceful entrance/exit 27, knowledge of courtly affairs 44, secret persona 72, skilled liar 91, ulterior motive 51)

Spells known: **First level:** Detect Evil, Protection from Evil, Remove Fear. **Second level:** Alter Self, Strength, White Hot Metal. **Third level:** Bash Face.

Thieving Skills: climb walls 75, detect noise 75, pick pockets 65, read languages 45.

Berragle Oriander, male high elf (8th/9th fighter/magic-user) (HF 8, EP 2,062, Ftr 8/MU 9, Str 16/01, Dex 12/91, Con 17/33, Int 13/85, Wis 11/77, Cha 12/44, Com 12/76, AL LG, AC 10, MV 12", hp 49, SZ M, #AT 3/2, D by weapon +4, SA spells, SD spells, 90% resist Sleep and Charm, Lang: common, drow, elven, gnome, Hon: 50 (Average), TOP 24, Crit BSL: Def AC +6, FF 8, Age 171, Height 5', Weight 105 lbs., Quirks/Flaws: color blind, gullible, Talents: less sleep, Skills: arcane lore 75, arcane speak 56, armor maintenance, botany 49, clever packer 57, graceful entrance/exit 23, spellcraft 51, weapon maintenance, Proficiencies: dagger, halberd, light cross-bow, long bow, long sword, quarterstaff)

Spells known: **First level:** Charm Person, Detect Magic, Feather Fall, Identify, Magic Missile, Protection from Evil, Push, Read Magic, Remove Thirst. **Second level:** Detect Life (SSG), Find Traps, Levitate, Mirror Image, Rope Trick. **Third level:** Alternate Reality, Dispel Magic, Fly, Force Hammer (SSG), Lightning Bolt. **Fourth level:** Delayed Magic Missile (SSG), Ice Storm, Stoneskin. **Fifth level:** Lygg's Cone of Cold. Obviously he does not have his spell book. Only Feather Fall remains prepared in his memory.

Mok, male half-ogre (9th level fighter) (HF 8, EP 2,792, Ftr 9, Str 18/74, Dex 13/32, Con 16/18, Int 5/67, Wis 4/31, Cha 9/55, Com 9/63, AL N, AC 8 (tough hide), MV 13", hp 103, SZ M, #AT 3/2 (2/1 with battle axe), D by weapon +6 (+8 with battle axe), SA battle axe specialization, SD nil, Lang: common, ogre, Hon: 45 (Average), TOP 51, Crit BSL: Def AC +8

(+9 with battle axe), FF 8, Age 171, Height 7'10", Weight 391 lbs., Quirks/Flaws: problem drinker, Talents: tough hide, Skills: ballroom dance 32, weapon maintenance, Proficiencies: battle axe (specialized), club, javelin, long sword, spear, two-handed sword)

Koray, male human (7th level fighter) (HF 7, EP 1,445, Fighter 7, Str 15/54, Dex 17/34, Con 15/62, Int 8/96, Wis 12/87, Cha 10/18, Com 9/02, AL NG, AC 5 (Dex, tough hide), MV 12", hp 72, SZ M, #AT 3/2 (2/1 with long sword), D by weapon +3 (+6 with long sword), SA long sword mastery, SD nil, Lang: common, elven, ogre, Hon: 52 (Average), TOP 36, Crit BSL: Def AC +4 (+6 with battle axe), FF 7, Age 35, Height 5'8", Weight 135 lbs., Quirks/Flaws: psychotic aversion to worms, Talents: tough hide, Skills: ballroom dance 32, weapon maintenance, Proficiencies: advanced two-weapon fighting (from Combatant's Guide to Slaughtering Foes), long sword (specialization, mastery), hand axe, short bow)

The corridor north leads to a dozen small cells. In the first pair are two Bugbears each, the next pair is empty, there are two Trolls in the next two, and again two empty cells, then a drow merchant of the Poofterball clan (with the clan pin hidden inside his boot – an enameled tan brooch shaped like a mushroom, useful in dealing with the drow) chained to the wall, and in the last cell is a pair of Ghosts. Empty cells contain filthy seaweed bedding and some scattered and gnawed bones.

The large room to the west is a standard torture chamber, with the usual: rack, irons, chains, iron boot, iron maiden, etc. Some of it is rusty, but all is usable. The place at the far north end of the line of cells is a little-used storage chamber, with a few barrels and crates of provisions in the forepart, and miscellaneous junk stuffed into the back. Behind this refuse is a concealed escape tunnel which leads north about 40 feet to a 60-foot-deep sinkhole. The sinkhole leads into a natural passageway which eventually ends in a shaft upwards into the secondary passage northeast (about a mile north of the shrine cavern).

2 Bugbears (hp 34 each, HoB 1, p 96)

2 Common Trolls (hp 52 each, HoB 8, p 24)

Drow merchant (hp 28, HoB 2, p 111)

2 Ghosts (hp 38 each, HoB 3 p 49)

10. MEDITATION ROOMS

This chamber holds four stone tables, two stone benches and eight bone stools. Scrolls and tomes cover the tables and some are stacked on the floor. Loose pieces of paper and parchment can be seen everywhere: on top of piles, crammed between book pages, littering benches, etc.

These chambers are provided for the use of pilgrims and regular inhabitants of the shrine area to read various writing pertaining to Sea Mother and her works. Besides short tracts, there are 27 scrolls and 18 books in each place, and these items are worth 1,000 gp and 2,500 gp respectively if brought to the upper world and sold to a book dealer or religious college.

Each one of these rooms holds a tract-like sheet containing writings in both the elven and in kuo-toan tongues. The letter sits at the center of the table overlapping several other works. It is a translation of an account of an elf who escaped from the homeland of the dark elves relatively recently. The fragment says:

"and these degenerate filth continue to consort with all manner of foul things and d - [smear destroys several words] but this does not mean that they are particularly watchful for trespassers. Any wearing a cloak of sickening [another smear here] can move freely about, and the merchant clans and noble houses employ all sorts of servants and slaves who roam through the

black and debauched City of [smear] -ng the brooches. Most of these abominations worship the disgusting creature they call Mother of Lusts, and if I could only ... [long smear] stirrings among [smear] derr ..."

The fragment ends here.

The Kuo-Toa use this to emphasize the degeneracy of the drow who do not worship Sea Mother.

11. TRAINING ROOMS

There are dummies of various creatures and charts on the walls depicting deep gnomes, drow, Trog, humans, dwarves and even a few Kuo-Toa. A few common weapons are strewn about.

These chambers are for the training of assassins. The dummies and charts are guides for practice. Assassin characters have a 90% chance of recognizing the real purpose of this place. There is absolutely nothing of real value in either room.

12. FIGHTING INSTRUCTION ROOMS

Hung about the walls of this place are various daggers, spears, nets, shields and harpoons. The middle of the floor is a wide, cleared space. In the eastern room, two fighters practice with net and spear against shield and spear. In the other room are four troopers trying net and spear versus the same, and shield and spear versus the same.

All of the weaponry is quite normal. The floor area is clear for fighting. The fighters in the eastern room are 5th level. Those in the other room are 2nd level. Here the Kuo-Toa fighters practice to hone their weapon skills.

Km2 (4), Km5 (2)

Km5: Kuo-Toa male, Common (HF 9, EP 618, Fighter 5, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 5, hp 53, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 27, Crit BSL: Def AC +3, FF 6, Reference HoB 4 p 68)

13. LIBRARY

A tremendous number of folios, books, and tied stacks of paper rest on the shelves, pigeonhole racks, cabinets and tables that crows this room. Four small wooden desks, four chairs, a bench and two long tables are nestled in between these racks. Six glowing globes hang by thin chains from the ceiling, illuminating the chamber quite well with a yellowish green light.

This chamber is the repository for countless works on clericism, fighting, assassination, arms, combat and tactics. There are 1,786 various folios, scrolls, books, and collections written in the kuo-toan and drow languages. Each is worth 10-100 gp value if sold to a book dealer of the upper world. There are many shelves and pigeon-holes, racks and cabinets holding these works and single sheet folders as well.

Each of the light globes holds a phosphorescent liquid that gives a yellowish green light. If the chain of the third is pulled, let loose and then pulled down strongly, a secret compartment in the north central wall opens. Inside this nook is a black iron box. The box is locked and cursed with a Plane Shift that will move the first creature touching it to the Elemental Plane of Fire unless the creature pronounces the word pabulumus. Inside the box are a Manual of Gainful Exercise, a Tome of Understanding and a Grim Grimoire (see Appendix B: New Magic Items). As all of these works are scribed in the kuo-toan tongue, reading them might be troublesome for adventurers.

14. BREEDING POOL

Many wide passages lead into a huge room. A massive pool takes up almost the entire floor. More than a dozen of the bipedal fish-like creatures swim in the water.

At the bottom of the pool, in the exact center (about 42 feet deep) is a jade idol with large black pearl eyes (worth 1,000 gp each if removed) depicting the Sea Mother. It weighs 35 pounds and is worth 19,000 gp, intact.

This area where the Kuo-Toa females lay their eggs, and the males then fertilize them with milt. If they are disturbed, the females will not fight, but the males will fight at +2 to-hit and +4 to damage (rather than +1/+1).

There are presently four females and 11 males spawning

Kf (4), Km2 (11)

Note that the males' weapons are left on the edge of the pool and may not be immediately accessible. Make sure the weapons are on the far side from whichever direction the party enters, of course.



15. OFFERINGS POOL

A diamond-shaped pool filled with blue-green water sits in the middle of this 60-foot by 50-foot rectangular room. Elaborate, colored tiles cover the walls and floor all the way up to the hallways exiting the place (one to the north and one to the west). Many well-armed fish-men stand guard throughout the chamber.

Devotees of Blibdoolpoolp bring their live lobster offerings to this place and toss them into its bluish green waters. The pool is ritually emptied by servants of the priest-prince, who gains the benefits of the sacrifices as table fare.

There are 10 soldiers here, eight troops and two leaders. There are in addition four archers, a pair at the mouths of the corridor north and that west. All the soldiers are alert, watching the area and Area 14 as well.

The leaders have dagger and harpoon. Each archer is armed with dagger, short bow, and a quiver of 20 arrows.

Km2 (8), Km3 (2)

Ka3 (2): Kuo-Toa male, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 35, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d8/2d4+1 light crossbow, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1 (melee) or Def AC +0 (crossbow), FF 6, Reference HoB 4 p 68) Each has 12 light quarrels.

16. FINGERLING POOL

Four armed fish-bipeds guard four hexagonal pools in this large room.

Here the Kuo-Toa raise their young in pools until they are about a year old and nearly two feet tall. At this time their lungs are capable of breathing air, and they are brought out and taken to the main city for raising and training. There are 315 tiny, 161 small, 43 medium, and nine large fingerlings in these 20-foot-deep pools. Four female fighters guard the pool.

Kf2 (4)

17. ROYAL SPAWNING POOL

A huge oval-shaped pool dominates most of this 40-foot by 80-foot tiled chamber. A pair of armed fish-like bipeds stands guard here before each of two arched entryways to the west. Another pair stands near the north arched entryway.

Only the ruler of the shrine area and his concubines (see Area 28) may use this pool. It is 40 feet deep and its bottom is strewn with 311 large gems (100 gp each, 95 white pearls, 70 yellowish pearls, 58 chrysoberyl, 46 garnet, 38 jet and 5 zircons).

Each guard uses her spear, which is tipped with a single dose of Class R poison (see the GMG p 206) at first opportunity against any threat.

Kf4 (6): Kuo-Toa female, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 45, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6

harpoon OR 1d6/1d6+1/1d8+1 spear (one dose of Class R poison), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

18. ROYAL FINGERLING POOL

This semi-circular room attached the passageway surrounds a circular pool ten feet in diameter. The wall stands only about 8 feet away from the edge of the greenish water. Next to the pool are two large silvery basins, one to the north and one to the south. Several shapes appear to be swimming about in the water.

The seven large fingerlings in the pool here, the spawn of Eel Sharkton, are swimming happily about in the greenish 20-foot depths of the water. Each one of the two platinum basins are 12 inches deep by 18 inches across and weighs 10 pounds. They are used to bring food to these creatures. The value of each basin in perfect condition is 5,800 gp, half that if damaged.

19. GUARD ROOM

This chamber is furnished with rows of narrow pallets covered with dried seaweed and silk cloths. A small table with two benches sits in the middle of the room. Four fishy creatures currently inhabit the room.

There are 19 pallets. This is the quarters of the female guards, and four are here on break at present. If attacked, these guards will choose the best time to use their poison-tipped spears, not necessarily using them right away as each only has one dose.

Kf4 (6)

20. SERAGLIO

The walls of this place are draped with gauzy green hangings. Six plush couches line the north, east and south walls. Several large gold and silver drinking vessels eating utensils rest on three tables standing in the middle of the room. On each couch rests an (apparently) well-groomed fish-like biped.

The hangings have no value, but they hide the stone behind. Six concubines of the priest-prince dwell here. Five are indolent and pampered and will not fight. The sixth, Goldielox, has secretly entered the prince's service as a cleric/assassin under a male disguise.

Each concubine has various personal effects, and the following jewelry: a sapphire-and-emerald gold necklace (5,000 gp), a platinum armband (2,000 gp), and three ornamental gold fin-clips (600 gp each). Also on the three tables about the place are 11 gold vessels (450 gp each) and 14 silver ones (75 gp each). The weight of any one utensil is 15 pounds.

Kf2 (5)

Kuo-Toa, Common female cleric 9/assassin 9, Goldielox (HF 15, EP 3,090, Cleric 10/Assassin 10, S 13/03, D 13/52, C 10/34, I 17/44, W 1/45, Ch 15/32, Com 16/33, AL NE, AC 3, MV 9", 18" Swim, HD 9, hp 60, SZ M, #AT 1, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger, SA +1 to-hit/+1 to dam-

age for Strength, assassination, backstab +2 damage dice, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, disguise, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 30, Crit BSL: Def AC +3, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 80, open locks 20, find traps 25, remove traps 25, move silently 70, hide in shadows 90, detect noise 70, climb walls 50, read languages 45.

Spells Prepared (6/4/3/2/1): **First level:** Command, Cure Light Wounds (x2), Endure Cold, Endure Heat, Protection from Good. **Second level:** Cure Moderate Wounds, Resist Fire, Silence 15' Radius, Slow Poison. **Third level:** Continual Darkness, Dispel Magic, Ward Off Good. **Fourth level:** Free Action, Neutralize Poison. **Fifth level:** Plane Shift.

21. COMMON POOL

This massive room surrounds a huge, rectangular pool of dark water. On the west end a triangular "spur" of the pool appears to shade from dark blue to light blue. Three large marble pillars also stand in a line about ten feet west of the water, two flank the shallower water and a third stands about 30 feet north. A variety of aquatic life swims about in the pool, including more than dozen of the large fish-like bipeds.

The water is four feet deep at the west entry, but 80 feet deep at the middle. Most of the creatures therein are mundane fish, with a few eels, toads and so on. The Kuo-Toa come here to exercise and sometimes feed on these live fish as well. There are 13 males and three females swimming here, all unarmed. They viciously attack any warm-blooded creature entering the waters of this black pool.

Km2 (13): #AT 1, D 2-5 bite only

Kf2 (3): #AT 1, D 2-5 bite only

22. OFFICERS' QUARTERS

A rectangular room holds a few simple furnishings: dried seaweed-covered pallets, some stools, two small wooden tables and pegs in the walls. Harnesses and weapons hang from the wooden pegs. A narrow stone wall divides the chamber into a 20-foot long and a 30-foot section, but stops ten feet short of the southern wall where two open archways stand.

These are stark items are typical of Kuo-Toa existence. Empty pegs are ready to accept harness or weapons. Inside one of the harnesses hanging from a peg are sewn 40 yellow pearls worth 100 gp each.

The east section houses the 10th level captain. His pouch contains 20 sp, 20 gp and 20 pp. He has several spare weapons all nearby.

KC: Kuo-Toa, Captain, "Gilman Watters" (1) (HF 20, EP 3,510, F10, S 17/89, D 13/83, C 11/34, I 16/24, W 10/41, Ch 12/87, Com 9/23, AL NE, AC 3, MV 9", 18" Swim, HD 10, hp 90, SZ L, #AT 3, D 2-5 bite and 1d6+4/2d4+4/2d6+4 harpoon (high mastery, 2 per round, +3/+3, speed factor 1), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, Hon: Average, ML 13, TOP 45, Crit BSL: Def AC +10 (harpoon) or Def AC +7 (bite), FF 6, Reference HoB 4 p 68)

The west section houses two lieutenants quartered in this part of the area. Each carries 10 sp, 10 gp, 10 pp and five white pearls (worth 100 gp each). Each has a medium shield hanging nearby (which is not reflected in the statistic block).

KL: Kuo-Toa, Lieutenant, "Jonnee Gefelta" and "Hal Ibett", (2) (HF 16, EP 2,364 each, F8, Int 14 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 8, hp 72, SZ M, #AT 3, D 2-5 bite and 1d6+4/2d4+4/2d6+4 harpoon (mastery +2/3), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, Hon: Average, ML 13, TOP 36, Crit BSL: Def AC +7 (harpoon) or Def AC +5 (bite), FF 6, Reference HoB 4 p 68)

23. SERGEANTS' QUARTERS

Sixteen pallets lay on the floor of this rectangular room. Two benches, four stools and a long table dominate the center area. Weapons, harnesses, nets and some shields hang on wooden pegs set in the walls, along with nets. A chest rests in the northwest corner.

Twelve of these minor fighting leaders dwell in this chamber. Each fighter has 4 sp, 4 gp and 4 pp. There is a (Class P) poison needle trap in the lock. The chest contains 120 sp and 200 gp, with 78 pp under the false bottom.

The weapons and nets hanging on nearby wall pegs are spares. There are four medium shields (not reflected in the statistic block).

Km3 (5), **Km4** (4), **Km5** (2), **Km6** (1)

24. QUARTERS OF EEL SHARKTON FEMALE GUARDS

There are some two dozen pallets and stools here, with three tables and six benches. Eight of the fish-like creatures mill about.

This is the quarters for eight guards currently stationed at the royal areas and 16 others, the latter group being present and off-duty. Each guard carries 10 pp and four white pearls (100 gp each) on her person. The on-duty troops' wealth is hidden in their seaweed mattresses.

Each fighter is near her dagger and harpoon. There are eight medium shields (not reflected in the statistic block).

Kf4 (16)

25. ARMORY

This 30-foot by 50-foot chamber is lined with numerous racks holding a wide variety of weapons and suits of armor.

The racks hold the following:

- 3 human-sized suits of bronze plate mail (well maintained but each has suffered 2d4 hp of damage)
- 6 human-sized suits of chainmail (rusty and each has suffered 3d4 hp of damage)
- 40 harnesses
- 100 medium shields
- 50 bucklers

- 250 applications of shield glue
- 30 nets (1 of which is actually a **Net of Snaring**)
- 60 mostly metal light crossbows
- 60 empty bolt cases
- 1,000 light quarrels
- 50 hard-silver jack light quarrels (these will have been retrieved by guards if they face an invasion and have time)
- 200 harpoons
- 100 daggers
- 40 spears
- 1 large container (40 applications) of Class R poison

There are also some boxes with weapons of drow manufacture, but these are all so old and corroded as to be useless. There are 12 **Drow Bucklers +1**, 12 **Drow Short Swords +1**, 14 **Drow Daggers +1**, and six hand crossbows with 28 bolts. (If any of these items are used they will break immediately upon any employment, though if the attack succeeds, 10-80% of the normal damage is inflicted nevertheless.) However, there is one true **Dagger +1** and a **Short Sword +2**. Both of these are made of dark metal and appear to be the same as the drow weapons.

26. STORAGE CHAMBER

This area is filled to overflowing with bales, boxes, crates, barrels, trunks, hogsheads and kegs. They are stacked and piled all over, with only narrow paths between them.

All of the containers are of small worth, holding dried fish, seaweed, cheap cloth, fish skins and scales, shells, bone meal, carved bone items and similar goods used in trade.

27. MONITORS' QUARTERS

Dried seaweed dots the floor between the 12 pallets in this room, but little else fills the stark, martial atmosphere of this room. Five large fish-like bipeds lounge about on some of the 12 pallets in this room. A sixth creature stands in the large antechamber to the west.

A dozen Kuo-Toa Monitors inhabit the lair, but they all share these quarters. These five spend their off-duty hours practicing hand-to-hand fighting. Each Kuo-Toa Monitor carries a pouch with 20 pp. Under one pile of dried seaweed is a loose stone concealing a hole where a **Crystal Hypnosis Ball** rests. A secret compartment in the north wall holds a platinum statuette of a posing Kuo-Toa Monitor (worth 1,500), 30 rock crystal gems (worth 50 gp each) and a **Pain Giver +2 Short Sword**.

KMon (6)

28. SECRET PASSAGEWAY

This room appears empty. Flagstones cover the floor. A corridor stretches west for some 30 feet.

A flagstone in the southwest corner conceals a hidden iron trapdoor. The two-foot-square block is about six inches thick and very heavy. It opens to a

small square shaft leading down 16 feet. Iron rungs are set into the north wall of the shaft every 12 inches. The shaft leads to a 5-foot wide passage to Area 29. At 40 feet to the east, the passageway widens to 10 feet, but for the entire length of the tunnel the ceiling is 7 feet high.

The western part of the corridor leads to a concealed wooden trapdoor, painted to look like stone and only an inch thick. Characters can reveal this via finding traps, detecting faulty "stone work" or through specific examination. Underneath the trapdoor lies a very deep well (six feet down to the water's surface, then 60 feet deep). The well shaft leads to a circular conduit six feet in diameter. This pipe connects Areas 14, 17, and 21 by secret entrances in each pool bottom. On the pool side these appear to be normal stone blocks in the pool bottom, each about two feet square.

29. SECRET SUNKEN CHAMBER

Seven large chests made of varying materials line the walls of this 20-foot by 20-foot chamber.

Only the priest-prince knows of this place. It is a secret passed from ruler to ruler. The wealth of the shrine, gathered from decade upon decade of contribution and sacrifice to the Sea Mother, as well as tax and trade monies, is stored here. Each chest is about three and a half feet high, three and a half feet in depth, and four and a half feet long. Each of these chests is described below, for some are cleverly trapped.

Chest #1: This bronze chest has an ancient lock. It is filled with 8,124 shells with no monetary value to most races, but tremendous sentimental value to Kuo-Toa. Moving this chest from the stone it rests upon triggers the mechanism that causes a 10-foot-thick stone block to seal off the whole room. The block closes off the end of the tunnel; its edge is flush with the west wall.

Chest #2: This is a heavy wood and iron box with a great iron padlock on it. Inside are 49,112 gp.

Chest #3: This is an iron chest with a secret catch lock. It holds 2,321 pp and a great silk altar cloth wrapped about three gold service pieces set with a total of 36 pearls (60,000 gp for the set, or 36,000 gp for the pearls only).

Chest #4: This bronze and iron chest has two iron bars attached by rings on the back side. When the lid is unlocked and lifted, the bars are depressed to trigger a 10-foot-wide by 20-foot-long trap door which swings down to drop all standing on it into a 70-foot-deep pit. The last 10 feet of the pit are water filled, so the fall inflicts only 1-8 points of damage, but any armored victim faces the possibility of drowning. The trapdoor resets automatically (a process taking one round, though a combined total of 48 Strength can prevent this so long as each character succeeds at a Strength check. Fatigue applies, so eventually they will fail. The chest holds 5,678 sp, 2,143 ep, 6 **Potions of Water Breathing**, four **Potions of Sweet Water**, a **Potion of Rainbow Hues**, a **Potion of Polymorph to Gnome**, two **Potions of Poison**, **Dust of Dryness**, a **Helm of Underwater Action** and **Gauntlets of Swimming and Climbing**.

Chest #5: This is an unlocked iron-bound wooden trunk. Inside are 100 copper ingots (10 pounds each), atop which is a coral coffer (worth 1,000 gp) containing 188 lapis lazuli stones (10 gp each). Twenty larger ingots at the bottom weigh 23.8 pounds each, for they are actually platinum with copper plating (and worth 1189 gp each). This will not be apparent unless most of the ingots are lifted out of the chest.

Chest #6: This locked bronze chest is trapped as is #1; moving it seals the chamber with a 10-foot-thick stone block. The chest holds 12 pieces of jewelry (4 gold bracelets, 2 platinum bracelets, 4 gold brooches, a green and white jade comb and platinum fillet-style headband, each

worth 500 gp), a bone tube containing two scrolls: a Scroll of three cleric spells (Lower Water, True Seeing, Restoration – spell effects as a 14th level cleric) and a cursed scroll (whoever reads it is marked as having sinned against the gawds – unless he atones or breaks the hex, every die of healing he receives will be reduced by one point per spell or device use cumulatively until he can no longer benefit from magical healing at all), and a gold idol of Blibdoolpoolp set with 10 white pearls (100 gp each). Anyone touching the idol must save versus spells or be transported (with all the gear he carries or holds) to the Elemental Plane of Water, to stand before the gawddess 'receptionist. The saving throw is required each time the icon is touched anew (and the Sea Mother will be frickin' pissed when she's informed as to the shenanigans the hoodlums in her waiting room were up to.)

Chest #7: This is a locked iron chest plated with silver, worth 2,400 gp. All of the seams and cracks of the chest are also filled with silver solder. Inside is a jeweled medallion worth 25,000 gp (15,000 for gems alone) and a very powerful Spectre. Decades ago, a notorious Kuo-Toa called Wade Codmus Pike went on a killin' spree (starting with several fingerlings) which culminated when he and his best friend Tommy Dorsal murdered Pike's helpless grandmother. Pike then turned on his friend, killing him. The priest-prince at the time thought that mere execution would be "going easy on 'im", and Pikes' evil has endured beyond death. Currently Pike is trapped inside by special magics attuned to its identity (later priest-princes figured he'd make a good guard in case anyone found this chamber). The chest glows as powerful magic if detected, but if the Spectre is destroyed, the chest is no longer magical. Pike attacks the first creature he sees. Unbeknownst even to Eel Sharkton now, Dorsal also inhabits the chest as a Standard Spectre. He abides his time tormenting Pike through eternity, which has left Pike one angry incorporeal undead. Dorsal will lay low when Pike attacks, carefully choosing the moment of his own surprise attack for maximum effectiveness. Eventually, he hopes to build his own "Spectre army" to get revenge on everything and everyone.

Spectre, Bound, "Wade Codmus Pike" (1) (HF 46, EP 4,000, Int 16 (Exc), AL NE, AC 0, MV 15i, 30i Fly (B), HD 8+4, hp 66, SZ M, #AT 1, D 2-8, SA energy drain, SD +1 or better to hit, immunities (sleep, charm, hold, cold, poison, paralysis, illusions), only surprised 1 in 10, 1 point of damage from magical missiles, electrical resistance (half or none), Lang: kuo-toan, subterranean common, Hon: Average, ML 19, TOP n/a, Crit BSL: Def AC +7, FF n/a, Reference HoB 7 p 94)

Spectre, Standard, "Tommy Dorsal" (1) (HF 30, EP 3,000 each, Int 14 (High), AL NE, AC 2, MV 15i, 30i Fly (B), HD 7+3, hp 60, SZ M, #AT 1, D 1-8, SA energy drain, SD +1 or better to hit, immunities (sleep, charm, hold, cold, poison, paralysis, illusions), only surprised 1 in 10, 1 point of damage from magical missiles, electrical resistance (half or none), Lang: kuo-toan, subterranean common, Hon: Average, ML 15, TOP n/a, Crit BSL: Def AC +6, FF n/a, Reference HoB 7 p 94)

30. GUARD POST

Ten armed fish-things inhabit this huge rectangular chamber.

The eight female soldiers herein are commanded by two higher level types, also female. Each soldier has dagger, crossbow and 20 quarrels in addition to her standard weapons.

Kf2 (8), Kf4 (2)

31. GUARDED STAIRS UP

Ten well-armed fish-biped things stand guard here. Six cluster around the staircase in the center of the west wall.

This position has the standard squad of eight soldiers and two leaders. All of these soldiers have nets to ensnare and capture opponents, in addition to their normal weapons.

Km3 (8), Km4 (2)

32. GUARD POST

More than a dozen armed fish-things stand watchfully in this large, open area.

In addition to a standard squad (as per Area 30), here are also four female crossbowfish, each with dagger, crossbow, and a quiver of 20 quarrels. All but the archers have nets in addition to their standard weapons.

Km2 (8), Ka3 (4), Km4 (2)

33. QUARTERS OF THE WHIPS

Six dried seaweed-covered pallets and one table with two benches are all of the furnishings in this long chamber. A number of large, muscular-looking fish-bipeds can be seen.

As the Kuo-Toa Monitors enforce the social decorum of the shrine, the Whips see that the religious political order is kept. These Spartan quarters house the six who are the official enforcers of the order. Each of these enforcers uses a medium shield and harpoon after throwing nets to entangle opponents. They also have garrotes in harness pouches. They act in concert on any occasion demanding it.

The three apartments nearby (W) house Whips of slightly larger size.

Each Whip carries 8 sp, 8 gp and 8 pp in a pouch on his harness. In addition, each has seven white pearls (worth 100 gp each) hidden inside his harness itself.

KWp (6)

KWp (3): Kuo-Toa, Whip (HF 8, EP 475 each, Fighter 4/Assassin 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 36 each, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6-1 dagger OR 1d6+1/2d4+1/2d6+1 harpoon OR garrote, SA +1 to-hit/+1 to damage for Strength, backstab +1 die damage, assassination, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 30, open locks 10, find traps 10, remove traps 5, move silently 45, hide in shadows 50, detect noise 50, climb walls 60.

34. CHAMBERS OF THE CHIEF WHIP

This Spartan 20-foot by 20-foot room contains only one dried-seaweed covered pallet, a stool and a small table. There are slits in the east wall and a door on the north part of the west wall. A large fish-like biped stands near the pallet.

The dedicated Newt Kingfish, majority whip and confidant of the priest-prince, is quartered here. Although his room is as Spartan as the others, Newt has a small, locked iron box hidden in the north wall of the place. Inside are 396 sp, 272 gp and 101 pp. Behind the box is a small stone slab that appears to be the back of the chamber [treat as secret door]. This slab can actually be rotated its vertical center by pressing hard on the far right (east) side. The pusher must have at least a 16/51 Strength or else it won't budge. Behind this slab is a small case made of rare shells and worth 30 gp in its own right. It contains a string of perfectly matched, perfect giant pearls (18,500 gp intact, 7,600 gp if separated) and 12 normal white pearls (100 gp each).

The chief whip wears a **Cape of Shadow Weaving**, **Ring of Invisibility** (for dealing with intruders), **Drow Boots**, a **Drow Short Sword +2** and a **Drow Dagger +2**. He also carries the usual Kuo-Toan weapons and has a garrote tucked into his harness. Newt Kingfish will rush to any disturbance in the shrine, armed and ready. If the situation warrants it, Newt will summon 1d4 Shadows from his cape and compel them to fight for him.

Kuo-Toa, Chief "Majority" Whip, Newt Kingfish (HF 13, EP 1,060, Fighter 7/Assassin 7, S 13/59, D 15/90, C 14/34, I 13/02, W 12/17, Ch 11/18, Com 4/41, AL NE (chaotic tend.), AC 2, MV 9", 18" Swim, HD 7, hp 53, SZ L, #AT 1 or 2, D 2-5 bite and 1d6+3/1d6+2/1d6+1 **Drow Dagger +2** OR 1d6+2/1d6+3/1d8 +3 **Drow Short Sword +2** OR garrote, SA +1 to-hit/+1 to damage for Strength, backstab +1 die damage, assassination, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: 72 Great (+1 on all die rolls), ML 13, TOP 27, Crit BSL: Def AC +4, FF 7, Reference HoB 4 p 68)

Thief Skills: pick pockets 10, open locks 10, find traps 35, remove traps 35, move silently 45 (75 with Drow boots), hide in shadows 70 (80 with Cape), detect noise 50, climb walls 65.

Possessions: **Ring of Invisibility**, **Drow Boots** and a **Cape of Shadow Weaving**.

Shadows, Common, (1d4) (HF 5, EP 420 each, Int 5-7 (Low), AL CE, AC 7, MV 12", HD 3+3, hp 46, 29, 28, 31, SZ M, #AT 1, D 2-5, SA strength drain, SD +1 or better to hit, immune to cold & sleep, charm, hold spells, Hon: Average, ML 20/15/11/6 (depending on lighting - Typical illumination in the Shrine is average to twilight), TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 7 p 47)

35. LOCKED ROOM

This rectangular room is bare of furnishings. A fiesty-looking female drow in ragged clothes lies upon a huge pile of dried seaweed in the northwest corner. Heavy chains bind her ankles and wrists to the wall.

This special room of Newt Kingfish's is closed by a heavy, locked door made of solid oak reinforced with bronze bands. The Majority Whip carries the only key to it. Inside is a female drow executive, Elodie of House Noquar. She is held in durance vile by the Chief Whip and is slated for formal torture soon, to learn of drow plans against the Kuo-Toa people and the current state of affairs amongst the dark elves' noble houses. Unfortunately, she has been held prisoner so long that her information is largely useless. The drow hous-

es have altered alliances and enemies (which are ever-changing anyway), and she knows nothing of the derro invasion.

Elodie is chained to the wall with short fetters. She will volunteer to aid and guide rescuers (but will of course betray them at the first real opportunity). Once freed of chains she can use her spell abilities. Elodie is a loyal follower of Zyandal and does not fear death, but she will certainly do her utmost to avoid it if possible! She will not betray her house, nor will she compromise the safety of the drow community (even though her information is now outdated and useless), but anything else is fair game (so to speak).

Carefully hidden under some of the seaweed, where she worked it with her bare feet, is Elodie's bronze brooch depicting the head of a Nightmare, with a reverse inscription in drow reading "Noquar".

Drow female fighter 9th, "Elodie" (HF 14, EP 3,588, Fighter 9, S 17/89, D 18/90, C 14/34, I 16/61, W 13/45, Ch 17/56, Com 18/68, AL CE, AC 5 (Dex, acrobatic skill suite), MV 12", HD 9 [+18], hp 92, SZ M, #AT 2 or 3, D (by weapon), SA high mastery of short sword (2 attacks/round, +3 to-hit/+3 to damage, speed factor -3), SD 90% resist Sleep and charm effect, surprised only on a 1 on 1d10, +2 on all saves against magic, MR 68%, Lang: drow, drow sign language, elven, common, uncommon, Hon: 64 (Average), ML 14, TOP 46, Crit BSL: Def AC +7 (melee) or Def AC +10 (missile) or Def AC +11 (if she can acquire a short sword), FF 7, Age 137, Height 5' 5", Weight 100 lbs., Skills: armor maintenance, dirty fighting 100, knowledge of courtly affairs 72, diplomacy 61, ulterior motive 99, weapon maintenance, wuss slap 64, Proficiencies: short sword (high mastery), dagger, long sword, hand crossbow, Talents: acrobatic skill suite, ambidextrous, short sword bonus, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

THE BORDERS OF THE DROW KINGDOM

The paths from the realms of the Kuo-Toa plunge further into the darkness, the primary passage well-worked and illuminated by the ghostly images of phosphorescent graffiti. The secondary and tertiary passages are less brightly lit, and far ahead in those passages, the characters can hear occasionally the moans and gibbering of a creature in pain, terminated by screams of agony from sources unknown, finally fading into absolute silence. Here ends the beginning of the Descent into the NetherDeep adventure. Those that have made it this far are in for a much more insidious evil if they dare press on to the Drow Kingdom beyond...

Appendices

ADDENDUM TO PHB Table 3NN: Thieving Skill Racial Adjustments

Skill	Kuo-Toa
Pick Pockets	-15%
Open Locks	-15%
Find Traps	+10%
Remove Traps	+10%
Move Silently	-5%
Hide in Shadows	+10%
Detect Noise	-10%
Climb Walls	+5%
Read Languages	--

RUSTLERS OF THE NIGHT

Mushboom

DESCRIPTION: Mushbooms are a family of subterranean fungi with a special metabolic process. They are physically indistinguishable from other subterranean fungi and process vegetable material in a similar manner. However, if allowed to grow upon animal flesh, a most unusual series of biochemical reactions occurs.

COMBAT/TACTICS: When digesting proteins, nitrogen is oxidized to NO_2^- free radicals that then combine with glycerol broken down from larger triglyceride fats. This results in a highly unstable and explosive chemical given by the formula $\text{C}_3\text{H}_5\text{N}_3\text{O}_9$, commonly known as nitroglycerin. This chemical process continues as long as the fungi feeds upon animal flesh – all the while accumulating more and more nitroglycerin in its cap.

A variant species known as the Klaymore Mushboom grows in areas with a very high mineral content in the water. These fungi form calcite pellets as a way of excreting the excess minerals they accumulate. Over time, their caps become loaded with these pellets in addition to the nitroglycerin. Of course, these pellets become deadly shrapnel if the mushroom is detonated.

As would be expected, Mushbooms are extremely sensitive to jolts and bumps. Any contact that causes damage automatically detonates the 'Shroom, as does running into one. Walking into one has an 80% chance of setting it off. If one opts to move very slowly (i.e. at a 1" movement rate) and carefully, there is only a 5% chance of setting it off. Of course, moving slowly and carefully means forgoing any bonus to AC from Dexterity or the acrobatic skill suite talent as well as providing opponents a +4 bonus to hit.

If a 'Shroom detonates, it inflicts 5d6 points of damage in a 10-foot radius. This is concussive damage, so protection from fire will not lessen the damage. The Klaymore variety inflicts an additional 2d10 points of damage within 15 feet and 1d10 out to 30 feet. Of course, exploding Mushbooms could very well start a deadly chain reaction if several other 'Shrooms are nearby. Needless to say, the 'Shroom is destroyed when it detonates.

HABITAT/SOCIETY: Intelligent dwellers of the NetherDeep are known to cultivate fields of these deadly mushrooms, often mixing them in with ordinary varieties so as to create a minefield. This is particularly useful in defensive situations. Scouts can quickly run back to a defensive position (assuming they're familiar with the layout of the minefield) where they can safely rake the enemy with fire and taunts.

Mushboom

AKA: Boom 'Shrooms

HACKFACTOR: 0

EP VALUE: 300

CLIMATE/TERRAIN: NetherDeep

FREQUENCY: Uncommon

ORGANIZATION: Fields

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: varies

SIZE: T to L

MOVEMENT: Nil

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 15

NUMBER OF ATTACKS: Special

DAMAGE/ATTACK: See text

SPECIAL ATTACK: Shrapnel (for Klaymore variety)

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 hit point

TOP: n/a

FF: n/a



Mushbooms

These minefields are usually grown to protect or impede the use of certain facilities or thoroughfares. Over time, the relevance of these positions may disappear and they are abandoned. However, the Mushbooms retain their potency. Abandoned minefields are a large problem in the NetherDeep, injuring hundreds of monsters and PCs a year. Some drow merchant clans occasionally try to clear fields blocking main traffic arteries, but it's proven to be very expensive (replacing dead slaves adds up).

ECOLOGY: These fungi have been around for decades, but no one knows for certain how the first Mushbooms came into being. Some sages suggest that they were originally variant Shriekers, quickly cultivated by intelligent dwellers of the NetherDeep. Most believe that they were the deliberately created by a magic-user who hated company and loved explosions. No known species of creature voluntarily eats these 'Shrooms.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Rust Bats

DESCRIPTION: Rust Bats are a form of small rust monster that adapted to become a flying creature. They look like large, furless bats and have two long, curling antennae that dangle from their faces like a mustache. Rust Bats have rust-colored wings with black bodies, and smell like smoldering iron shavings.

COMBAT/TACTICS: Rust Bats seek out metal by scent, using their antennae to sample the air as they swoop through caverns. When the flock finds metal, it swoops down to the attack. The moment their antennae strike metal it instantly rusts (any amount up to a large shield per round). Magic items have a 10% chance for each plus and power of resisting the rusting attack. Metal weapons that strike a Rust Bat are affected as through struck by an antenna. Once metal has been rusted, the flock will land on the item and feast. Rust Bats eat by coughing up corrosive saliva that liquefies the rusted metal, then drinking it. The saliva is harmless to every-

Rust Bat

AKA: Oxidactyls

HACKFACTOR: 1

EP VALUE: 85

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Flock

ACTIVITY CYCLE: Night

DIET: Metalavore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-7

SIZE: S (2' long)

MOVEMENT: 2", 14" fly

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: Nil

SPECIAL ATTACK: Rusting

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2



Rust Bats are a menace to all metal objects.

thing that isn't rusted metal. A single Rust Bat can eat up to ten pounds of rusted metal per day.

HABITAT/SOCIETY: Rust Bats prefer to live in warm, humid caves near underground lakes and slow-moving rivers. There is always at least one scout checking for food while the rest of the flock rests hanging from the ceiling.

Rust Bats are not at all picky about the quality of metal they eat, and will attack raw ore as vigorously as the finest plate mail.

ECOLOGY: Rust Bats can be found wherever there is a regular supply of metal and water to keep them fed. Rust Bats are disliked throughout the NetherDeep and most mining operations offer a bounty of 1 sp per Rust Bat head.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Q (x2)

Other: Rust Bat saliva combined with aged red wine makes an effective Rust Monster repellent.

Appendix A: New Equipment

Svirfneblin Vita-tabs

EP Value = 50 GP Value = 200

Created by Deep Gnome holistic herbalists, these tablets are a high potency multivitamin/multimineral supplement complete with antioxidants and lutein. Once ingested, the pill takes 30 minutes to take effect at which point it will restore 4 hit points of damage. No more than 4 tablets may be taken in a 24 hour period - additional dosages will simply prove ineffective.

Svirfneblin Sleep Caltrops

EP Value = 1,000 GP Value = 5,000

These items appear to an ordinary opaque stone about the size of a gnome's fist. When stepped on, they shatter and release a bluish gas cloud 15' in diameter and 10'

high. Anyone caught within its area of effect must save vs. poison or immediately fall asleep for 5d4 melee rounds. (Note: creatures with 4+3 hit dice or greater are unaffected). Those making their save are assumed to have lept out of the cloud. Attempting to run through the cloud will necessitate another save vs. poison. The smoke persists for 2d4 melee rounds. Its duration can be halved by a moderate wind, and it can be blown away by a strong wind.

Svirfneblin Smoke Grenade

EP Value = 900 GP Value = 3,600

These items appear to an ordinary grayish stone about the size of a man's fist. When smashed by hurling against a hard surface, they shatter and release a smoky gas cloud 15' in diameter and 10' high. The cloud obscures all sight, normal and infravision, beyond 2 feet. The smoke persists for 3d4 melee rounds. Its duration can be halved by a moderate wind, and it can be blown away by a strong wind.

Svirfneblin Poison Gas Grenade

EP Value = 1,400 GP Value = 7,000

These items appear to a yellowish stone about the size of a man's fist. When smashed by hurling against a hard surface, they shatter and release a toxic yellow-green gas cloud 15' in diameter and 10' high. Anyone caught within its area of effect must save vs. poison or immediately die. Those making their save are assumed to have lept out of the cloud. Attempting to run through the cloud will necessitate another save vs. poison. The smoke persists for 2d4 melee rounds. Its duration can be halved by a moderate wind, and it can be blown away by a strong wind.

Shimmer Globes

EP Value = 100 GP Value = 300

The missiles appear to be translucent glass spheres about the size of a large marble. They may used in any type of sling. Contained within the sphere is a luminous irritant. When hurled, it vaporizes on impact in an area of effect, a cloud 10 feet in diameter and 12 feet tall (half diameter if broken on vertical surface). Each victim within the area must save vs. poison or be blinded and out of action (scratching furiously) for 7-10 rounds or until the eyes are washed. The luminous droplets on the body cause an armor class penalty of +1 to +4, lasting for 2 - 8 turns or until washed off. Both effects can only be removed by a full round of washing.

Appendix B: New Magic Items

Cloak of Vulnerability (EPV = 0, GPV = See Table B—1)

The various forms of this baneful device all appear to be normal garments made of cloth or leather. However, each minus of a Cloak of Vulnerability worsens Armor Class by one as well as subtracting one to saving throw die rolls. Thus, a Cloak of Vulnerability -1 would raise Armor Class 9 (robes) to Armor Class 10, and give a -1 penalty to saving throw rolls. To determine how nasty a given cloak is, roll percentile dice and consult Table B — 1: Cloak of Vulnerability. Unlike a Cloak of Protection, this device can be worn in conjunction with any sort of magical armor, normal armor and with a shield of any sort. The trouble is not in wearing it with these other types of protective devices but rather in removing it...

Table B — 1:
Cloak of Vulnerability
Roll (1d100)

Roll	Power	GPV
1-35	Cloak -1	4,000
36-65	Cloak -2	5,000
66-85	Cloak -3	6,000
86-95	Cloak -4	7,000
96-100	Cloak -5	8,000

Death Lance

EP Value = 500 GP Value = 4,000

This utterly evil weapon is a special creation of Zyandal. Though the same shape and size as a normal lance (be it heavy, medium or light), it is a pure matte black that seems to suck light into its inky depths.

The lance is considered to be a +3 weapon, though it provides no to-hit bonus when used. On a successful hit, it causes an additional 3d4 points of damage from negative energy. The individual struck must also save vs. poison or be drained 1d4 levels. A monster loses 1d4 Hit Dice permanently, both for hit points and attack ability. A character loses levels, Hit Dice, hit points and abilities permanently (until regained through adventuring, if applicable).

Humans or humanoids brought below zero energy levels by this spell are transformed into Juju Zombies under the control of the wielder of the lance.

These weapons have a maximum of 6 charges and one is expended for each level drained. When all charges are expended, the lance crumbles into dust.

Grim Grimoire (EPV = 2,500, GPV = 25,000)

This work functions much like a Libram of Gainful Conjunction or similar tome. It causes any reader who is not a thief or assassin to lose 20,000 experience points and suffer 4d6 points of damage. A thief neither gains nor loses anything, but an assassin gains one level of experience from reading and pondering its contents for one month (for at least 8 hours a day, 6 days a week, without interruptions). The character gains experience points sufficient to put him at mid-point of the next level and all the benefits of a normal training experience. The tome disappears after use. An assassin can only benefit from this tome once in his lifetime.

Necklace of Icy Missiles

EP Value = 50 per diamond

GP Value = 1800 per diamond

Always on the lookout for sales opportunities, the Arch Mage Haarpang created this device as a license-free method of distributing his Magnificent Sphere of Freezing spell. The gems on the necklace replicate the effects of that spell without exposing the source code.

This device appears to be a fine platinum chain from which hang 1d12 diamonds. The gems are detachable only by the wearer, who can hurl them up to a 40 yard distance or use them in a sling for added range. When they arrive at the end of their trajectory, they burst as the appropriate spell option cast by a magic-user of the minimum level required to cast that spell. The number of missiles and their type are determined on Table B — 2: Necklace of Icy Missiles.

The size of each necklace gem corresponds to its effects (the Frigid globe is tiny, the Globe of Cold very small, the Hail Storm small and the Sleet Storm average). Unlike a Necklace of Missiles, this necklace will not explode if it is being worn or carried by a character who fails his saving throw versus an area effect spell (a point that Haarpang would use in his sales pitch).

Table B — 2:
Necklace of Icy Missiles

Roll	Type
1-2	Frigid Globe ¹
3-7	Globe of Cold ¹
8-9	Ice Storm (hail stones) ²
9-12	Ice Storm (sleet) ²

¹ see Haarpang's Magnificent Sphere of Freezing for details

² see Ice Storm for details

Scroll of Infuriating Demons (EPV = 0, GPV = 700)

The scroll seems to be a scroll of Protection from Demons. However, very inflammatory comments have been worked into the incantation that not only renders it useless in creating a circle of protection but also infuriates any demon within earshot.

The offensive comments begin with crass insults ("the dozens") which will induce rage in type III or lower demons after 3 segments. The script then becomes salacious. A further four segments of this ribald banter will enrage demons through type VIII. The final portion of the scroll is laced with subtle but nonetheless biting sarcasm which, if read to its conclusion (one full round), will serve to provoke even Demon royalty into targeting the reader for immediate destruction.

Table A — 1: NetherDeep Poison Table

Class	Delivery	Damage	Per	For	Cost per dose	Hi	Med	Low
Drow-S*	Injected	Sleep/0	-	2-8 hours	*	*	*	*
Derro-P**	Injected	Enfeeblement/0	-	1-3 turns	*	*	*	*
Derro-T	Injected	2d6/0	Round	1 round	*	*	*	*

* Drow-S poison is exceptionally virulent. Saving throws are made at -4.

** Humans, demi-humans and humanoids of size M or less are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a penalty of -2 on attack rolls. Furthermore, they have a -1 penalty to each die of damage they inflict (but no damage roll can inflict less than 1 point per die of damage.)

Table A — 2: New Missile Weapon Ranges

Weapon	ROF	S	M	L
Aklys (hooked)	1	10	20	30
Derro semi-automatic crossbow	2	40	80	120
Harpoon, Kuo-Toan	1	10	20	30
Svirneblin Stun Dart	3	13	26	40

"ROF" is the rate of fire (how many shots that weapon can fire in one round.) This is independent of the number of melee attacks a character can make in a round.

Each range category (Short, Medium or Long) includes attacks from distances equal to or less than the given range.

Table A — 3: New Weapons: Ammo

Item	Cost	Weight	Size	Damage Type	Speed Factor	T	S	M	L	H	G
Crossbow Quarrel											
Derro semi-auto crossbow	*	*	S	P	—	1d6+1	1d6	1d3	1d6-3	1d6-3	1d6-4
Svirneblin Stun Dart	*	*	S	P	—	§	§	§	§	§	§

* These items weigh little individually. Ten of these weigh one pound.

§ These weapons gain a +2 bonus to-hit. Those struck get a small puff of gas in the face which causes the victim to save vs. poison or be stunned for one round and slowed for the next four.

Table A — 4: New Weapons

Item	Cost	Weight	Size	Damage Type ⁶	Speed Factor	T	S	M	L	H	G
Aklys (hooked) ¹	*	5 lbs.	M	C	-1	1d8	1d8	1d6	1d6-2	1d6-2	1d6-3
Crossbow											
Derro semi-automatic	*	5 lbs.	M	—	—	Δ	Δ	Δ	*	*	*
Footman's Mace, Huge	*	80 lbs.	H	C	2	2d8+2	2d8	2d6+2	2d6	2d4+2	2d4
Harpoon, Kuo-Toan ²	*	9 lbs.	M	P	4	1d4+1	2d4	2d6	4d4	4d4	5d4
Horseman's Flail, Huge	*	40 lbs.	H	C	1	2d4	2d4	2d4+2	3d4	2d4	1d4+1
Pincer Staff, Kuo-Toan	*	8 lbs.	L	special	2	—	—	§	—	—	—
Polearm											
Derro Hook-Fauchard ³	*	6 lbs.	L	P	4	1d4	1d4	1d4	1d4	1d4	1d4

Δ The damage for these missile weapons is dependent upon the ammo used. They are detailed on Table A—3: New Weapons: Ammo.

§ A successful upon a size M biped indicates that the claw end has closed upon the opponent. Roll a d100: 01-10 indicates that both arms are pinned by the claw, 11-20 indicates that the victim's weapon arm is pinned (or primary weapon arm if ambidextrous), 21-50 indicates that the victim's shield arm (or secondary weapon arm) is pinned, 51-60 indicates that both legs are pinned, 61-80 indicates the right leg is held fast while 81-00 indicates the left leg is pinned. Trapped opponents lose all DEX and agility bonuses to AC. If a weapon arm is pinned, the victim may not attack while if a shield arm is pinned, the opponent loses any AC bonus from his shield. Note: Size S or smaller and size L or larger creatures cannot be pinned with this weapon. Trapped individuals may attempt to break free of the claw by successfully making a bend bars check at half their normal chance.

1. On a successful hit, the wielder has a 1 in 8 chance of pulling size M or smaller creatures off balance. The victim suffers -2 to-hit for one round while he regains his balance.

2. On a successful hit, the victim must save vs. breath weapon or become snagged on the weapon. Size M and smaller creatures that miss this save are knocked off their feet and stunned for 1d4 rounds. A cord attached to the harpoon can then be used to 'reel' the victim in.

3. On a successful hit, the wielder has a 1 in 4 chance of pulling size M or smaller creatures off balance. The victim suffers -2 to-hit for one round while he regains his balance.

The magic of this scroll is so powerful and the insults so scathing that neither magic resistance nor saving throws apply. Any infuriated demon will rush at the reader of the scroll and attempt to destroy him. They will engage in combat with allies attempting to protect the blasphemer but only as a means to get to the jackass they really want to kill. All attacks are made at +1 to-hit and +2 damage is caused per blow.

Each segment that the scroll is read, the reader may make a saving throw versus apolo-
gy at -4. (You may wish to do this in secret so as not to tip off the user.) A successful save allows the reader to recognize some of the obnoxious comments appearing on the scroll and opt to cease reading.

Though this is generally recognized as a cursed item, it was originally created by the infamous bard Templeton who used it in conjunction with a Shift Blame spell to extraordinary success.

Zargosa's Party Jug (EP value = 150, GP value = 4,000)

Zargosa was legendary for many things, among them the quality of this celebrations. Upon command, the Jug pours forth a quantity of an alcoholic beverage. It can do this seven times in one day, but it cannot produce the same beverage multiple times in one day. The Jug can produce a maximum of two gallons per round.

Once it begins pouring the use counts as one time, even if the flow is somehow stopped before the full potential is realized. The potential contents can be found on Table B — 3: Zargosa's Party Jug Contents.

Table B — 3:
Zargosa's Party Jug Contents

Beverage	Volume
Beer	6 gal.
Bloody Mary	3 qt.
Clear Malt Liquor *	16 gal.
Gin & Tonic	4 gal.
Irish Coffee	4 gal.
Lite Beer	9 gal.
Mint Julep	2 qt.
Scotch & Soda	4 gal.
Seven & Seven	2 gal.
Sex on the Beach	2 qt.
Strawberry Daiquiri	1 gal.
Tequila Sunrise	8 oz.
Tom Collins	1 qt.
Vodka Gimlet	1 qt.
Whiskey Sour	8 oz.
Wine Spritzer **	12 gal.

* Adventurers who are not in the dishonorable category lose 1d4 points of Honor per drink.

** Adventurers who are not in the dishonorable category lose 1 point of Honor per drink.

Appendix C: New Spells

Gabal's Permanent Magical Aura (a.k.a. Gabal's Magical Aura v 2.0)

(Illusion/Phantasm)

Level: 5

Range: Touch

Duration: Permanent

Area of Effect: Special

Components: V, S, M

Casting Time: 5 rounds

Saving Throw: Special

Early in his career, Gabal released his Gabal's Magic Aura spell, which became an instant success and garnered the young magic-user kudos from his elders and a generous stream of royalties. Fame was fleeting however and Gabal sank into relative obscurity as a "one hit wonder".

Years later Gabal, now a full-fledged Wizard, sought to revive his career by creating a new spell that would allow him to recapture the fame and notoriety of his youth. His first attempt, Gabal's Magic Flora, went largely unnoticed outside druidical circles while his next attempt, Gabal's Magic Odor, was such a disaster that he pulled it from the market. Several pre-release copies unfortunately made it into circulation and evoked such a negative response from the critics that he was forced to adventure under a pseudonym for years.

Chastened by these experiences, Gabal decided to return to his core competency. A simple improvement upon what he had so long ago accomplished would be enough, he felt, to satisfy the jaded cabal which derided him as a quaint legacy.

He busied himself in overcoming the greatest shortcoming of Magic Aura - that being its limited duration. This proved to be a monumental difficulty and soon the complexity of the spell began to expand in scope as it migrated from a 3rd level spell to 4th and finally to a whopping 5th level incantation. After years of toiling the new spell was finally completed and released to a dubious audience.

The complexity of the spell relegated it to a niche market. The editorial policy of the widely read *Magic-User Monthly* traditionally limited itself to coverage of 1st - 3rd level spells and so passed on reviewing the new incantation. The scholarly *Journal of the Fangarie Wizard's Union*, however, gave it a positive review and returned Gabal to respectability.

By means of this spell, any one item of no more than ten pounds weight per level of the spellcaster can be given an aura that is noticed by someone using magic detection. Furthermore, the caster can specify the type of magical aura that is detected (Alteration, Conjunction, etc.) and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance).

If the object bearing Gabal's Permanent Magical Aura has an Identify spell cast on it or is similarly examined, the examiner has a 25% chance of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is. While this spell does not confer any to-hit or damage bonuses when placed upon weapons, it will allow someone who uses a weapon enchanted with the spell to hit creatures who would otherwise only be hit by magic weapons with a 2 enchantment.

Creatures potentially hit by the weapon can make a successful saving throw versus spells (at -2) to negate this facet of the deceiver. The material component for this spell is a small square of silk, which must be passed over the object that receives the aura.

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Appendix D: New Monster Variant

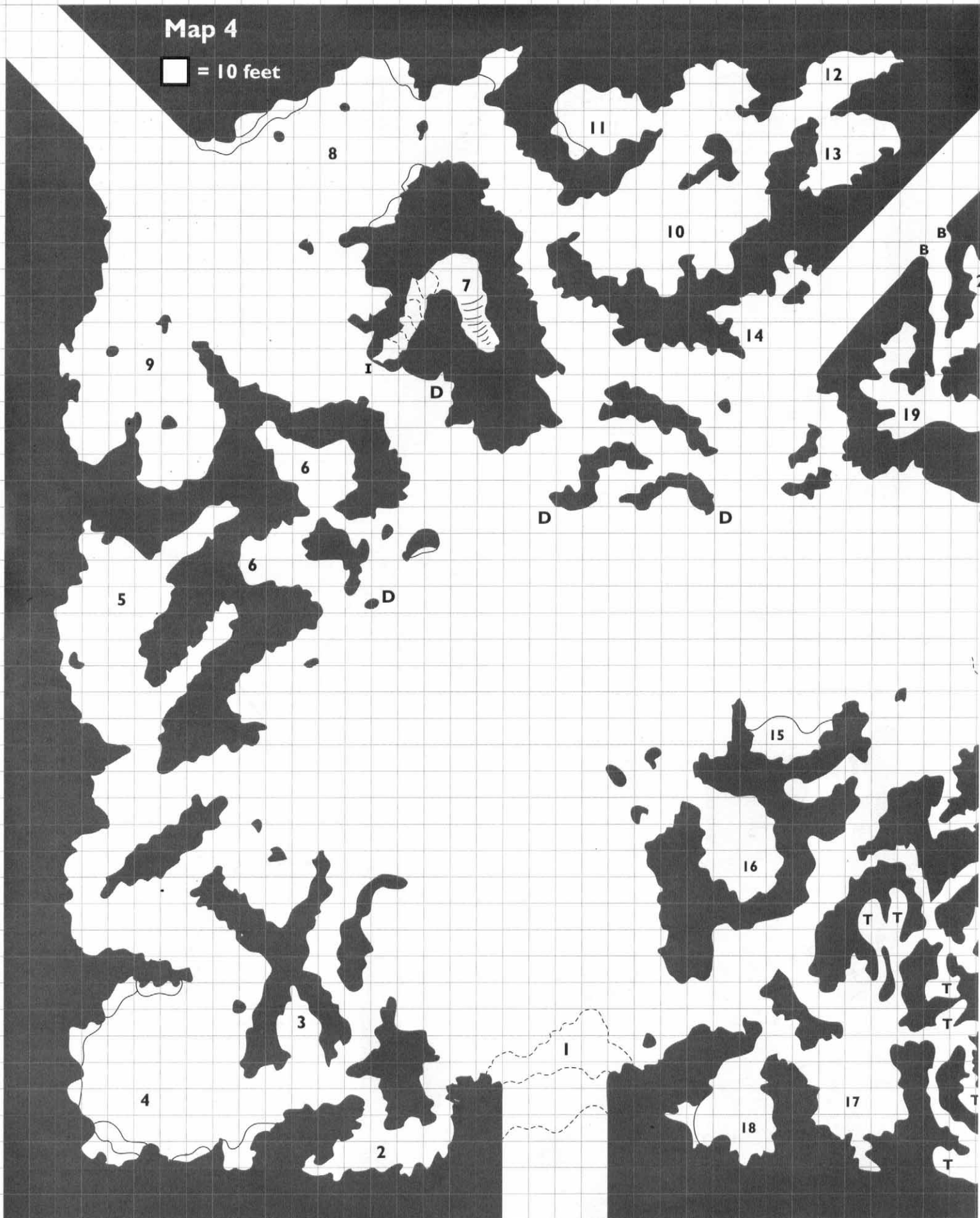
Body Variations

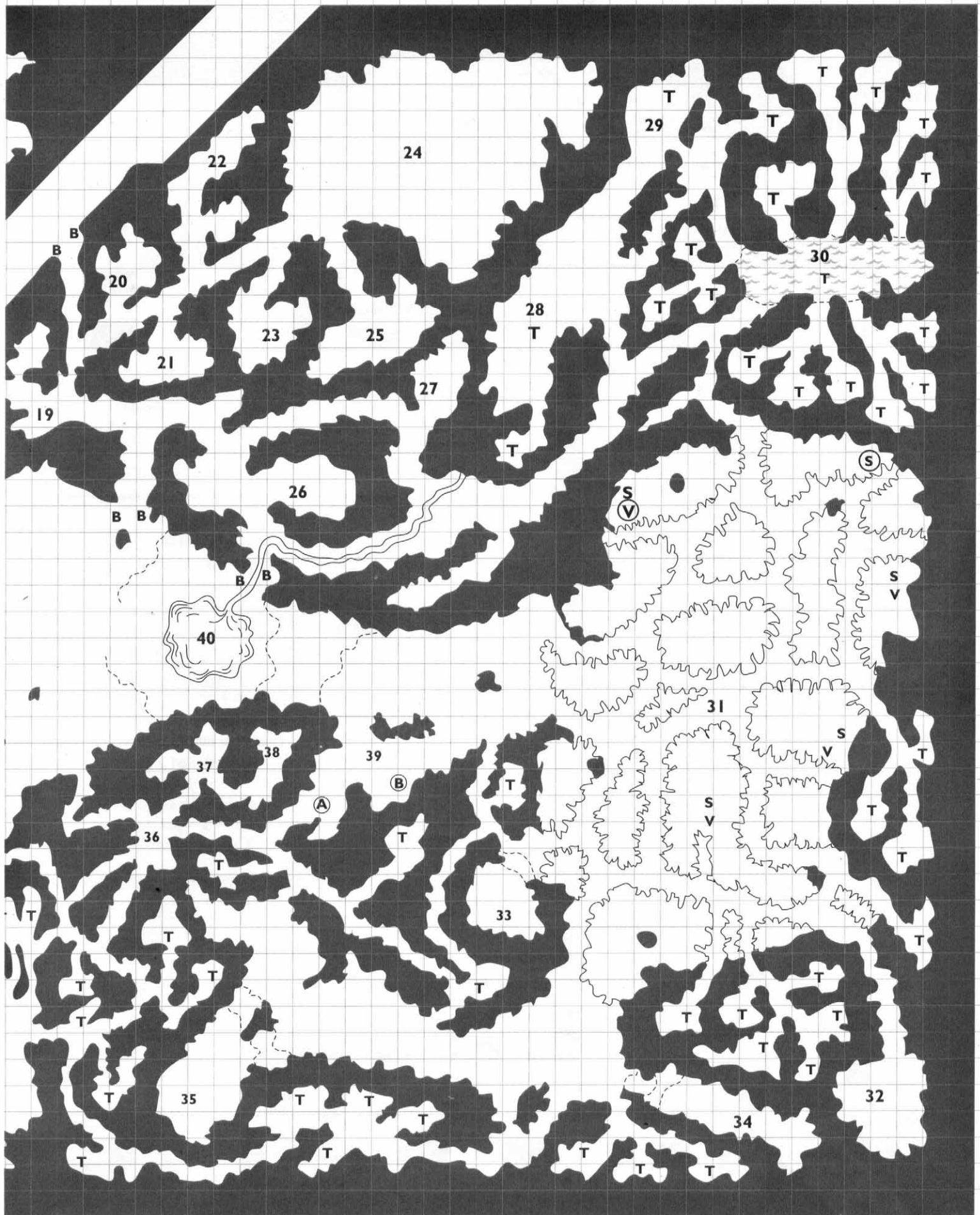
Poison Immunity: (+12% EP)

Darwinistic evolution has imbued the creature with a natural resistance to poison. This may manifest itself in a variety of adaptations such as a thick layer of fat or specific antibodies that counteract the toxicity of certain substances. Regardless, the net effect is the same - the creature is immune to the effects of poisons.

Map 4

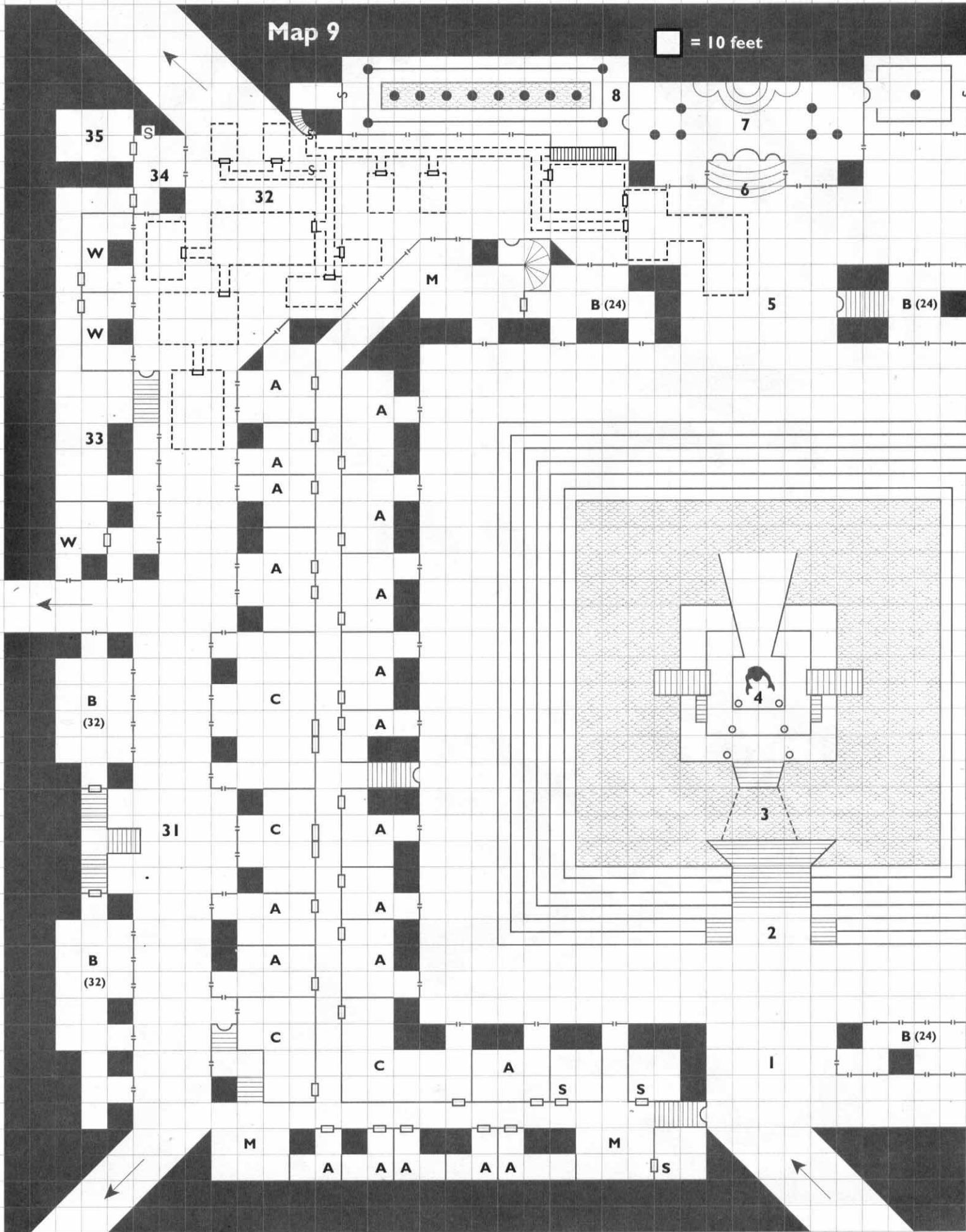
□ = 10 feet

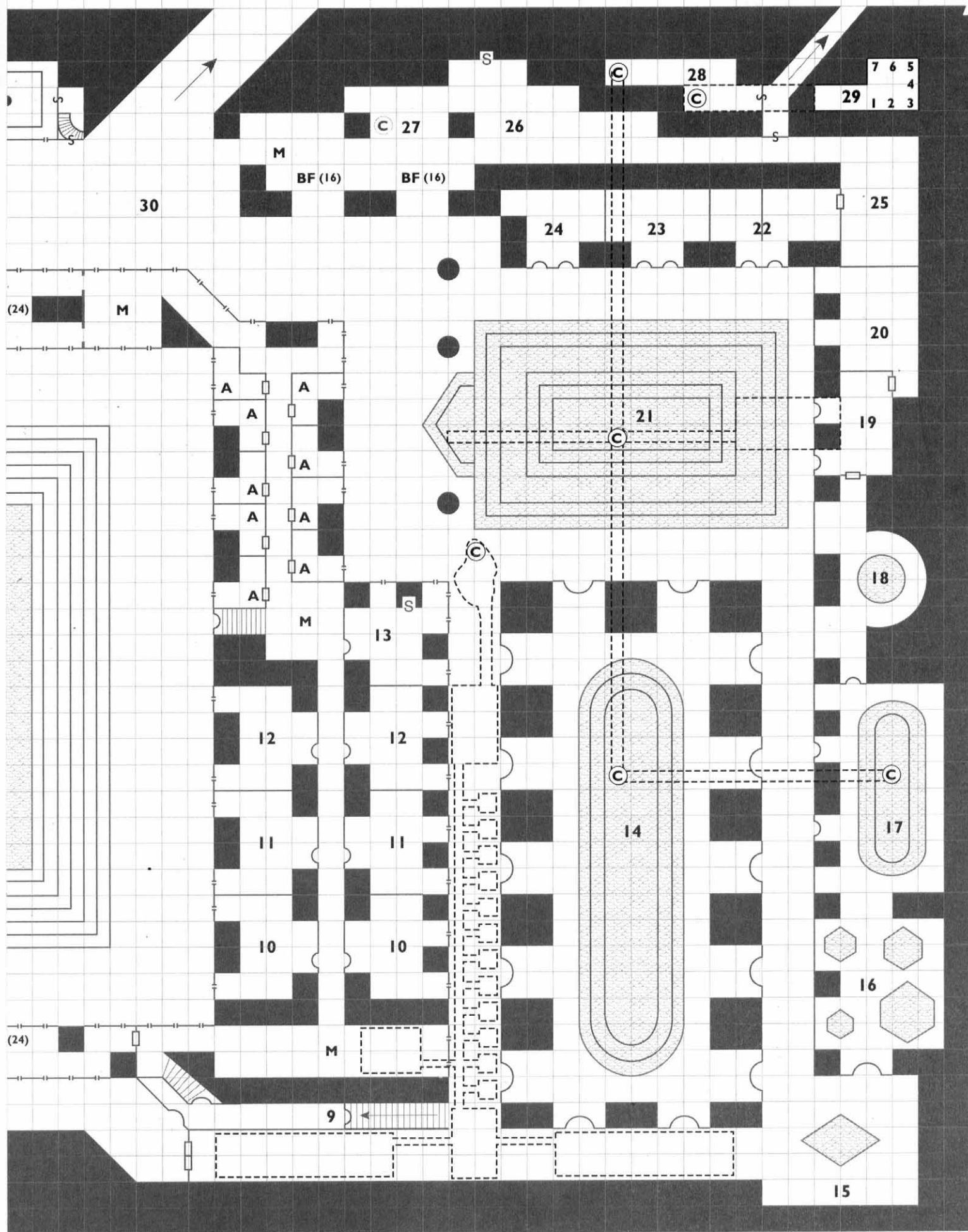




Map 9

□ = 10 feet







The final confrontation with the Fire Giant Prince Snørre, and your subsequent barging into the caverns under his mom's stronghold (Module G 1-2-3 Annihilate the Giants) confirmed that drow elves had instigated the giant alliance and its warfare upon mankind and its allied races. Numbers of these evil elves fell before your onslaught, but you suspect that many of the important drow fled away to the northwest – the escape route a seemingly natural passage a full 30 feet wide extending endlessly under the earth. Investigation of this area (cloaked by a steaming river of lava) revealed that the passage ran due northwest, slowly descending ever deeper into the bowels of the earth. A pair of hoists on either side of the river of lava enables you to safely move supplies, equipment, and even mules and pack apes across the dangerous area without too much difficulty. Pursuit of these creatures is necessary, for unless their location and strength are known, the drow can continue to strike where and whenever they

like without fear of counterattack or reprisal. Fortunately, you discovered a map of the maze of tunnels under the earth – hundreds of miles of passages, areas shaded and marked with cryptic symbols, and what is probably the course of an underground river! But such an expedition will certainly require the utmost thought and care in planning and preparation. How many persons should compromise the expedition? Do you dare risk bringing your protégés lest they be killed as well? How will everyone be supplied and equipped? And what of drinking water? Perhaps certain of the elvenfolk will help, but then again they have their hands full just dealing with the grell. Who knows who or what will be encountered in this gloomy underground world? How will you deal with and defeat the monstrous opponents you are sure to meet? These questions, and more must be answered before you set forth on your **Descent Into the NetherDeep**.



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