CYCLOPEAN DEEPS

Volume I

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FROG GOD
GAMES

Cyclopean Deeps Volume I

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Introduction

Know this, Reader; that by opening this page you have embarked upon a strange, dark journey. The adventures included in this book concern regions of the Under Realms, an area commonly portrayed by authors who choose to focus upon the sinister drow and other such well-known denizens of the deep caverns. What is not well understood is that the dark elves often inhabit the safer areas, the outlying boundaries of darkness, as it were. Read on to learn of the more esoteric, secret places in the Under Realms, the deepest cauldrons of evil.

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

The Cyclopean Deeps and the Under Realms

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

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

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

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

Character Level

The Cyclopean Deeps, as a campaign, is appropriate for a party of 4+ characters with an average level of 10–12, or 8+ characters with an average level around 7.

Placing the Cyclopean Deeps in your Campaign

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

Chapter 1: Down to Ques Querax

Background

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

The Cyclopean Deeps is best known — and indeed, little more than this is known at all in the surface world — as the location of Ques Querax. Legends say that Ques Querax is a powerful fortification that controls access through one of the major tunnels through the Cyclopean Deeps to other areas in the Under Realms. Over the centuries, a long succession of Ques Querax's rulers have offered sanctuary to weaker denizens of the Under Realms in exchange for extremely high taxes and other sacrifices. For many of its inhabitants, Ques Querax effectively offers the dubious option of tyranny inside the fortress walls rather than death in the subterranean wilderness outside. The result of these policies (which, for the Under Realms, are considered quite generous) is to make Ques Querax an extremely diverse place, offering a wide variety of crafts and curiosities to those who travel the caverns of the Under Realms. It is one of the very few places in the Cyclopean Deeps where dark elves may be found.

For the Referee

This first chapter, "Down to Ques Querax," is mostly taken up with the basic elements of a "sandbox" adventure: information about travel and encounters within the Cyclopean Deeps as the party moves from hex to hex, following whatever rumors or missions they might choose to investigate. The second part of this chapter does include a mini-adventure that takes place in **Hex 0E**, describing the party's descent into the deep levels of the Under Realms. After this chapter, you and the players should both be well prepared for the adventures that follow!

Most of the adventure locations in the Deeps contain various leads or rumors that will give the players enough information to pick and choose from various missions or explorations. It is also likely that at some point the characters may undertake a career as subterranean highwaymen, waylaying caravans and other travelers in the miles of tunnels shown on the Main Map. This sort of adventuring is fun for all, and particularly satisfying given that the "merchants" are all thoroughly evil. However, the rich pickings from this sort of banditry will not last forever. Once the denizens of the area realize that an organized force is wiping out their trade, they will mount expeditions to find and destroy the characters, generally by offering large rewards and equipping strong parties of bounty hunters. If the characters have gotten too greedy and too careless, or have settled too comfortably in one place, they are likely to be attacked by an extremely powerful force.

Cyclopean Deeps Main Map

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

Passageways in the Deeps

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

Movement

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

Types of Passageways

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

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

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

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

Wandering Monsters

Detailed descriptions and stat blocks follow the tables in *alphabetical* order, not in the order of their appearance on the tables.

Primary Passage, 1 in 10 chance of encounter

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

Secondary Passage, 1 in 12 chance of encounter

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

Tertiary Passage, 1 in 12 chance of encounter

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

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

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

Caravan: See the detailed section on caravans, below.

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

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

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

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

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

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

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

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

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

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

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

Magical Abilities: at will—*charm person*, *levitate*, *polymorph self*; 1/day—*gate* 50% (roll 1d12; [1–3] I, [4–6] II, [7–8] III, [9–10] IV, [11] VI, [12] demon lord or prince).

Equipment: combination of 6 swords & battle-axes; magic sword (95%; 1d4 for bonus).

Demon, Nalfeshnee (Category IV): **HD** 7d10; **AC** 4[15]; **Atk** 2 claws (1d4), bite (2d4); **Move** 9 (fly 14); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special**: +2 on attack rolls, +1 or better weapon to hit, immune to fire, magic resistance (65%), magical abilities.

Magical Abilities: at will—*dispel magic*, *fear*, *polymorph self*; 1/day—*symbol of discord*; 1/day—*gate* 60% (roll 1d6 for category).

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

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

Demon, Vrock (Category I): **HD** 8; **AC** 0[19]; **Atk** 2 foreclaws (1d8), 2 rear claws (1d8), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special**: immune to fire, magic resistance (50%), magical abilities.

Magical Abilities: at will—*darkness 5ft radius*; 1/day—*gate* 10% (1 vrock).

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

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

Equipment: 2d6 rubies (1d6x100gp each), 10% of any magic item.

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

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

Equipment: chain mail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% of gem (1d4x100gp).

Duergar Sergeant: **HD** 3+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* [+2 to hit bonus, 50% heal damage], *invisibility*.

Equipment: chain mail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 20% of gem (1d6x100gp).

Duergar Leader: **HD** 5+2; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 13; **AL** C: **CL/XP** 6/400; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

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

Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts, 4d6gp, 1d2 gems (1d6x100gp), 25% of magic armor (01–50%) or weapon (51–00%)

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

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

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

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

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

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

Equipment: a piece of jewelry (1d10x1000gp)

Leng-Spider: **HD** 15; **AC** –1[20]; **Atk** bite (2d6 plus poison), flail (1d6+6); **Move** 18; **Save** 3; **AL** C; **CL/XP** 17/3500; **Special**: hallucinogenic and rotting poison (1d3 charisma drain and 1 level loss for 3d20 hours upon failed save), magical abilities, web flail. (**Monster Appendix**)

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

Equipment: 1d4 rubies (1d6x1000gp each).

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

Neh-thalggu: **HD** 10; **AC** 0[19]; **Atk** 2 claws (1d8), bite (1d10 plus poison); **Move** 9; **Save** 5; **AL** C; **CL/XP** 12/2000; **Special**: lethal poison bite, telepathy 100ft, spells (4/3/2/1). (**Monster Appendix**)

Spells: 1st—*charm person*, *magic missile* (x2), *sleep*; 2nd—*invisibility*, *mirror image*, *phantasmal force*; 3rd—*fireball* (x2); 4th—*dimension door*;

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

Night-ghouls: **HD** 4; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Equipment: 1d4 gems (never rubies) 1d2x100gp each.

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

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

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

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

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

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

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

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

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

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

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

Equipment: stone-axe, 1d10gp each.

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

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

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

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

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

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

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

Wight: **HD** 3; **AC** 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level per hit, hit only by silver and magic weapons.

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

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

Caravans

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

Types of Caravans in the Cyclopean Deeps

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

Cargo

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

Variable Cargo

Roll 1d20 to determine:

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

Slaves

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

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

Dark Stalker Caravan

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

A dark stalker caravan normally comprises:
3 dark stalkers, **1 dark stalker shaman**, **4d6 dark creepers**, **2d6+1 bugbear guards**.

Dark Stalkers (3): **HD** 6+2; **HP** 30, 44, 36; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 2d6gp.

Dark Stalker Shaman: **HD** 6+2; **HP** 35; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills, spells (2/2/1). (***Monstrosities*** 84)
Spells: 1st—*magic missile* (x2), 2nd—*web* (x2), 3rd—*dispel magic*.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 2d6gp. (***Monstrosities*** 84)

Dark Creepers (4d6): **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves tools, 1d6gp, magic item 15% (01-75 dagger, 76-80 ring, 81-00 potion)

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

Drow Caravan

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

Drow caravans will be constituted as follows:
1 merchant, **1d6+6 drow guards**, **1d6 bugbears**, **1d6+6 slaves**, **1d6 cavern lizards**.

Merchant Drow (Ftr4/MU4): **HP** 16; **AC** 2[17]; **Atk** +*1 longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 10 (includes +2); **AL** C; **CL/XP** 10/1400; **Special**: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1 in 8 surprise chance, magic resistance (50%), magical abilities, spells (3/2). (***Monstrosities*** 146)
Magical Abilities: at will—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*.
Spells: 1st—*charm person* (x2), *magic missile*; 2nd—*detect invisibility*, *invisibility*;
Equipment: +2 *chain mail*, drow cloak & boots (75% to surprise), +*1 longsword*, hand-crossbow, 15 bolts coated in sleep poison (–4 on save).

Drow Guards (1d6+6): **HD** 2; **AC** 3[16]; **Atk** +*1 longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 6/400; **Special**: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1 in 8 surprise chance, magic resistance (50%), magical abilities. (***Monstrosities*** 146)
Magical Abilities: at will—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*;
Equipment: +*1 chain mail*, drow cloak & boots (75% to surprise), +*1 longsword*, hand-crossbow, 15 bolts coated in sleep poison (–4 on save). 50% have hand crossbows.

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

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

Duergar Caravan

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

A duergar trading party will be constituted as follows:
1 Duergar merchant, 1**0 duergar guards**, **1d4+4 ogre guards**, **1d6+6 pack-slaves**.

Duergar Merchant (Ftr7): **HP** 33; **AC** 2[17]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 13; **AL** C: **CL/XP** 8/600; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (+2 attack bonus, 50% heal damage), *invisibility*.
Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts.

Duergar Guards (10): **HD** 1+2; **AC** 4[15]; **Atk** warhammer

(1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 18; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*;
Equipment: chain mail, shield, warhammer, light crossbow, 20 bolts.

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

Leng Caravan

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

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

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

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

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

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

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

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

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

Serpentfolk Caravan

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

Serpentfolk caravans are generally constituted as follows:
1 merchant (6HD Serpentfolk), **1d4 serpentfolk guards**, **1d10+6 troglodyte guards**, **1d6+6 slaves**, **1d6 cavern lizards**.

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

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

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

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

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

Language

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

Start

Unless the Referee chooses to begin the adventure in a different part of the Deeps, the characters are assumed to enter the Cyclopean Deeps in **Area 0E** on the Main Map. For maximum flexibility of use, the following description makes no particular distinction as to whether the party is coming from the lower levels of a dungeon or directly from the surface (which would be a long, long way down). Whether you choose to actually read the following description to a group of patient players or to summarize it is entirely a matter of your style of refereeing.

> Some time ago, your path down into the deeps began to follow a winding course, apparently following the course of a now dried-up river where it cut its meandering way downward through the living stone. Most of the tunnel is naturally formed by the ancient flow of water, but as you continue down there is more and more evidence of excavation in some places to widen the walls or raise the ceiling somewhat. The downward slope is quite steep, although it is manageable as long as you keep to a careful pace.
>
> From time to time you come across carvings in the stone, a strange, curvilinear script that you cannot translate into any comprehensible meaning. Perhaps it is merely decorative, perhaps it is encoded, or perhaps the logic of the writing is so bizarre that it simply makes no sense to a mind that is not tainted with insanity.
>
> You continue further and further into the depths of the earth, making your way carefully past dark pools and around ancient stalagmites, until your mind can barely remember what the surface world looks like … and soon thereafter, a faint green illumination becomes perceptible ahead of you.
>
> "What do you do?"

The green illumination ahead of the party is **Area 0E-1** on the map of **Hex 0E**, which shows the "Green Canyon," the sloping cavern complex that leads down into the Cyclopean Deeps. Once the players have had a chance to prepare any equipment, cast any spells, or make such other preparations as they wish to make, the party may advance to discover that a long flight of stairs leads down toward the illuminated area. The stairs appear to be naturally formed, unless they are just so ancient that the passage of water (and perhaps travelers) has worn them smooth.

Hex OE Map

0E-1. The Singing Faces

The stairs from the upper levels lead down to a broad stone shelf, 15 to 20ft in width, overlooking a large cavern. This uppermost ledge is one of a series of four terraces, each of which appears to have a sheer, 20ft drop down to the next tier. The cavern at the bottom of this series of giant steps is illuminated by a soft and rather sickly green light that emanates from four gargantuan stone faces. Each of the faces has a single eye in the center of its forehead, and the mouths of all four statues are open, although the lips of each appear to be held in different positions, as if the statues were all frozen at the moment of uttering a different word. The entirety of the cavern is charged with a sense of vast energy.

When the party enters the room, seven fungus-bats will be startled by their arrival and will fly out to **Area 0E-3**. There are many fungus-bat seeds on the main floor of the cavern, and these will be noticed whenever one of the characters pays attention to the surroundings other than the magical effects described below. Fungus-bat seeds resemble small, spherical mushroom-heads that, if broken open, contain a tiny fungus-bat as small as a fingertip.

Any magic-user will be able to tell that the sense of energy in this cavern is due to a buildup of magical power, although the origin and nature of the power will be unclear. The use of *detect magic* will indicate that the four cyclopean heads are magical. At close range, the spell could be used to determine that it is the lips and mouth of each statue radiating the majority of the magical enchantment (this will almost certainly become clear long before the party actually approaches any of the faces).

Each tier causes one of the stone faces to begin singing, as described below:

A. Top (First Harmonic) Tier: As soon as anyone steps onto this tier, the Face of the First Harmonic (**AA**) will begin emitting a high, soprano note of sound. The face will continue to sing this note for some time, and will only stop ten minutes after the top tier is vacated by all living creatures larger than 50 pounds. It is not possible to keep the stone face singing by leaving a small animal or an object on the tier, and this is true of the other tiers as well.

B. Second (Second Harmonic) Tier: As soon as anyone stands on this tier, the stone face at **BB** (the Face of the Second Harmonic) will begin emitting a low, bass note. As with the Face of the First Harmonic, this statue will continue to sing its note for ten minutes after the point when everyone has left this terrace.

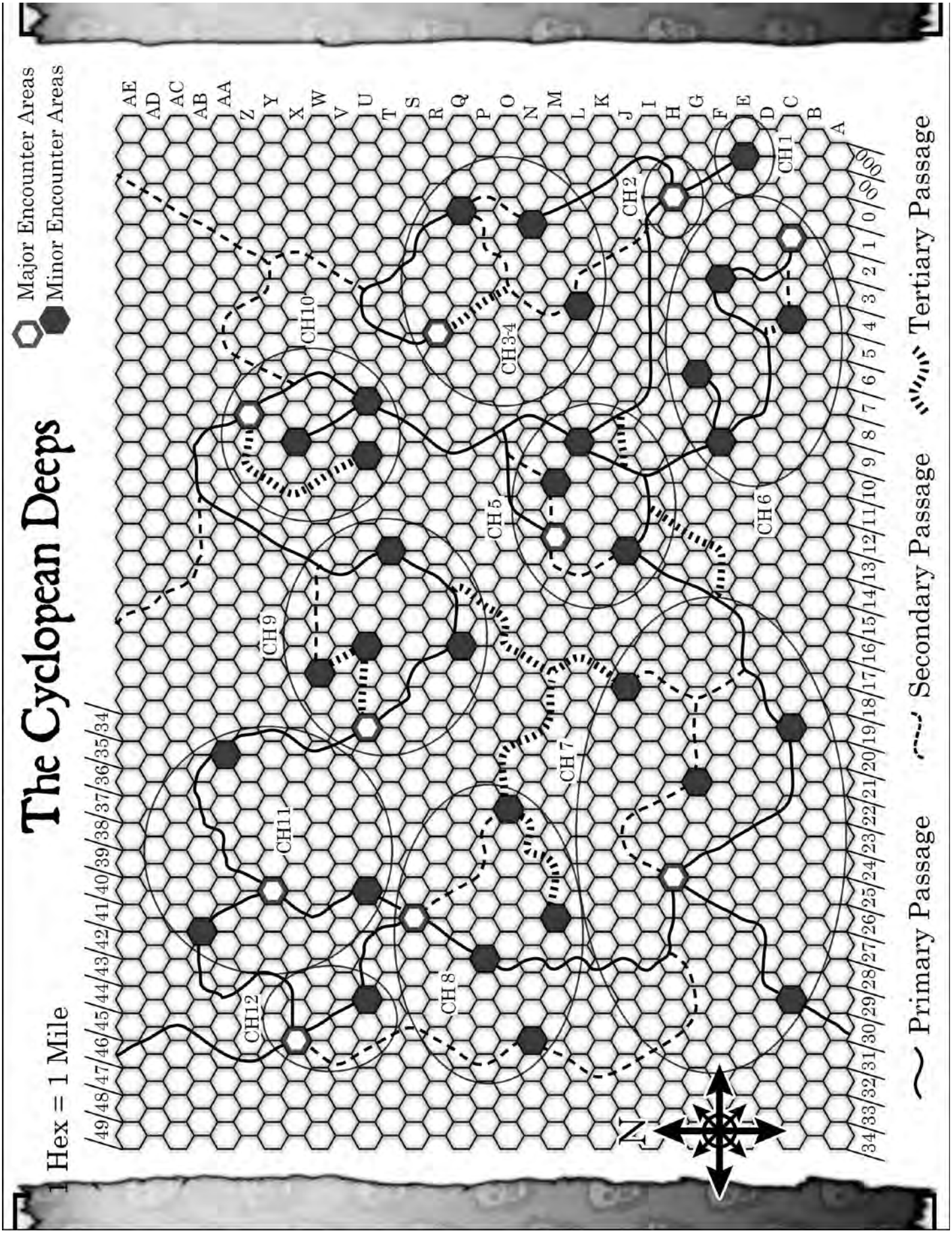
C. Third (Third Harmonic) Tier: As soon as anyone stands on this tier, the stone face at **CC** will begin singing a note that merges pleasantly with any other notes being produced by the faces. As with the other faces, the sound will persist for ten minutes after the terrace is vacated.

D. Fourth (Fourth Harmonic) Tier: This stone balcony emits no sound unless all three of the other tiers have already awoken their stone faces. If the other three faces are already producing sound, then the face at **DD** will produce the final note of a four-part chord. The sound persists as described for the other faces, above.

E. The Symphonic Circle: A huge magic circle is inscribed on the floor of the cavern, as shown on the map. Each magic-user in the party will be able to deduce one fact about the circle (roll randomly on 1d6):

1	The inscriptions of the circle in some way collect and alter sound in a magical fashion.
2	The inscriptions of the circle are in some way related to travel, but they are scribed as if normal magic is being used in an abnormal way.
3	Some of the inscriptions of the circle seem to refer to ventriloquism, although not in any fashion that makes sense in terms of the known parameters of magic.
4	The inscriptions around the circle have the effect of altering the circle's magical center, placing it at a location that seems to be the precise intersection-point of a straight line drawn from each of the stone faces.
5	The inscriptions around the circle contain a glyph that can be translated loosely as "sound key."
6	The inscriptions around the circle contain a glyph that is often used in teleportation magic, but in this case it is connected to a second glyph that ordinarily pertains to a combination of four things.

If all four of the stone faces are singing at the same time, the inscriptions around the magic circle will begin to glow with the same green light as the faces. When the glow has reached its full intensity (which requires a full


The Cyclopean Deeps
1 Hex = 1 Mile
Major Encounter Areas
Minor Encounter Areas
Primary Passage
Secondary Passage
Tertiary Passage
N
CH1
CH2
CH3-4
CH5
CH6
CH7
CH8
CH9
CH10
CH11
CH12

To Ques Querax (Hex 3H)
downward slope
downward slope
downward slope
N
6
5
4
3
2
1
BB
CC
AA
DD
E
D
C
B
A
Map Key
Pool of water
20 Feet terrace
Drop-off (see text)
MAP oE
THE GREEN CANYON
1 square = 10 feet

minute), everyone and everything inside the magic circle will be teleported to **Hex 3H, Area 3H-1**, just outside the fortress of Ques Querax. Although it might prove startling to the adventurers, teleporting to the city is far more pleasant than braving the trip downward through the Green Canyon.

0E-2. The Green Canyon

A wide tunnel leads northward and downward in an unpleasantly steep slope. The sides and bottom of the passageway are coated in fuzzy moss that hangs in long curtains from the ceiling, reaching down to within five feet of the tunnel floor. Apparently the rock here glows, for a faint greenish light is visible through the moss, giving it an unpleasantly translucent quality.

The walls of this corridor do indeed glow. This is a natural, rather than a magical, quality of the rock, and detecting magic will be unsuccessful. The light is too dim to be used for most practical purposes: there is enough of it in the tunnel that the adventurers will be able to see without a light source. Smaller pieces of the rock, however, will illuminate no more than a one-inch radius around the stone. Indeed, small chunks of the rock are only visible at a distance of 50ft, at which point they will seem to fade into the surrounding darkness.

As the tunnel descends toward the cliff-edge at **0E-3**, the ceiling does not slope downward as quickly as the floor. By the time the party has descended to **Area 0E-4**, the ceiling will be over a hundred feet high, and visible (due to the glowing rock) all the way up. The extreme height and relative narrowness of the tunnel will eventually give the strong impression of standing at the bottom of a deep canyon.

0E-3. First Drop-off.

At this point, the glowing-walled tunnel suddenly drops away in a hundred-foot cliff face. The cavern far below is visible, because of the lambent rock.

If the players ask for more detail about the lower cavern, looking over the edge of the drop-off, describe the pools below (see **Area 0E-4**). Due to the unearthly illumination in the cavern, it will not be possible for the characters to tell, at this distance, what sort of liquid is in the pools. The cliff itself is relatively straightforward; it is a sheer 100ft drop. The rock is covered with moss, and is slick with dampness.

The pools in **Area 0E-4** give off an anti-magic gas, which is relevant here because one of the pools is directly underneath the cliff face. For a distance of 50ft over the top of the pool down in **0E-4**, magic will not function — including *fly* and *levitation* spells. This effect is only in the area directly over the top of the pool, as shown on the map. Anyone flying down entirely on the southwest side of the cliff face will have no difficulties.

0E-4. Lower Cavern

The walls of this cavern glow green, behind the mottled curtains of moss that cling to the stone. Three pools of crystal-clear liquid glitter in the floor. After spending a few moments in this area, you begin to hear whispers. The sound is very faint at first, but after a minute or two the entire cavern seems to echo with savage, hissing whispers. The pools themselves are 50ft deep.

The whispering of the pools is another strange effect of their magic, along with giving off the invisible anti-magic steam described in **Area 0E-3** above. It would be possible to bottle the anti-magic steam for use as a grenade, but the explosion of a bottle would only spread the gas in a radius of 20ft, although the effect would last for a full ten minutes. Stored in a bottle, the anti-magic gas will lose its potency after one month.

The influence of the whispering sounds in this cavern makes it impossible to cast spells, but otherwise it is merely an inconvenience and a distraction.

0E-5. Second Drop-off

This cavern slopes downward at such a steep angle that it is not easy to stand without sliding. At the far end of the cave chamber, the floor drops away into a second deep chasm. There are numerous stalagmites rising from the floor of the cavern, closely enough that you could probably use them to make your way safely to the edge of the cliff by holding on to one after the other. On second thought, though, you realize that a single mistake would lead to certain death. The stalagmites have a sparkly, wet, slippery look to them.

The depth of this plunge is 90ft, and the ceiling stays relatively level in **Area 0E-6** for 30ft before the cavern's far wall begins. As a result, part of **Area 0E-6** has a ceiling approximately 100ft high.

If the players are considering the use of flying or levitation magic, but seem to have forgotten about the extremely high ceiling, remind them about this obvious feature of their surroundings. The height of the cavern may affect the method by which the adventurers approach this obstacle, and the fungus-bats that retreated from the characters in **Area 0E-1** are waiting here to attack these strange beings that have intruded into their lightless territory.

Anyone attempting to walk normally down the slope toward the cliff edge is extremely likely to slip and begin sliding down the floor to the edge of the drop-off. In most cases, of course, the exploring character would be tied safely to a rope … and the party will have its first experience with the chaotic sort of vandalism that one encounters from the denizens of the Under Realm. Several of the stalagmites are inset with shards of glass and thin obsidian, which will have a good chance (75%) to cut a normal rope. If a character inspects the first couple of glittering places in the stalagmites before wending through them, the trap will be obvious immediately.

The risk of actually sliding all the way to the edge (unless the character is roped off and the rope is not sliced by the trapped stalagmites) is 50%. If a character reaches the edge, a saving throw is allowed to avoid actually falling. If the saving throw succeeds, the character will be helplessly clinging to a stalagmite at the edge of the cliff, unable to take any action without being rescued. The character can hang on for one minute per point of strength before dropping into the abyss below and being smashed into jelly.

This hazard is less deadly (but more frustrating) if the characters are attempting to travel up the Green Canyon toward the surface without using some sort of magical flight. Using a grappling hook will first cut the rope (100% chance), and then the grappling hook will most likely (90%) come sliding back off the edge … use normal chances to determine if anyone is hit when it comes back down.

Fungus-Bats (4): **HD** 3; **HP** 12, 14, 14, 11; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 3 (fly 12); **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: non-lethal poison (save at +4 or helpless for 2d6 rounds). (**Monster Appendix**)

0E-6. Canyon Floor.

The cavern at the bottom of the cliff has a fairly level floor, although it is irregular and bristles with growths of stalagmites here and there. A single tunnel-way leads to the east, sloping gently downward, further into the depths.

From this point onward, the characters are on the direct path to the underground fortress of Ques Querax. The tunnel is approximately three miles in length, and the party will emerge in **Area 3H-1**.

Chapter 2: Eye of the Titan

The adventurers have either worked their way down through the Green Canyon, a deep subterranean rift, or they have successfully activated an ancient teleportation device — in either case, they have now entered the Under Realm region known as the Cyclopean Deeps. They stand at the threshold of this unexplored wilderness of unlit caverns, a whispered legend in the world of the surface. As veteran explorers, the characters know better. Although there is untold treasure in these miles and miles of sinuous tunneling, there are unknown threats and terrifying foes to be found in these regions as well. Not all is as it appears.

The gateway to the Cyclopean Deeps is **Hex 3H**, which contains the legendary fortress of Ques Querax, a brutally-enforced neutral ground in the feuds and wars of the Under Realm. The ruler of Ques Querax is The Eye of Gaaros, a gem-like artifact that is the last remaining fragment of the titan Gaaros. Considerably more information about the Eye, its history, and its most unusual project is provided in the key to **Area 3H-15**, the Eye's Palace in Ques Querax.

Although the Eye itself is quite powerful, its ability to hold and dominate Ques Querax is largely due to its relationship to the alien-minded khryll, bizarre intellects of the deep subterranean world that seldom cooperate with other races. The Eye keeps three or four khryll in the fortress at all times. The combined strength of the Eye, its normal guards, and the khryll has thus far kept the Eye unchallenged as the master of the citadel.

Rumors

Automatic first rumor: Ques Querax is ruled by the Eye of Gaaros

Further Rumors

1	There are some secret tunnels underneath the palace of the Eye in QQ
2	It is possible to get a map of the nearby major tunnels — if you know where to look and who to ask.
3	If you need to raise someone from the dead or get healing, try visiting the Temple of the Head if you aren't too frightened.
4	You will meet some strange people here; do not look too closely at the faces of the men of Leng, it is not polite and it annoys them.
5	If you're out traveling in the tunnels, keep something in mind. The less-traveled passageways can be very dangerous, because nobody except the dangerous monsters use them. If you're going to travel in them, you better be dangerous yourselves.
6	There is an ancient prophesy that a human from the surface will come down to the Fortress of Ques Querax, and be sold into slavery by his companions for a very great sum of money and an enchanted green stone.
7	The cult of the Demon-Prince Isclaadra secretly controls the City of Izamne these days.
8	A few of the tunnels down here can get you into different planes of existence, if you aren't careful.

Referee Notes

No one is allowed to pass through the underground crossroads of Ques Querax without paying a toll equal to one twentieth the value of all possessions carried. These are collected in various different forms, from magic to gems to ordinary precious metal.

Once the characters are inside, the main visible feature of Ques Querax is the mist in the middle of the fortress, which produces an illuminating mist for ten hours out of the day. Since most of the inhabitants of Ques Querax are able to see in the dark, the mist is not exactly like daytime on the surface. Activity never entirely ceases, but there is generally more activity during the 10 hours of dim illumination than there is during the 14 hours of unrelieved darkness.

Gathering Information in Ques Querax

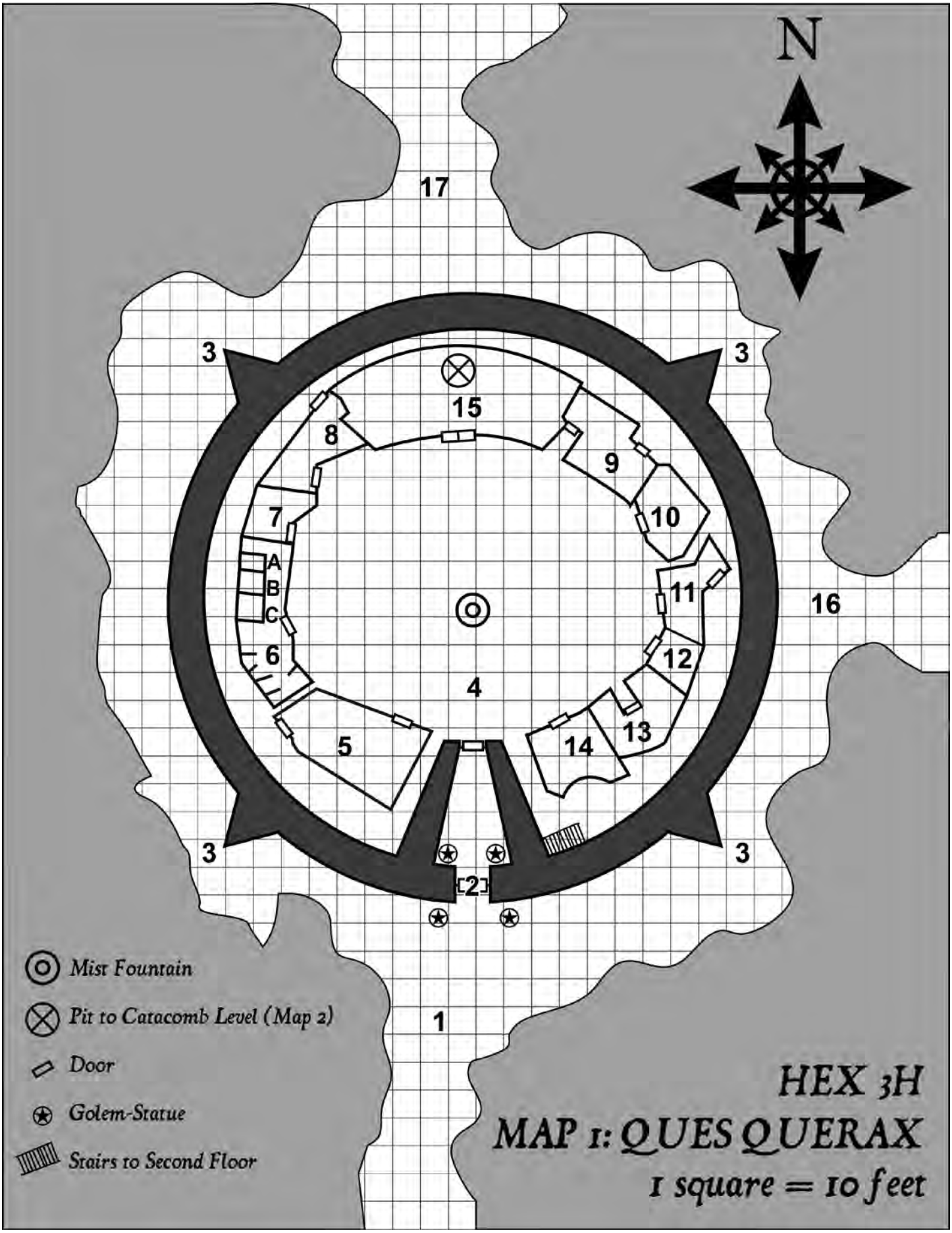
Ques Querax is likely to serve as a home base for the characters, at least for their first forays into the Cyclopean Deeps. It is important that the fortress serves as a rich source of rumors and possible missions for the characters, and the players will likely make it one of their first tasks to begin assembling as much information as they can about the fortress and its surroundings. In the map key to the fortress, various individuals are specified as having particular information or being willing to hire adventurers. In addition to these specific sources, the characters can gain various bits of less specific and often less reliable information by generally listening in and talking to the travelers and less important individuals in Ques Querax.

Hex 3H Map 1: Ques Querax

3H-1. The Approach to Ques Querax

The tunnel widens out here into a great natural cavern, dominated by a grim, featureless citadel of stone that rises to the very top of the hundred-foot-tall ceiling above. Beneath a symbol incised deeply into the stronghold wall, huge double doors are open, revealing a gatehouse within the walls. To either side of the doors stands a ten foot tall iron skeleton; the skeletons are human in body, but the black metal skulls atop the huge torsos are those of a bull. It appears that it may be possible to cross the cavern by skirting around the fortress, but the pathway around is only twenty feet wide.

The party will not be attacked or bothered here unless they try to go around the fortress without paying a toll, or they do something foolish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13
3
3
2
1
Mist Fountain
Pit to Catacomb Level (Map 2)
Door
Golem-Statue
Stairs to Second Floor
HEX 3H
MAP 1: QUES QUERAX
1 square = 10 feet

such as attacking the **iron minotaur skeletons**. The iron minotaurs are simply iron golems of unusual construction. If a fight develops outside the gates, the fortress is likely to respond, unless the characters are very quick to explain their actions with a credible story.

As the party approaches the gate (or the side passages), the minotaurs will step forward to collect tolls. One has a huge metal strongbox chained to its leg, which it will pick up as it moves forward. When the characters are within 20ft or so, the minotaur will open the strongbox, hold it out for treasure, and wait. If the characters try to ignore the minotaur and keep going, the other minotaur will block their way. If the characters persist in their attempts to ignore the demand, they will be attacked. The tax for passing through the cavern of Ques Querax, even without entering the fortress itself, is one-twentieth of all value carried.

Minotaur Skeletons (Iron Golem) (2): **HD** 16; **HP** 80; **AC** 3[16]; **Atk** fist (4d10); **Move** 6; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: +2 or better weapon to hit, healed by fire, immune to most magic, lethal poison gas cloud 10ft, slowed by lightning.

Treasure: The strongboxes are kept empty, so the minotaur golems have no treasure.

3H-2. Gates and Gatehouse

The characters may have already drawn close enough to the minotaurs that the golems have demanded a toll. If not, it will happen at the gates, as described above. If the players are contemplating some sort of stealthy approach to the fortress, keep in mind that the walls rise to the top of the cavern like a hollow pillar — they do not have a "top" that can be climbed over.

> The double doors leading into the fortress are massive; it is difficult to believe that even the skeletal iron minotaurs could budge them. Beyond the gates there is a stone passageway leading through the thick stone wall.

The long gatehouse prevents any potential attackers from entering the fortress directly. As the characters pass through the room, they will notice murder-holes in the ceiling, no doubt with guards waiting above to dump boiling oil or shoot crossbows at anyone who evinces a hostile intent toward the fortress or makes a wrong move.

There are also two more of the giant **iron minotaur skeletons** just inside of the gates, as shown on the map. They are not visible until the characters have moved into the gatehouse.

Minotaur Skeletons (Iron Golem) (2): **HD** 16; **HP** 80; **AC** 3[16]; **Atk** fist (4d10); **Move** 6; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: +2 or better weapon to hit, healed by fire, immune to most magic, lethal poison gas cloud 10ft, slowed by lightning.

The floor over the top of the gatehouse is the barracks for the **fortress guards**. Some of the guards will be stationed in the Palace (**3H-15**) and are described there. The remainder of the guards, who will ordinarily be here or nearby, are described in the following list. **Akn-A-Nangish-Te** is one of the Eye's Khryll followers.

Bugbears (20): **HD** 3+1; **AC** 5[14]; **Atk** bite (2d4) or morningstar (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: surprise on 1–3.

Human Guards (Ftr5) (4): **HP** 26, 18, 20, 22; **AC** 5[14]; **Atk** longsword (1d8+1) or shortbow x2 (1d6); **Move** 12; **Save** 10; **AL** C; **CL/XP** 5/240; **Special:** +1 strength bonuses to hit, +1 strength bonuses to damage, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: chain mail, longsword, shortbow, 20 arrows, 3d6gp.

Captain Borkish (Ftr8): **HP** 60; **AC** 2[17]; **Atk** +2 *longsword* (1d8+4); **Move** 12; **Save** 7; **AL** C; **CL/XP** 8/800; **Special**: +2 strength bonuses to hit, +2 strength bonuses to damage, multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: plate mail, shield, +2 *longsword*, 3d12gp.

Akn-A-Nangish-Te (Khryll): **HD** 8; **HP** 40; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits); **Move** 9; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: liquefy internal organs of grabbed victim, mental blast, magic resistance (80%). (***Monstrosities*** 275)

Missions: If the characters end up in conversation with Captain Borkish, he will mention that the bounty of the week is posted on the door of the palace (he cannot remember what it is this week).

3H-3. Side Passages.

> At this point, there is a gap of twenty feet or so between the fortress wall and the wall of the huge cavern, wide enough to allow passage around the curving wall of the stronghold.

If the adventurers attempt to go around the fortress without paying toll to the minotaur-golems, the golems will attack, as described in **3H-1**.

3H-4. The Caravanserai

The large central area of the Fortress of Ques Querax is referred to by residents as "the Caravanserai." At the center of the Caravanserai there is a stone well, only five feet deep, with a circling wall three feet in height. The circling wall is carved with somewhat disturbing images. This is not a water well; for ten hours each day, the well bubbles forth a glowing grey mist. During these ten hours, the heavy mist fills all "outside" areas within the fortress at about ankle depth. The grey glow provided by the mist is enough to allow normal vision at a distance of 100ft, but the light does not transmit color — everything seen in the light of the mist is black, white, or various shades of grey. During the hours when the mist-fountain is quiescent, of course, all of Ques Querax is shrouded in utter darkness.

Many travelers in the Under Realms are accompanied by lesser minions and slaves. These followers are not of high enough status to merit rooms at the inns, so there are usually at least one or two camps set up in the Caravanserai where the guards, packbearers, slaves, and other minions of a more important traveler are gathered. These groups do not, of course, mingle with each other — indeed, each camp is organized with an eye to defense against attack from one of the other groups. If a camp is made up entirely of slaves, the group will usually have a sign indicating ownership (often this is a single rune). The ownership of slave camps is actively defended by the Eye itself, for slave-rustling is a crime that could lead to a loss of reputation for Ques Querax itself.

Refer to the **Wandering Monster Tables** in ***Chapter 1: Down to Ques Querax***, to generate **2 cavarans** that are camped in the caravanserai area.

Missions: Each of the caravans has a 50% chance to be hiring guards, and each of the caravan leaders has a 10% chance to be willing to hire a party of adventurers to waylay the competing caravan.

3H-5. Sign of the Sunworm.

> The outside of this building bears a sign with a yellow circle with a worm poking out from it. There are no windows in the stone walls, but the door is open; through it you can hear the faint clinking of tankards and the sound of creatures talking.

This is the Sunworm Inn and Tavern, a gathering place for humans and similar mammalian creatures (even though most of the travelers and visitors here have never actually seen the light of the sun). The keeper of the Sunworm is a human being named **Naugr**, a former slave who escaped

from a drow slave caravan and somehow made his way to Ques Querax through the dangers of the Under Realm.

A room with one bed costs 50gp per night, and a room with two beds costs 75gp. The rooms (there are 12) have extremely good locks, and no windows — the value of the Sunworm is to provide a measure of safety from the assassination attempts and violent robberies that are so common in the "civilization" of the Under Realm.

A *wizard eye* roams the upper floor of the Inn, where bedrooms are located. If the *wizard eye* indicates that there is trouble of some kind, the bouncers will be called. The bouncers are a pair of two-headed trolls. One of them is named **Mimiandora**, the other is named **Orakandomtho**.

Naugr the Innkeeper (Ftr9): **HP** 49; **AC** 3[16]; **Atk** two-handed sword (1d10+3); **Move** 12; **Save** 6; **AL** N; **CL/XP** 9/1100; **Special**: +2 strength bonuses to hit, +2 strength bonuses to damage, multiple attacks (9) vs. creatures with 1 or fewer HD.
Equipment: plate mail, two-handed sword.

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

Treasure: Naugr's treasure is kept in a strongbox in his office that is guarded by his worg, Hala.

The iron strongbox is locked, and sits on a pressure plate that will detonate for 6d6 points of damage (save for half) if more than a few gold pieces in weight is removed from it. The trap may be disarmed by twisting a recessed knob in the bottom of the chest. The chest must, obviously, be tipped on its side before the knob is visible, all while keeping it on the pressure plate. The contents of the chest include: 3000gp, 250pp, 21 small pearls in a velvet bag (25gp each), 2 emeralds (250gp), and one ruby (1000gp). Also within the chest is a pair of *bracers of defense* AC 3[16], a *potion of water breathing*, and a *+1 heavymace*.

Hala, Worg: **HD** 4; **HP** 25; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **CL/XP** 4/120; **Special**: none.

At any given time, the guests of the Sunworm might include humans, drow, and duergar. The slaves of these races (including such creatures as bugbears) are generally housed in the stables or staked out in the Caravanserai with a sign of ownership; only the more powerful denizens of the Under Realm can afford the cost of rooms in the Sunworm.

Sumworm Patrons

Patrons of the Sunworm at any given time may include:

Roll 1d6 to see how many times to roll 1d100 on the patrons table below:

01–20	**1d4 Drow**
21–30	**1d3 Duergar**
31–35	**1 Syanngg**
36–50	**1d4 Wererats**
51–60	**1d6+2 Huggermuggers**
61–85	**1d8+4 Human mercenaries/slavers**
86–87	**1 Humanoid chief (Bugbear)**
88–90	**1 Humanoid chief (Orcs)**
91–99	**1 Shroom**
00	**1 Demon, Vrock (Category I)**

Demon, Vrock (Category I): **HD** 8; **AC** 0[19]; **Atk** 2 foreclaws (1d8), 2 rear claws (1d8), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special**: immune to fire, magic resistance (50%), magical abilities.
Magical Abilities: at will—*darkness 5ft radius*; 1/day—*gate* 10% (1 vrock).
Equipment: pouch with 1d6 gems (1d6x100gp each).

Drow: **HD** 2; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 6/400; **Special**: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1 in 8 surprise chance, magic resistance (50%), magical abilities. (***Monstrosities*** 146)
Magical Abilities: at will—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*.
Equipment: *+1 chain mail*, drow cloak & boots (75% to surprise), *+1 longsword*, hand-crossbow, 15 bolts coated in sleep poison (–4 on save). 50% have hand crossbows, 1d20gp, 1d2 gems (1d6x10gp each).

Duergar: **HD** 1+2; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 18; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*.
Equipment: chain mail, shield, warhammer, light crossbow, 20 bolts, 2d6gp, 5% of gem (1d4x100gp).

Huggermuggers (1d6+2): **HD** 2; **AC** 6[13]; **Atk** dagger (1d4); **Move** 6; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: 3 or more around opponent can cause *confusion*. (***The Tome of Horrors Complete*** 330)
Equipment: dagger, 1d10+10gp.

Human Mercenaries (Ftr4) (1d8+4): **AC** 2[17]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 11; **AL** N or C; **CL/XP** 4/120; **Special**: multiple attacks (4) vs. creatures with 1 or fewer HD,
Equipment: plate mail, shield, longsword, longbow, 20 arrows, 1d100gp, 2% chance of magic item.

Humanoid Chief (Bugbear): **HD** 5+1; **Atk** large warhammer (1d8+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 5/240; **Special**: surprise opponents on 1–3, will be accompanied by **1d4 bodyguards**.
Equipment: large warhammer, 1d6 gems (1d3x100gp each), 1 jewelry 1d10gp.

Humanoid Chief (Orc): **HD** 3+1; **AC** 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: will be accompanied by **1d4+2 bodyguards**.
Equipment: longsword, 1d4 gems (1d3x100gp each).

Shroom: **HD** 6+1; **AC** 6[13]; **Atk** staff (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: control plants, plant growth, spells (3/2). (***Monstrosities*** 424)
Spells: 1st—*charm person* (x2), *magic missile*; 2nd—*invisibility*, *phantasmal force*.
Equipment: staff, 1d3x1000gp, 1 magic item (10%).

Syanngg: **HD** 8+20; **AC** 2[17]; **Atk** up to 6 heads (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special**: magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)
Magical Abilities: 1—*slow* (range 40ft); 2—*lightning bolt* (5d6, range 60ft); 3—*dispel magic* (level 12, range 40ft); 4—*flesh to stone* (range 30ft); 5—*hold monster* (range 30ft, duration 3d6 turns); 6—*charm monster* (range 20ft).

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

Wererats (1d4): **HD** 3; **AC** 6[13]; **Atk** bite (1d3), short sword (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: control rats, hit only by silver or magic weapons, lycanthropy, surprise on 1–4 on 1d6.

Equipment: short sword, 1d20gp.

Missions: Any of the various patrons of the Sunworm may be willing to hire the characters as bodyguards (25% chance per group), and there is a 10% chance per group that there is someone in Ques Querax against whom the visitor has a grudge — this is likely to be another visitor, but might (10% chance be one of the full time residents of the Fortress). The fee for any proposed assassination or kidnapping should be determined based on the difficulty of the task.

3H-6. Stables

The distinctive smell of a stable wafts from the wide, double doors, of this building, which currently stand open. A sign over the top of the doors depicts what appears to be a person riding on the back of a lizard.

This building is the stable where the various different species of riding beasts and draft animals of the fortress are kept. Most of these beasts are giant lizards. The stable also includes some closed stalls for the more dangerous creatures that are occasionally to be found in the Under Realm.

The closed stalls are all heavily banded with iron, and have double padlocks. At present, they contain:

A. Empty

B. Manticore

Manticore: **HD** 6+4; **HP** 29; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8) or 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: 4 volleys of 6 tail spikes (180ft range).

C. Gorgon

Gorgon: **HD** 8; **HP** 40; **AC** 2[17]; **Atk** gore (2d6); **Move** 12; **Save** 8; **CL/XP** 10/1400; **Special**: breath turn to stone (60ft range, save negates).

In the regular stalls, there are a total of **8 giant lizards**, each chained by an iron collar to keep it inside the stall.

Giant Lizards (8): **HD** 3; **HP** 20, 17, 12, 12, 15, 10, 5; **AC** 5[14]; **Atk** bite (1d8); **Move** 12; **Save** 14; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 300)

The stables are owned by one of the denizens of Leng — no one can tell which one it is, and many of the folk of Ques Querax believe that a different one of the Leng-men seems to be making the claim to ownership each time. This causes little real confusion, though, for the stables are operated by four human slaves. The slaves are Ormio, Tenkil, Pascha, and Krief. They are ordinary humans, and each wears a stone of *continual light* on a necklace in order to see during the dark hours.

Missions: The slaves are not interested in being rescued, for they were bred in the Under Realms as slaves and know that — for the Under Realms — they are in a very good situation compared to most humans. They can tell a group of inquiring characters that their master (who can be found in **Area 3H-9**) would be interested in purchasing giant lizards to add to the stables. The Leng-man (known as "Owner of the Stables") will pay 200gp each for any wild (or stolen) giant lizards brought to him. The party should be careful if they choose to engage in a career of wild lizard-rustling, though: some owners brand their lizards for identification, and the brands are not always obvious. The Leng-man will not purchase branded lizards.

3H-7. Temple of the Head of Terror

This building has no unusual features other than the picture of a face, crudely cut into the wooden door.

A severed head sits in the middle of the floor in this building, attended by three priests in white robes. Anyone opening the door will always find the three priests in exactly the same positions every time the door opens. The priests do not speak, although they will turn to look at visitors. Their eyes glow, and have the effect of a *fear* spell against creatures (including animals and monsters) with 4 hit dice or fewer. There are no decorations or furniture in the room at all.

Anyone who is not frightened away from the temple by the priests may request healing or other clerical spells as one might at any temple in the surface world. The spells, even those that might ordinarily require the caster to touch the spell's recipient, are not cast in front of anyone other than the three priests. The spell simply takes effect outside the temple. Anyone who somehow manages to spy upon the three priests and the head while a spell is being cast will become insane without a saving throw, and will go to join the denizens of Leng, eventually turning into one. Even if this magical effect is somehow reversed, the person will have no memory of what was actually seen in the temple.

The "clerics" are flesh projections of the head's thoughts. They have no internal organs of any kind, although they can speak as the head wishes them to speak. In terms of combat, they are essentially identical to flesh golems. Provided that the head is not in combat at the time, each of the flesh-projections can cast one cleric spell per day: any spell of any level, but only one spell per day.

The Head of Terror: **HP** 80; **AC** 9[10]; **Atk** none; **Move** 0; **Save** 5; **AL** N; **CL/XP** –/–; **Special**: +1 or better weapon to hit, immune to spells.

Projected Flesh "Priests" (3): **HD** 8; **HP** 40; **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special**: +1 or better weapon to hit, healed by lightning, immune to most spells, slowed by fire and cold, limited spell use (1 spell/day).

3H-8. Den of the Serpentfolk

This building has a small dome fashioned of metal hanging from a bracket over the top of the door.

The Den of the serpentfolk is a combination of inn and tavern for serpentfolk and their troglodyte slaves, and in some cases it will be open to other reptiles or saurians. The proprietor of the den is **Hassasha Tak**, a member of the Red Society of the Serpentfolk.

At any given time there will be **1d6+10 serpentfolk** (all of the civilized type) staying in the Den along with **1d2 leader types** (5HD and spells). In addition to the serpentfolk there will be other reptilian patrons, although the serpentfolk generally hold themselves aloof from these rougher and less-civilized types. The common room and sleeping areas will, in the case of a brawl, disgorge **2d6 lizardmen** and **2d6 troglodytes**.

Hassasha Tak, Proprietor: **HD** 5; **HP** 25; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3); **Move** 12; **Save** 12; **AL** C: **CL/XP** 7/600; **Special**: immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

Spells: 1st—*charm person*, *detect magic*, *hold portal*, *magic missile*; 2nd—*darkness 15ft radius*, *mirror image*; 3rd—*slow*.

Serpentfolk Leader (1d2): **HD** 5; **AC** 3[16]; **Atk** 2 claws

(1d4), bite (1d3); **Move** 12; **Save** 12; **AL** C; **CL/XP** 8/800; **Special**: immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

Spells: 1st—*charm person*, *detect magic*, *magic missile* (x2); 2nd—*mirror image*, *web*; 3rd—*lightning bolt*.

Serpentfolk (1d6+10): **HD** 4; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special**: immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Lizardmen (2d6): HD 2+1; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d6); **Move** 6 (swim 12); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** breathe underwater.

Equipment: belt pouch with 1d6gp, 10% for a gem worth 1d6x50gp.

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

Equipment: stone axe, pouch with 1d10gp.

3H-9. Tavern of the Leng-Men.

This building has no particularly interesting features on the outside, with the exception of a rune upon the door. Nevertheless, there is an unpleasant, disquieting aura to the place.

The Tavern of the Leng-Men has a rune upon the door, which depicts the tavern's actual name, a word that cannot be pronounced by humans, and which also contains telepathic "sounds" as well as spoken ones. The building is usually referred to simply as the Tavern of the Leng-Men, and it is shunned by the other inhabitants of Ques Querax.

At any given time there will be **1d4+1 Leng-Men** in the tavern, squatting around low tables that are of knee-height to a human. They do not use chairs, and it will be instantly apparent that their legs are not jointed like those of humans, a fact which they ordinarily seek to conceal beneath their voluminous robes. In the rafters there are **1d4 leng-bats**, making faint squirping noises.

The proprietor of the tavern is **Ywhoon of the Ulmai**; it has apparently lost one of its arms. For reasons known only to the Leng-Men, if a human asks about the loss of the arm using speech rather than mental communication, all of the Leng-Men in the tavern (including Ywhoon) will become extremely threatening, and any further speech that uses sound will cause a fight. Trying to calm them down by mentally-communicated apologies or cajolery is possible.

The food and drink served at the tavern are not palatable or even edible as far as humans are concerned. The smoke of their hookahs is mildly poisonous (+8 saving throw against the secondary smoke, +4 saving throw if deliberately inhaled). The drink in their goblets is not poisonous but causes strange and disturbing hallucinations in a human's peripheral vision for a period of 1d6 hours (no saving throw), and the food served is a squid-like creature from which the guts are sucked out while it is still alive. There is a tank of these things behind the counter, and if the characters get back there somehow, it can be seen that the squid-things float in a thin blue gas inside the large glass-and-clay container. Eating one of these, or sucking the juices as the Leng-Men do, requires one saving throw per hour for 1d6 hours to avoid swelling up to twice normal size and then bursting open.

Ywhoon of the Ulmai, Proprietor: **HD** 8; **HP** 34; **AC** 5[14]; **Atk** 2 claws (1d4+1), bite (1d3 plus lassitude); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second

save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

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

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

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

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

3H-10. "Alterations in Ownership."

A sign reading "*Alterations in Ownership*" hangs over the door of this building.

This is a store where various adventuring supplies may be purchased. The owner, **Uzox Loam**, is a giant slug about twice the size of a human being. Uzox has **four slaves** who help customers with purchases or other services the customers might require. As a giant slug, Uzox cannot speak, but as with many creatures of the Cyclopean Deeps, he can communicate telepathically, and read minds.

In addition to all the various items that would normally be available in a general store, Alterations also has the following available:

90% chance of 1d4 *potions of healing*

25% chance of a scroll containing 1d4 first level magic-user spells

10% chance of a scroll containing 1d2 second level magic-user spells

1% chance of a scroll containing 1d2 magic-user spells of random level between 1 and 6.

Uzox Loam (Intelligent, Telepathic Giant Slug): **HD** 12; **AC** 8[11]; **Atk** bite (1d12); **Move** 6; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** acid spittle (6d6, 50% to hit within 60ft), immune to blunt weapons, telepathy.

Slaves (Normal Humans): **HD** 1d6hp; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special**: Each slave wears a stone of a *continual light* on a leather thong around the neck.

3H-11. Jeweler and Gemcutter

This shop is run by a duergar, the grey-skinned **Brondignaven**. The dark dwarf's face is virtually unrecognizable as a face, due to hideous scarring that was inflicted upon him by the victor in a brawl. This defacement (almost literally), and the shame at his defeat, drove Brondignaven to leave the duergar community in search of another place to reside. As with many creatures alone without allies in the Under Realm, Brondignaven quickly discovered that living under the protection of Ques Querax would likely be his only chance of living at all.

Of all the creatures residing in the Fortress, Brondignaven has transferred all his loyalties to the Eye of Gaaros, and is fanatically faithful to it. He will immediately report any suspicious or seditious comments to the palace (**Area 3H-15**).

As with all duergar, Brondignaven hates the "dwarves of the shallows," and will attack a dwarf on sight. If the dwarf's face is concealed by hood or mask, and Brondignaven has some compelling reason to restrain himself, he might be able do so (50% chance).

Brondignaven the Duergar (Ftr7): **HP** 31; **AC** 2[17]; **Atk** warhammer (1d4+2) or light crossbow (1d4+1); **Save** 13; **AL** C: **CL/XP** 6/400; **Special**: +1 strength to hit bonus, +1 strength damage bonus, +4 save vs. magic, immune to illusions, magical abilities, multiple attacks (7) vs. creatures with 1 or fewer HD. (***Monstrosities*** 148)

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

Equipment: plate mail, shield, warhammer, light crossbow, 20 bolts, belt pouch containing 19 diamonds of varying sizes and quality. There are 10x100gp, 4x250gp, 2x1000gp, 2x2000gp, and 1x3000gp.

3H-12. Vacant Building

This building has no unusual identifying features.

This building is currently vacant, being undesirable due to the occasional strange smells emanating from the perfume manufactory next door at **3H-13**. It would be possible for a group of characters to rent the building from the Eye of Gaaros. Since the Eye considers all of Ques Querax as its personal possession, it will not understand the concept of an actual "sale" of the building.

3H-13. Perfume Manufactory

The air around this building is rich with a pleasant, but somewhat heavy, cloying odor.

The pleasant/unpleasant smell around this building is a byproduct of the perfumes that are brewed here by **Ellumios Thram**. Ellumios is a magic-user, a human with the head of a dog — he does not care to discuss how this came to be. Despite the dog head, Ellumios is fully capable of normal speech, but the canine eyes allow him to see in the dark.

Ellumios, despite being of Chaotic alignment, can be an excellent source of interesting quests and missions for a party of adventurers in the Under Realms, simply due to the fact that his perfumes (and researches into perfumes) require a constant stream of bizarre or rare ingredients. Mosses, mushrooms, metals, and monster parts are all the sorts of things that go into Ellumios's cauldrons, alembics, and, eventually, perfume vials.

Ellumios Thram (MU7): **HP** 19; **AC** 9[10]; **Atk** staff (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special**: +2 save vs. spells, spells (4/3/2/1);

Spells: 1st—*charm person*, *detect magic*, *magic missile*, *read languages*; 2nd—*detect invisibility*, *invisibility*, *phantasmal force*; 3rd—*fireball*, *lightning bolt*; 4th—*wall of ice*.

Treasure: The vast majority of the perfumes manufactured by Ellumios really are nothing more than perfumes, but they can be extremely valuable. At any given time, he will have 1d4+5 perfumes in stock, each one of which will be worth 1d4x1000gp.

3H-14. Vat Animals.

The only "sign" hanging outside this building is a glass flask containing some sort of small animal suspended in a clear fluid.

The necromancer **Thin Po** and his "servant" **Bhan** live in the top floor of this building. The lower floor contains several stuffed examples of Thin Po's handicraft, "animals" that are grafted and grown in vats. Thin Po has four vats, all of which are on display. The first vat contains a thing that has four long cat legs, but the body of which is a transparent, membrane-like

sac filled with a whitish ooze. There is a flexible tube extending from the creature's rear portion, with several sharp teeth. A scrap of parchment is affixed to the side of the glass vat, reading "*10,000 gold pieces*." The second vat is filled with liquid, and something approximately the size of a rosebud floats within. The third and fourth vats are empty.

Thin Po is a magic-user of 12th level, and his companion, Bhan, is obviously not human, floating in the air without feet, hooded and draped in thick layers of cloaks. Bhan does not speak, and will conceal the fact that it can communicate (and overhear) by telepathy. Bhan is a khryll, present in Ques Querax by invitation of the Eye of Gaaros to serve as support, in various possible capacities, for the Eye's rulership of the citadel.

Thin Po (MU12): **HP** 30; **AC** 2[17]; **Atk** staff (1d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special**: +2 save vs. spells, spells (4/4/4/4/4/1).

> **Spells**: 1st—*charm person*, *detect magic*, *magic missile*, *sleep*; 2nd—*detect invisibility*, *ESP*, *invisibility*, *web*; 3rd—*dispel magic*, *fireball*, *fly*, *rope trick*; 4th—*confusion*, *dimension door*, *fear*, *wall of ice*; 5th—*cloudkill* (x2), *telekinesis*, *teleport*; 6th—*disintegrate*; **Equipment**: *bracers of defense* AC 2[17], staff, 2 *scrolls of lightning bolt*.

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

Treasure: In a locked chest hidden beneath a loose flagstone in the floor he keeps 3500gp, 2 rubies (250gp), a wand of *polymorph other* (5 charges) and a bracelet of sapphires (1000gp).

3H-15. Palace

This building, unlike most of the others that encircle the Caravanserai, has obviously been constructed with the assistance of some powerful enchantments. The stone is as smooth as unworked limestone, to all appearances a natural formation of the living rock, although the surface ripples with designs and spirals that — while quite alien in appearance — are obviously the product of some kind of deliberate craftsmanship.

The door of the building is some kind of white wood. A piece of parchment with writing on it is nailed to the door post.

The palace is the lair of the **Eye of Gaaros**, ruler of Ques Querax. The parchment on the door post is the "*Bounty of the Week*." This is not an actual weekly bounty, it is just the name that the denizens of Ques Querax have given to the Eye's custom of posting rewards for those who bring it specific ingredients it needs for its projects (see **Sidebox**).

The Eye is a living thing, apparently a complete organism unto itself, although science would be unable to explain why or how it survives or thinks. It is the only remaining part of a titanic being named Gaaros-Uaazath that lived many centuries ago. This is the fullest extent of information about the Eye that can be gained in Ques Querax other than from the khryll, who know somewhat more than the other denizens.

The interior of the palace is a single room; the Eye does not sleep, and its bodyguards do not live here, so there is no need for any other space within. The entire chamber serves as a combination of a throne room and military headquarters for the Eye. The Eye is not always in the palace chamber, for it spends a great deal of time in the catacombs below the palace. However, the Eye knows when the palace doors are opened, and unless it is engaged in sensitive work on its golem it will usually arrive in the throne room within an hour. There is a 64% chance that the Eye will be present at any particular time the characters might visit the palace.

If the Eye of Gaaros-Uaazath is present (64% chance):

The inside of the building is a single room, dominated by a huge eyeball that floats over an open pit in the northern part of the room, directly across from the door. Although it is definitely recognizable as an eye, it does not look at all like a human eye — for one thing, the sphere has a diameter of almost three feet. The pupil of the eye seems to change shape from a vertical slit into a circle, and the back half of the eyeball is encased in metal.

In addition to the eye, there are several guards in the room, all of them alert.

If the Eye of Gaaros-Uaazath is NOT present:

The inside of this building is a single, large room, occupied by a contingent of guards. The only unusual feature of the room is a large bronze disk on the floor, which appears to have several handles at intervals around the edge.

The pit (whether closed or open) is the entrance into the catacombs beneath the palace, leading to **Area 3H-18**. If the Eye is not present, **Captain Culverv** will politely inform the characters that their business at the palace will have to wait.

Bugbears (20): **HD** 3+1; **AC** 5[14]; **Atk** bite (2d4) or morningstar (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: surprise on 1–3.

Human Guards (Ftr5) (4): **HP** 26, 18, 20, 22; **AC** 5[14]; **Atk** longsword (1d8+1) or shortbow x2 (1d6); **Move** 12; **Save** 10; **AL** C; **CL/XP** 5/240; **Special:** +1 strength bonuses to hit, +1 strength bonuses to damage, multiple attacks (5) vs. creatures with 1 or fewer HD.

> **Equipment**: chain mail, longsword, shortbow, 20 arrows, 3d6gp.

Bounty of the Week

1	We require a quantity of green moss (reward of 100gp per pound, up to five pounds).
2	We require the hand of a human (left, preferably, right is acceptable). Reward 500gp.
3	We require one ton of smelted iron (25gp reward).
4	We require the head of a bugbear, very fresh (100gp reward)
5	We require double-fermented mushroom liqueur (50 gallons, all or none). Reward 450gp.
6	We require a jar of yellow cave-flies (700gp reward). Must be yellow ones, not green.
7	We require the heart of a piercer (100gp reward).
8	We require the webs of a giant spider (500gp reward).
9	We require the finger of a troll. NOT a two-headed troll, NOT a cross-breed, but a pure troll (1000gp).
10	We require the stinger of a purple worm (8000gp)

Captain Culverv (Ftr8): **HP** 60; **AC** 2[17]; **Atk** +3 *mace* (1d6+5); **Move** 12; **Save** 7; **AL** C; **CL/XP** 8/800; **Special**: +2 strength bonuses to hit, +2 strength bonuses to damage, multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: plate mail, shield, +3 *mace*, 3d12gp.

Ikgil-Otakti (Khryll): **HD** 8; **HP** 40; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits); **Move** 9; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: liquefy internal organs of grabbed victim, mental blast, magic resistance (80%). (***Monstrosities*** 275)

The Eye of Gaaros-Uaazath (Relic): **HD** 20; **HP** 80; **AC** 0[19]; **Atk** none physical; **Move** 0 (fly 12); **Save** 3; **AL** C; **CL/XP** 26/6100; **Special**: Aura of Death (1/day)*, Gaze of Most Utter Domination**, Gaze of Truth***, magic resistance (40%), weak telekinesis, spells.

Spells: *charm person* (x3), *lightning bolt* (x2), *teleport*.

*The Aura of Death: Whenever the Eye desires (no more than once per day) it may produce an aura of death around itself, requiring all living beings within 100ft to make a saving throw or die.

**The Gaze of Most Utter Domination requires any single person gazed upon by the Eye to make a saving throw or fall under the Eye's complete mental domination. Fortunately, the Eye has little interest in causing people to harm themselves, but if it decides to order a controlled victim to commit suicide, there is only one last saving throw permitted to break the enchantment. The Eye must decide to use the Gaze; it is not a constant feature of the Eye's sight. The Eye can maintain control of no more than one person at a time using the Gaze of Most Utter Domination.

***The Gaze of Truth: Any being the Eye looks upon will find itself unable to tell a lie in the Eye's presence unless the creature succeeds at a saving throw. This effect has a duration of five minutes.

3H-16. Tunnel

A broad tunnel leads away into darkness.

This tunnel leads to the areas described in ***Chapter 3: Izamne, City of Endless Dark*** and ***Chapter 4: Izamne, Secrets of the Dark City.***

3H-17. Tunnel

At this point, a wide tunnel leads off from the main cavern. The ceiling is rough with small stalactites, but the floor is smooth, obviously from the passage of travelers coming and going from the Fortress.

This tunnel leads to the areas described in ***Chapter 5: Dread Domes of the Serpentfolk.***

Hex 3H Map 2: Catacombs of Ques Querax

The Catacombs

The titanic being known as Gaaros-Uaazath was not originally of this plane of existence. It emerged into the dark caverns of the Cyclopean Deeps almost a thousand years ago, whereupon it gave birth to a large number of khryll and then slowly died over the course of a century, imparting forbidden secrets and sinister lore to its progeny. The physical form of the titan was not that of a khryll, and the khryll have their own methods of reproduction that do not include the creation of inter-planar titans. It is therefore unclear if the titan was a biological parent, a vehicle that forced its way through the planes long enough to deliver its horrid cargo, the physical manifestation of an ancient curse, or an outgrowth of a chaos god. The khryll "offspring" of the titan consider it to have been a quasi-god of Chaos that penetrated the material plane long enough to spawn a superior breed of khryll into the deep caverns of the world, although not all agree with this "religious" theory. The khryll are aware that they are not the only ones of their species living in the world, but their origin in the titan seems — to them, at least — to indicate that they are a superior strain, destined to rule or to consume the others in the due course of time.

3H-18. The Underthrone

This naturally-formed cavern has two exits, smooth-walled corridors that are obviously cut or melted from the stone, one leading to the south, the other to the west. The circular hole in the ceiling leading up to the palace room is ten feet above the cavern floor. The walls of the cavern itself have been inscribed with thousands and thousands of tiny symbols.

It will not take long for a magic-user to determine that the symbols are some sort of numerical calculation — one that has apparently taken the walls of an entire cavern to complete.

3H-19. Practice Titan

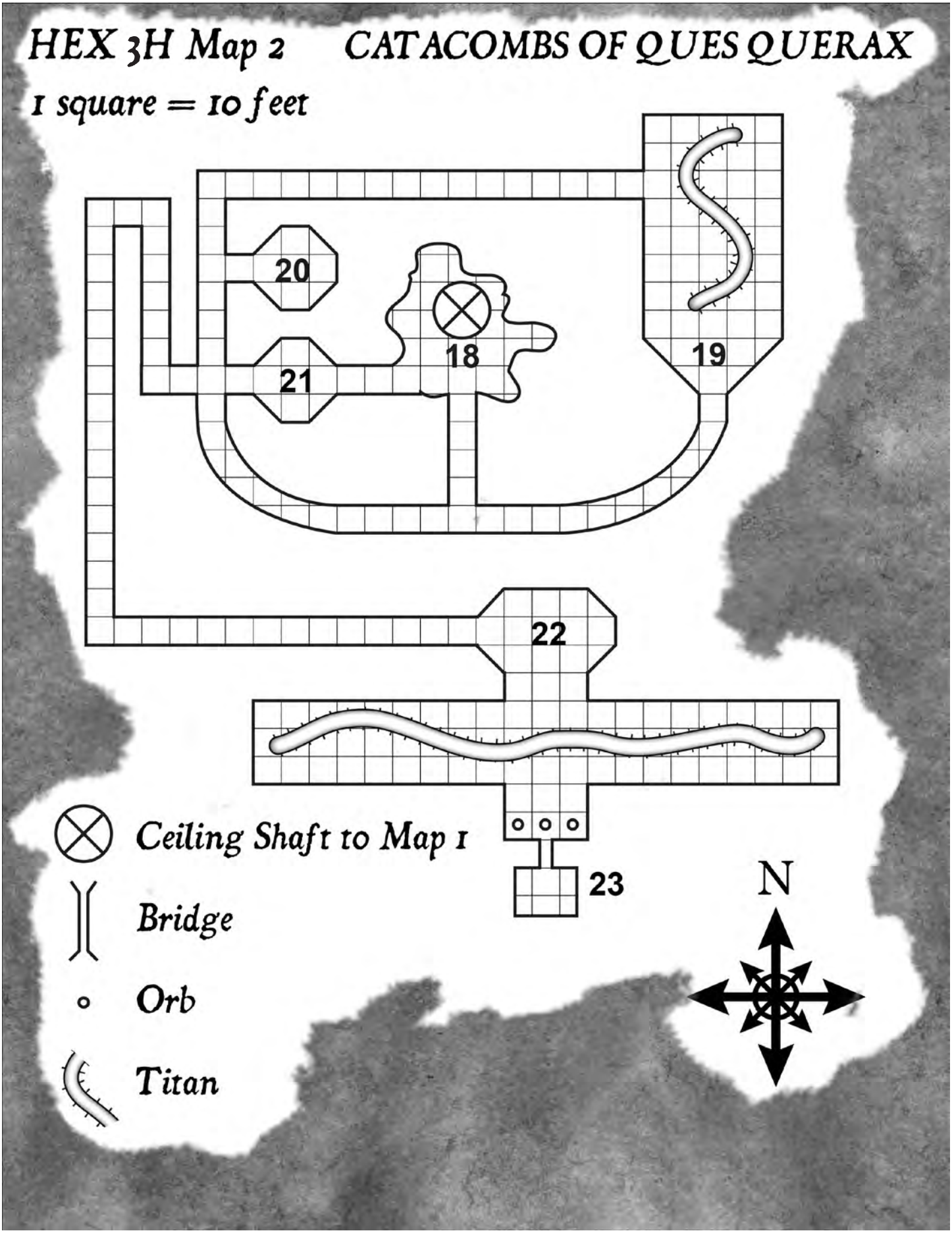
This large room is filled with what appears to be the colossal, metal body of something resembling a lobster. The segmented shape is far too long (there are fifty segments), and it has too many legs (thirty) for a lobster, but the resemblance is definitely there. The overall length of the gleaming construction is 70ft, and the segments have a diameter of about 20ft. Strangely organic looking tubes poke out here and there from in between the segments, and the entire machine seems to be giving off an unpleasant smell.

It will be readily apparent to a magic-user that this mind-numbing construct is designed to be activated or brought to life in some fashion, much like a golem. As it happens, this one no more than a scale model; the real re-creation of the titan is in **Area 22**. Many of the internal working parts of the practice titan are made of organic material, and the slow rotting of this material is what causes the bad smell, for no effort is being made to preserve it. For thinking players, this might offer a clue to the fact that this is no longer a first-priority project. If anyone specifically asks about the eyes of the titan, that character will discover that the beast has two eye sockets, that only one has an eye in it, partly organic and backed with metal … and that the size of the titan's eye is about one and a half feet in diameter (in other words, only half the size of the Eye of Gaaros).

If the party wants to search and poke around in the practice titan's innards, there are several gaps between the metal plates through which a person can squeeze (unless wearing plate mail or larger than a human). For each minute a character spends searching, there is a 1 in 4 chance that one of 10 things might happen. The events do not repeat, and once all of them have transpired the hulk of the model titan has effectively been stripped of all its interesting qualities.

1	**Bad smell intensifies:** make a saving throw or become paralyzed with nausea. Anyone stuck in this way must be pulled out by another person, who must also make the saving throw (unless preparations were made to pull searchers out, such as the simple expedient of tying a rope to those entering the colossus).
2	**Pocket of extremely foul air** when an internal organ bursts. As with "Bad smell intensifies," but the saving throw is at –2.
3	**Slime:** the character comes across a tube that drips green slime. A successful saving throw is required to avoid touching the slime.
4	**Grey ooze:** a grey ooze is inside the colossus, and attacks the character.
5	The character discovers a **gem** worth 1d10x1000gp.
6	The character breathes in some **healthy fumes:** if the character successfully makes a saving throw, add 1 point to the character's constitution attribute.
7	The character becomes **wrapped in a section of guts** and is trapped unless a saving throw at –3 is successful. If trapped, the character must be pulled out (see "**Bad smell intensifies**," above).
8	The character discovers a **jeweled piece of plating** that (if worn in some fashion) serves as an amulet of protection from fire. The plating is magical and can be detected.
9	The character discovers a **complex twist of silver wire**, worth 25gp.
10	The character discovers **two gems**, each worth 1d6x1000gp. They are wired together with a magical charge running between them. Unless the wire is cut during a dispel magic spell, within an anti-magic spell, or in a similar magical dead zone, the gems will explode for 4d6 points of damage each (save for half damage). The explosion will leave behind gems that are somewhat damaged (worth half their original value).

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


HEX 3H Map 2
CATACOMBS OF QUES QUERAX
1 square = 10 feet
20
21
18
19
22
23
Ceiling Shaft to Map 1
Bridge
Orb
Titan
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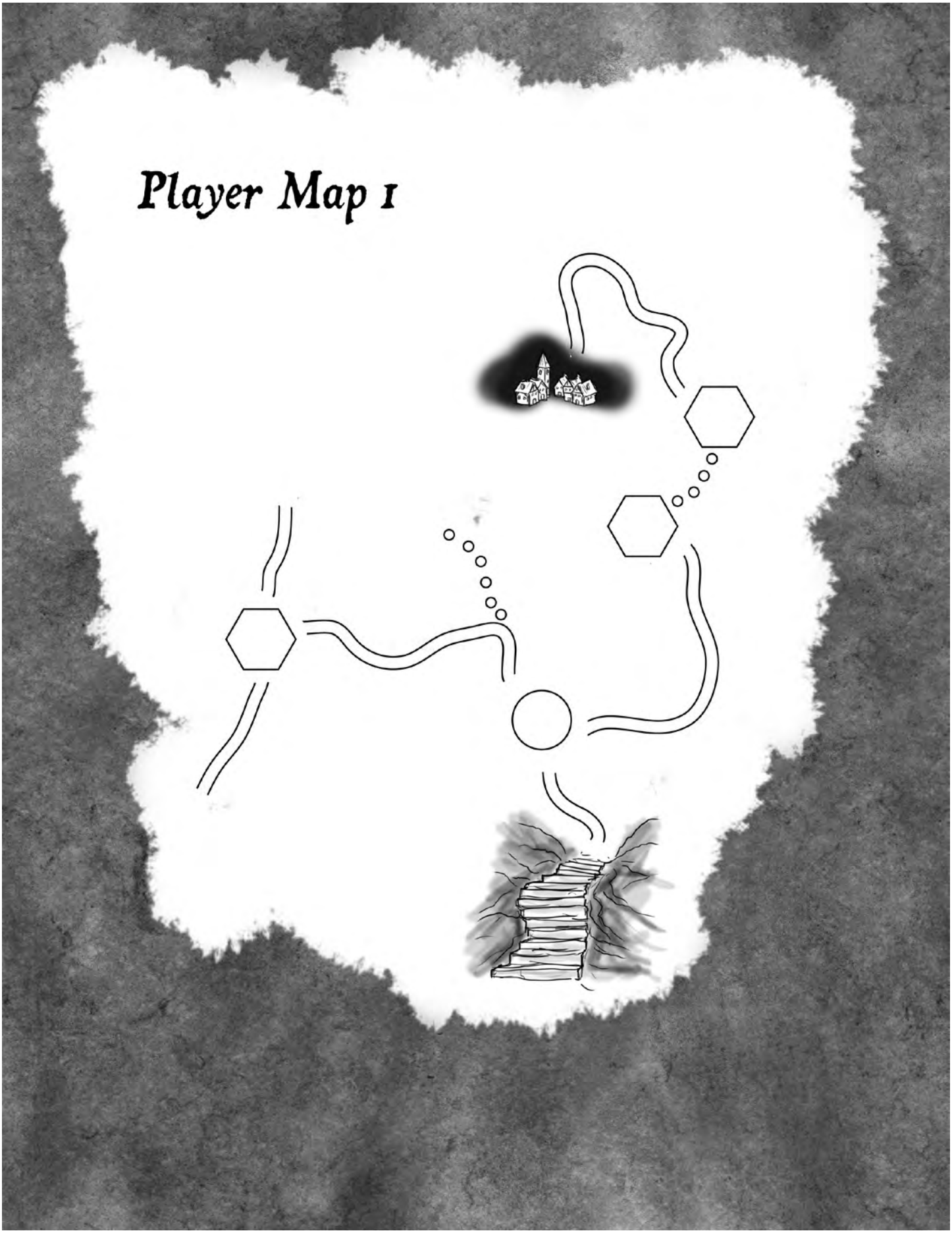

Player Map 1

3H-20. Equipment Room

The walls of this room contain a number of shelves that are piled high with various bottles, tubes, glass vessels, and dried plants. A carapaced creature hovers in the air, where it has apparently been inventorying the contents of the room. It turns toward you, the expression on its alien face unreadable.

The creature is the room is a **khryll**, and the characters have most likely already met one of their kind in Ques Querax, either at the gate or almost certainly in the palace above. If not, the encounter will be a very nasty surprise. It may not be possible to persuade the khryll that the characters have business down here in the catacombs, since it is capable of reading minds. However, if every character in the party manages to make a saving throw, then they will have managed to block the khryll's mental probing, and might succeed in telling a lie. If they fail to persuade (or don't even try) then the khryll will attack using its mental blast.

Eka-Knau (Khryll): HD 8; **HP** 40; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits); **Move** 9; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** liquefy internal organs of grabbed victim, mental blast, magic resistance (80%). (***Monstrosities*** 275)

Treasure: The various materials in the room are collectively worth 40,000gp, but they would need to be hauled somewhere for sale (and that would obviously not be Ques Querax). In with the rest of the 40,000gp worth of materials the party can locate 5 potions (all of which are healing potions). The khryll is wearing a necklace made of obsidian-type beads, but they are not a known mineral — the oddity of the stone makes the necklace worth 10,000gp to the right purchaser.

3H-21. Mnemopods.

This room has a diagram of some kind painted on the wall, and there are four glass spheres floating in the air. One of the spheres is three feet off the ground, the next is four feet, the next is six feet, and the highest sphere is a full ten feet off the ground, very near the ceiling.

The diagram on the wall is **Player Map 1**.

The four six-inch spheres in this room are "mnemopods," magic items that allow a telepath to record a few moments of direct thought for another to "read" later on. These are used by the Eye's khryll servants to leave messages for each other; as telepathic creatures, they find written communications to be utterly inadequate.

Sphere 1 (lowest):

As you touch the sphere, an image forms in your mind. You see a hideous creature floating in the air, a thing with a segmented shell like a crustacean, but with long tentacles where one might expect legs. It appears to be looking directly at you for a moment, but then the view in your mind's eye changes to something else. The new image is of a huge, gleaming, metal structure, shaped very much like the creature you just saw, but longer and somewhat thinner, and with many more segments. The image changes again, seeing to focus in upon the third segment of the huge metal structure; the image of a jeweled piece of metal is superimposed upon that segment … and then the image darkens and disappears.

The sphere must be touched in order to convey its message: the image of a khryll (Akn-A-Nangish-Te from **Area 3H-2**), which will then be replaced by an image of the practice titan in **Room 3H-19**. A moment later, there are two combined images, superimposed over each other: the third segment of the titan, and a piece of jeweled plating (see **result #8** in **Room 3H-19**). If the characters use this vision and specifically state that they are looking in segment 3 of the practice titan, there will be a 50% chance of finding the piece of jeweled plating immediately.

Sphere 2:

When you touch the sphere, the entire world suddenly seems to disappear into darkness. After a moment of terror and vertigo, however, you discover that in this telepathic image you are able to sense things moving in the darkness, even to perceive shapes and images even though your eyes are blind to them. From the cloud of darkness in front of you, an image steps forth: a tall, slender creature wearing immaculate black robes, moving with the grace of a dancer. A moment later, four more figures seem to emerge from the dark. These are short, only half the height of the first figure, and their robes are ragged, layer upon layer of threadbare scraps. The tall figure reaches out and is suddenly holding a golden diadem, which it raises in triumph. The image begins to fade, but before it does so the viewer gains a detailed glimpse of the crown, which is shaped like an octopus with blue sapphire eyes.

This image portrays a dark stalker with dark creepers. The octopus diadem is an important piece of dark stalker history.

Sphere 3:

As you touch this sphere, the world seems to spin for a moment, and then you perceive the image of a serpent man, obviously badly beaten and weighed down by heavy chains. The prisoner is in a small cell, and is seen from overhead as the ceiling of the cell is lowered down like a hinged box lid. Once the cell is closed, the top of it is visible as having three large orbs on it. Each orb is lit from within: the central one glows yellow, and the outer ones glow white. The central orb's illumination slowly changes to white like the others, and then the entire image fades away.

See **Area 3H-23**.

Sphere 4 (highest):

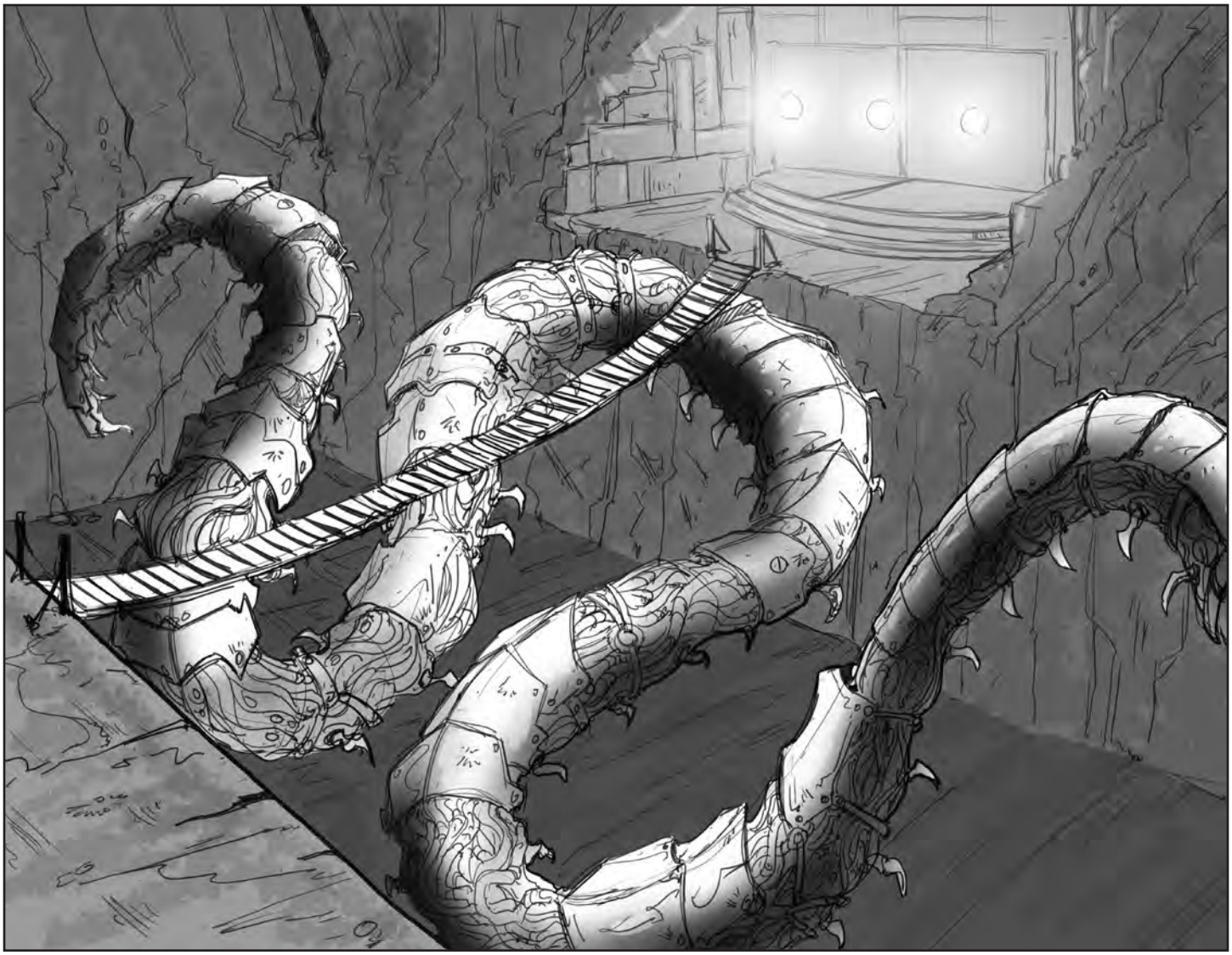
This sphere does not currently have a memory stored inside it, which is why it is floating higher than the others — it is lighter. If it is touched, it will not project a mental image for a moment, since it will be accepting the mental image from the person touching it. Therefore, after a moment, the person touching the sphere will see a picture form … of the character's own face, which will then turn into an image of the entire party of adventurers and what they have been doing for the last ten minutes or so. This image will remain recorded in the Mnemopod.

3H-22. The Titan in Waiting

Your first glimpse of this room creates a moment of vertigo, simply because the proportions of everything seem to be wrong. You are looking at a metal, centipede-like construction, larger than virtually any created thing you have seen in your life; you estimate that it is roughly 20ft in diameter and 200ft in length. In the center of the room, a bridge has been built to allow crossing over the top of the vast, centipede-like body.

If the party has already seen the practice titan in **Room 3H-19**, they will immediately notice that there is no rotting smell here, as there is in the other room with the smaller titan.

If the Eye of Gaaros was not above in the palace when the characters entered the catacombs, then it will be found in this room, working on the titan. For details on the Eye of Gaaros, see **3H-15**. The Eye uses several tools at one time, manipulating them all by telekinesis.



The organic and mechanical innards of this titanic construct are in good shape. The metal parts are polished, and the living tissue is a healthy-looking mixture of greens, yellows, and pink. It is apparently not functional yet, although some of the organs are twitching or otherwise showing signs of life. If anyone attempts to explore the interior of this titan, the innards will defend themselves. One internal organ will ooze to the attack every other round until the intruder retreats from the titan's body. The internal organ is for all intents and purposes the same as a **black pudding**. If a character remains in the body despite the attacks of the internal organs, the character can find one item each round (for 1d10 rounds, or whatever seems appropriate under the circumstances):

1	An oddly faceted gem worth 1d4x100gp
2	A twist of wire worth 1d100gp
3	A piece of unearthly precious metal worth 1d10x100gp
4	A gold-plated skull or bone, wired to an organic thing (10gp for the gold)
5	A piece of sculptured metal that looks valuable but is worthless
6	A green, meat-like substance that originally looked a lot like a precious metal, but obviously isn't once it is picked up and begins to drip.

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

Across the bridge, the characters will be able to see the room's southern chamber, which is blocked off by the bulk of the titan. The southern chamber contains a stone dais with three orbs floating in the air directly above it. Each of the three orbs glows with white light. This is the prison from the "prisoner" memory in **3H-21**, but do not volunteer this fact to the players unless there is reason to do so.

Touching the left or the right orb will cause 1d10 points of damage to bare skin (no effect if touched with wood, leather, metal, etc). Touching the central orb with bare skin causes the orb to glow yellow. A moment later, the top of the dais will swing up and backward on a hidden hinge, revealing the entrance to the prison cell underneath.

3H-23. Prison Cell

The current occupant of the prison cell is **Saja Kha**, a serpentfolk. If the characters come into contact with Saja Kha, they will be facing serious trouble with the khryll of Ques Querax, for Saja Kha has learned things that the khryll consider to be a deep, quasi-religious secret. They will not allow anyone who might have learned the secret from Saja Kha to live.

Saja Kha sneaked into the catacombs as a spy for the Blue Society of the serpentfolk, in an attempt to learn whatever useful secrets might be learned about the ruler of Ques Querax. He got much more than he bargained for, however, when he used a spell to listen in on a telepathic conversation between two of the khryll, and learned the true nature of the Eye of Gaaros — or, at least, the belief of the Ques Querax khryll that the titan Gaaros-Uaazath was a quasi-god of Chaos that came to the material plane of existence from elsewhere, and gave birth to a special, elite generation of khryll. These khryll are destined, according to their beliefs, to en-

slave the entire world, turning all other sapient beings into cattle for their consumption and breeding. This attitude is common to virtually all khryll, but the khryll of Gaaros take the objective as a divine mandate rather than merely a desirable outcome. They are zealots, biding their time in Ques Querax until the titan is completed and the Eye can take its place in the new body. At that point, the khryll of Ques Querax will engage in the next phase of their plan to invade and breed throughout the world.

The Blue Society of the serpentfolk (See ***Chapter 5: Dread Domes of the Serpentfolk***) will pay a reward of 10,000gp for the safe return of Saja Kha to them, but if the adventurers rescue the serpentfolk and escape toward the Domes of the Serpentfolk, they will be relentlessly pursued by the khryll.

Saja Kha (Serpentfolk Leader): HD 5; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3); **Move** 12; **Save** 12; **AL** C; **CL/XP** 7/600; **Specia**l: immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1; none memorized). (**Monster Appendix**)

Treasure: The cell contains no treasure, but it does contain the intact carapace of a dead khryll as well as the skeletons of a human and another of the serpentfolk. Saja Kha has been contemplating the possibility of somehow wearing the khryll carapace in an escape attempt, but he will keep this idea in reserve in case the characters fail to rescue him and he is returned to the cell.

Conclusion

It may be that the characters will return many times to Ques Querax, treating it as a base of operations, or it may be that they turn themselves into fugitives by looking too deeply into the secrets of the Fortress and its bizarre ruler. In either case, the events in Ques Querax are likely to set the tone for many of the adventures that follow.

Chapter 3: Izamne, City of Endless Dark

Unless this chapter is being played as a stand-alone module, the characters have presumably made their way through the fortress of Ques Querax and are exploring deeper into the Under Realms. By venturing into the tunnels at **3H-16**, the characters are now headed into the area of the Cyclopean Deeps controlled by the dark stalkers of Izamne, and are soon to disappear into the unusually powerful darkness that envelopes the mysterious City of Endless Dark.

Darkmist

A central feature of the City of Izamne, and also a geographical feature of some other areas in the Cyclopean Deeps, these strange mists of darkness are involved with one of the most powerful and mysterious factions in the region: the cult of the demon prince Isclaadra. At this point, early in their exploration of the Deeps, the characters may be encountering Isclaadra's influence for the first time. So much the better if they associate the darkmist with the demon prince, but this may be a revelation that does not take place until much later.

The darkmist is, as one might expect from the name, a black mist that forms into stringy clouds as it drifts. It is heavier than air, but due to its strange properties it will often hang in the air for a very long period of time before sinking.

The substance is not magical, and is thus not affected by dweomers such as *detect magic* or *dispel magic*. Its most unusual feature is that it subdues and swallows light. Even magical light in the vicinity of darkmist will become shadowy and emit illumination no farther than 30ft. Moreover, darkmist affects infravision/darkvision as well as normal sight; these abilities still work in darkmist, but, again, only to a distance of 30ft. Any light from normal flame is dimmed to a distance of 10ft. Because the mist is heavier than air, large quantities of it drift down through hidden rills and rivulets in the limestone to collect in certain places — such as the unusually dramatic example of Izamne, where a huge basin-cavern is filled with the mist. The presence of large reservoirs of darkmist in the Cyclopean Deeps is important, to some degree, to many of the denizens of the Cyclopean Deeps. The liquid form of the mist can even be sold, although it is a long and complicated process to refine it.

Movement/Light

The party of adventurers may travel at a rate of one hex (mile) per day per movement point on the **Main Map** of the Cyclopean Deeps. More details about travel, including tables for random encounters, may be found in ***Chapter 1: Down to Ques Querax***.

Beyond **Hex 7N**, the extent of territorial claims by the city of Izamne, the law of Izamne forbids any illumination brighter than a torch. If the party is using magical light or even powerful lanterns, a wandering encounter in the tunnels could prove to be more dangerous than expected. This includes all of the tunnel hexes between **7N**, **8Q**, and **13R** (Izamne).

The "Law of the Last Light" is more than just an unenforced decree; indeed, it is possible that it is an injunction stemming from some unknown forces of great evil. For every day that the characters travel bearing lights that cast a radius of illumination farther than five feet, there is a *cumulative* 10% chance of an attack by a demon. Roll 1d6 to determine the category of the demon, with 1–4 representing a **first-category demon**, 5 representing a **second-category demon**, and 6 representing a demon of a higher category (roll 1d6 again, with 1–2 representing **third-category**, 3–4 representing **fourth-category**, 5 representing **fifth-category**, and 6 representing **sixth-category**).

The Darkfolk/Dark Ones

This part of the Cyclopean Deeps is dominated by the dark folk, also called the "dark ones." The dark ones are by no means the most evil of the creatures encountered in the Under Realms, but they have a close and fundamental relationship with darkness itself, which the characters are likely to discover by the time they reach the end of this adventure.

For the most part, dark stalkers are nomadic raiders of the caverns and wild tunnels of the Under Realms; they do not build permanent structures, and move on quickly from the areas they have been raiding. They depend for their existence on stealth and mobility, being one of the weaker races inhabiting the Deeps. Indeed, if it were not for the occasional permanent settlement — such as Izamne — the darkfolk might be considered nothing more than a tribal nuisance by the other races of the Deeps. However, when numerous societies of the dark folk settle *en masse*, their cities are powerful and intricate, not to be trifled with. Izamne, the City of Endless Dark, is such a place.

As with all dark folk cultures, the only role of the dark creepers is to adore and serve the dark stalkers. It is the social order and individual hierarchy of the stalkers that defines any dark stalker civilization; the creepers are essentially irrelevant. The social mores of the dark stalkers are utterly alien to humankind, for these creatures are not human; it is lethal to assume that their physical resemblance — and possibly ancestry — implies any mental common ground between the two species.

It is important to keep in mind that the dark ones have no written language, although they do use some deeply-cut touch runes in the same fashion as Braille, although the touch runes are not a language, they are abstract pictograms. Nor do the dark folk use fire, which means that they do not forge metal. In Izamne, the duergar supply forged metal items to the dark ones, which makes the city a very important point of trade. The dark ones mainly trade stolen goods and slaves; they are rapacious raiders. However, in Izamne one finds certain goods that the dark ones actually produce: strange textiles with intricate weave, bizarre musical instruments, perfumes with hallucinogenic or other semi-magical properties, and unusually delectable foods and spices. The enhanced non-sight senses of the dark ones permit them to achieve a level of subtlety in certain crafts that is unmatched in the rest of the Under Realms.

The dark folk of the Cyclopean Deeps are divided between two different civilizations, each with a very different culture and values. There are other dark folk civilizations in the Under Realms, but virtually all of the dark folk in the Cyclopean Deeps are members of either the Avarthamna or the Kshamarat.

Both of the two dark folk civilizations in the Cyclopean Deeps are utterly vile and evil; the term "civilization" is only applied to them for the purpose of identifying the different types. Neither of the civilizations is a country or an empire, although the various dark folk communities and traders in the Deeps rely only on members of the same civilization and often spurn the company of their rivals. The two cultures have different spoken accents (although their use of the language is the same, not tinged with slang or dialect), and the robes of each culture are quite distinctive from each other, both in weave and in appearance. This may become relevant if the characters decide to disguise themselves as dark stalkers; this

is a viable strategy, given that the height and build of humans and dark stalkers are identical — but if the disguises are a mix of the two cultures, the trick will be immediately apparent to dark stalkers and most citizens of Izamne.

Avarthamna Civilization

General Information

All Avarthamna dark stalkers encountered in the Deeps will be female. The method by which Avarthamna civilizations survive across generations is a mystery that the adventurers might discover during the course of the adventure, and is detailed in the adventure text. The Avarthamna females shun darkfolk males from other civilizations (such as the Kshamarat) because they consider darkfolk males to be something of an abomination against nature. This dislike is intense enough that male dark stalkers finding themselves alone with Avarthamna females are at risk of being murdered.

The Avarthamna civilization considers itself to be favored by the demon prince Isclaadra, and they construct shrines to this horrid being.

Reliquary-Houses of the Avarthamna

Avarthamna reliquary-houses can be of any sort of construction; in the city of Izamne they are permanent structures, but in the wild caverns and tunnels of the Under Realms they are often little more than a tent made of cured skins. As described above, membership in an Avarthamna reliquary-society is by choice, so — since the ancestor-tokens and victory-trophies may need to be moved from one house to another — these items are relatively small. Ancestor-tokens are disks of wood inscribed with the ancestor's "rune of touch" (see **Appendix I: Glossary**). Victory trophies are small mummified bits of the victim, but in the Avarthamna the trophy is almost always a shrunken head. Each Avarthamna dark stalker also carries a metal button that signifies ownership of one of the heads, much like a receipt. The buttons have a hole punched through them, and they are sewn into the cloth veil worn by the dark stalker over her face.

The trophies themselves are more than they appear to be. If the dark stalkers of the Avarthamna civilization are able to capture an enemy or to work on the body within 24 hours, they will manage to torture the soul out of the body's physical substance, trapping it in the shrunken head for eternity (until the head is destroyed).

Kshamarat Civilization

General Information

Unlike the Avarthamna, Kshamarat dark stalkers may be of either sex. The Kshamarat worship Noagana the Unseen, one of the Seven Primordial Nagas.

Reliquary-Houses of the Kshamarat

As with the Avarthamna civilization, the reliquary-houses of the Kshamarat do not have any required structure or material; the ones in the city are permanent and the ones in the wild caverns are light and mobile, easily packed away for travel. Ancestor-tokens are domino-like pieces of stone, carved with the ancestor's "rune of touch." Trophies are generally a bundle of teeth, although some are scalps. The Kshamarat do not trap the souls of their victims in the trophies as the Avarthamna do: souls are kept in small, hand-held nets (**Magic Items Appendix**). It is also traditional for the Kshamarat to provide music for their trophies; a dark creeper is usually assigned to the reliquary-house with a musical instrument of some kind.

The Kshamarat do not keep physical "receipts" for their victory-trophies. Rather, they scar themselves in memory of each kill, so that the arms of a veteran Kshamarat warrior will often be laced with scars commemorating the victory-trophies the stalker has stored in the reliquary-house.

Relations between the Avarshamna and the Kshamarat

Superficially, relations between the Kshamarat and the Avarshamna are completely peaceful. They live side by side in the City of Izamne almost without incident. However, there is an underlying rivalry of some kind that is utterly and completely incomprehensible to humans. It appears to be more of a contest than a war, but for a contest it can be viciously bloody. Every once in a while, a dark stalker for some reason becomes a legitimate target for members of the other civilization to murder. For the Avarshamna, any male dark stalker is a legitimate target, but only if the murder is done without witnesses. This "murder-without-witness" is not the only time that Avarthamna females will kill Kshamarat stalkers, but it is the most common. Why an Avarthamna becomes a legitimate target for the Kshamarat is essentially unknown, and does not make any logical sense to humans.

The result, however, is that from time to time a dark stalker is murdered, and a trophy taken by the other civilization. It is conceivable that the characters might be drawn into this ritual killing-contest, either as guards, as a diversion, or as hired killers themselves.

In both of the two darkfolk cultures native to the Cyclopean Deeps, the stalkers accumulate treasure and gold just as most monsters do. The dark creepers carry treasure, but this is almost always the property of one of the stalkers, not the property of the creeper.

Minor Encounter Hexes (7N, 8Q, and 9L)

Hex 7N: The Broken Gates

This area is the main entrance and outer defense of the city of Izamne. A recent battle has left it partially destroyed.

7N-1. The Archway

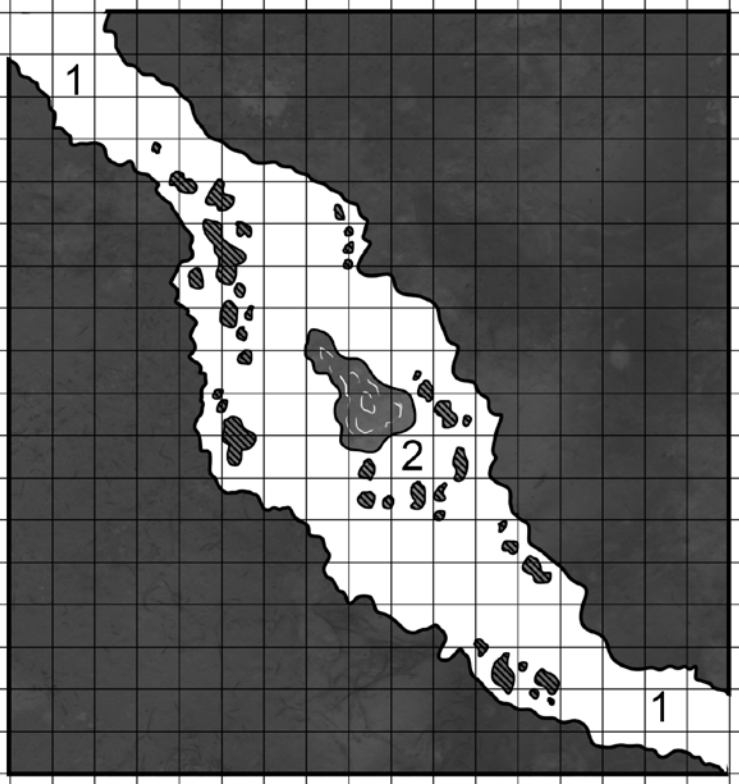
A large archway forms the entrance to a chamber up ahead. Lit torches sit in cressets to either side of the archway, illuminating an inscription over the top of the arch. The inscription reads: "*Look upon the Chamber of Last Light, and let your gaze linger. Whomsoever bringeth illumination greater than a torch beyond this chamber shall die*."

7N-2. The Chamber of Last Light

As soon as the first of the adventurers steps into the Chamber of Last Light, there is a blinding flash of magical illumination from the eyes of the naga carving over the top of the northern arch (see description below). Anyone who *succeeds* at a saving throw will only be blinded for 1d4 combat rounds. Failing the saving throw results in blindness for 10 full minutes. The only way to completely avoid being blinded is to enter the chamber backwards or to be significantly blindfolded. The effect of the flash is generally doubled against goblins or other subterranean creatures.

When the dazzlement of the bright light clears, and you can see once again, you find that the entire chamber is bathed in a soft light that is identical to the light of the sun. You are in a very large octagonal room almost 100ft across, with a high, domed ceiling. It is immediately apparent that a major, extremely destructive battle has taken place in this vast chamber, not long ago. A large portion of the west wall has completely collapsed into the room, and chunks of the rubble appear to be fused together by supernatural heat. Large chunks are gouged out from the northeastern wall, and part of the domed ceiling has fallen in, creating a pile of shattered stone twenty feet across in one part of the chamber. On the far side, a second archway spans the entrance to a thirty-foot wide corridor. Over the top of the northern archway there is a bas-relief carving of a naga, a human-headed serpent. The eyes of the carving are glowing, but the brilliance of the light appears to be dwindling.

Hex 9L - Jack in Irons

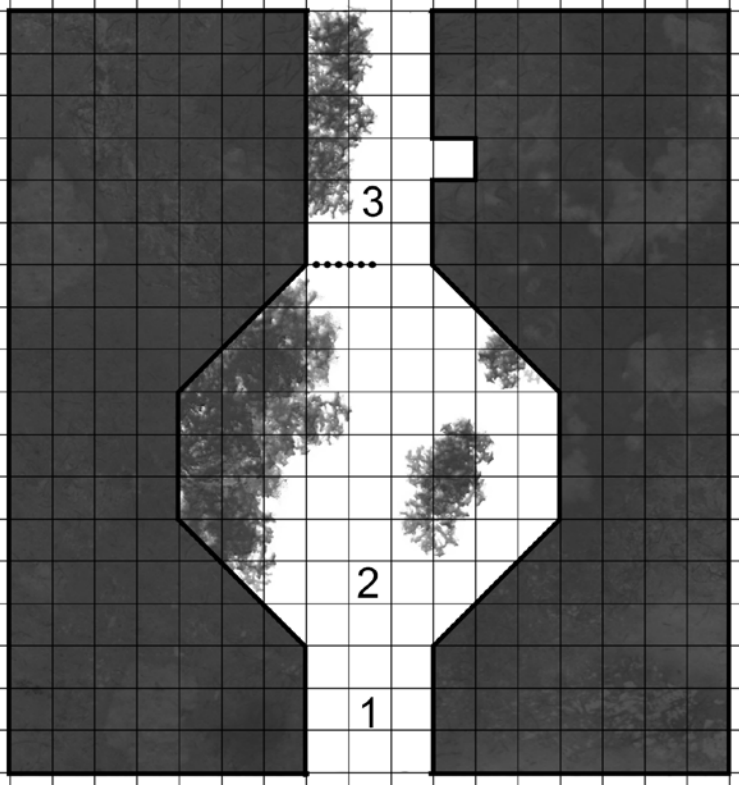


Map Key

Stalagtite
Stalagmite

Pool

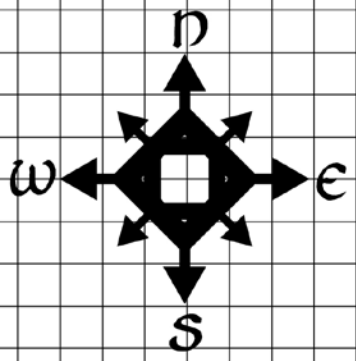
Hex 7N - The Broken Gates



Map Key

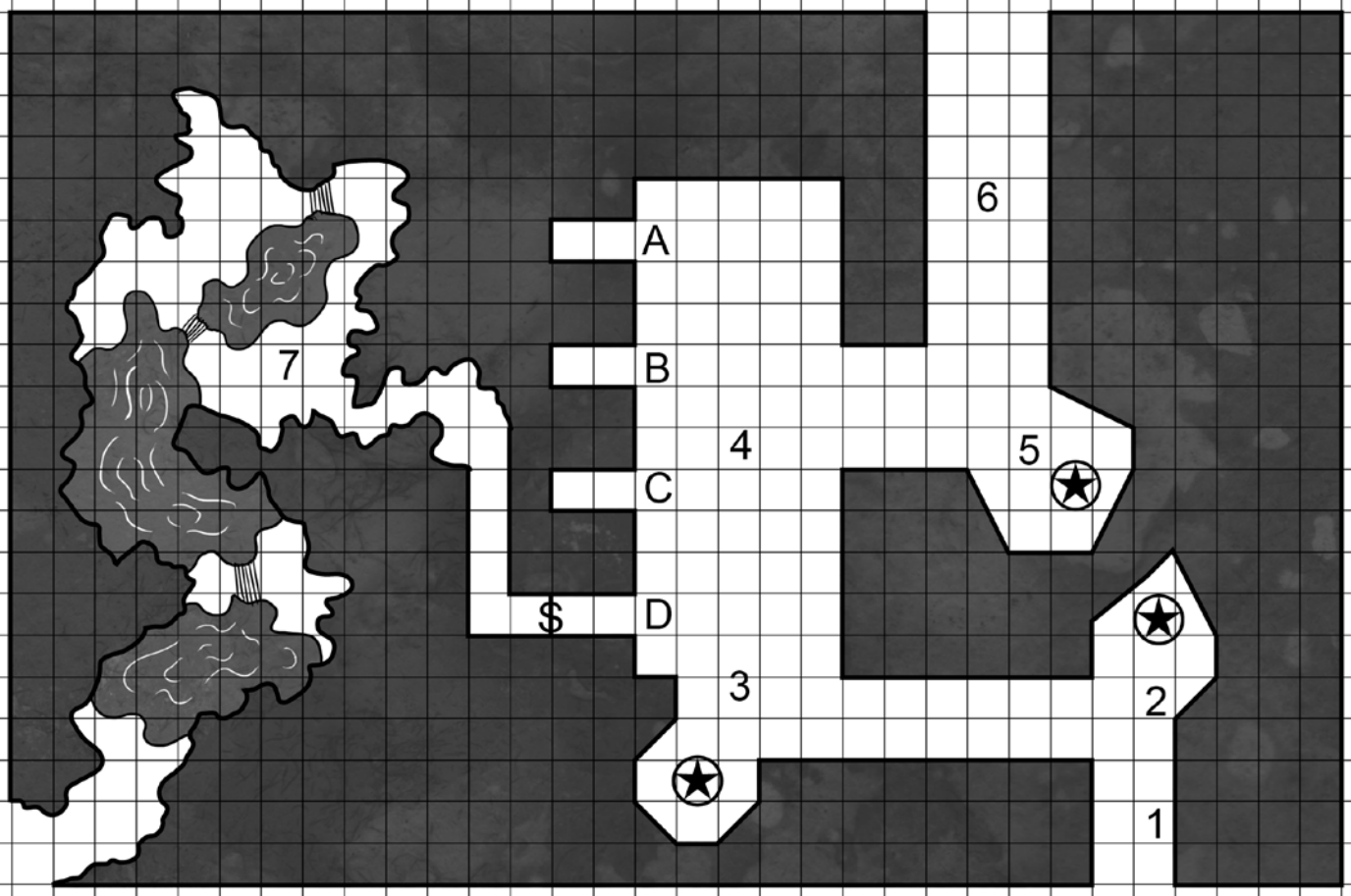
Rubble

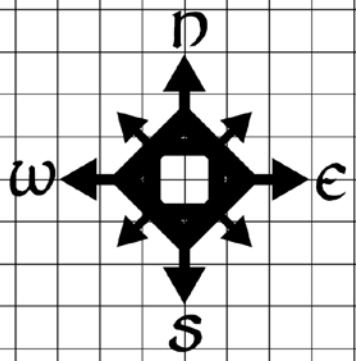
Portcullis



1 Square - 10 Feet

Hex 8Q - The Shrines





1 Square - 10 Feet

Map Key

Waterfall

Water

Secret Door

Statue

Beyond this carved stone chamber, it is a crime punishable by death to carry any light brighter than a torch (30ft radius).

The defender of this entrance to Izamne's territory is the syanngg Biasshk (in **Area 7N-3**), who has made a temporary lair to the north in **Area 7N-3**. The flash of light from this room will immediately warn the syanngg that intruders have arrived. Biasshk will not expect the characters to attack, since they look like many of the armed adventurer-merchants of the Deeps, but it will not allow a party to give evasive answers while letting the blindness wear off. If the syanngg does not receive satisfactory answers in short order, it will attack while the characters are still blinded (or, at least, it will try).

This is not necessarily a combat encounter. If the party establishes to Biasshk's satisfaction that they are indeed making a (relatively) peaceful trip to Izamne, he will let them pass … but he will demand a toll of 5000gp. He will not demand a toll if the characters are headed south. Biasshk can be bargained down to 100gp on the toll, but if he is forced to accept any price lower than 1000gp he will follow the party for almost a mile, complaining about how adventurers used to pay tolls happily and politely, without haggling over the price. He bemoans the fact that times have changed, and keeps talking relentlessly about the old days.

If the party pays Biasshk the full 5000gp he requested, then he will warn them to "avoid the Orchard of Yiquooloome." This is reference to a location in ***Chapter 10: Orchards of Yiquooloome.*** He will refuse to give any more information than this.

If the characters inspect the bas-relief carving of the naga over the northern arch, they will find a very shallow carving on its forehead, barely distinguishable even at close range. The carving is the shape of a seven-headed snake, with the third head from the left slightly larger than the others. The seven-headed serpent is the symbol of the Seven Primordial Nagas, of which the third is Noagana the Unseen, patron of the Kshamarat darkfolk.

7N-3. Northern Corridor

> The northern archway was once protected by a portcullis, but half of the iron gate is missing, and the other half is crumpled sideways and no longer blocks the corridor. Most of the western wall of the tunnel is caved in, reducing the corridor's original thirty-foot width to twenty feet. There is a ten-by-ten alcove in the eastern wall. The shattered remains of two stone statues are half-buried in the fallen wall.

Because the light-filled nature of the Chamber prevents the darkfolk from being effective combatants here, they have employed a syanngg by the name of **Biasshk** to guard the way through. The original defenders of the gate were stone golems (now shattered and half-buried in rubble), and the darkfolk are aware that there are certain problems that may arise from using one of the unpredictable syannggs as a guard. Nevertheless, Biasshk is powerful enough to give pause to potential attackers, and was … available for hire.

Like most syannggs, Biasshk is a supreme egotist and has the attitudes of a tyrant, despite the fact that his current occupation represents nothing more than guarding a door. Finding himself harried and hunted by the drow tribes north of the Cyclopean Deeps, Biasshk made his way to Izamne, killed the former guardians of the gates, then offered himself to the darkfolk of Izamne as a replacement for the — obviously ineffective — stone golems that had once secured this entrance to the city's territory.

Biasshk the Syanngg: **HD** 8+20; **HP** 61; **AC** 2[17]; **Atk** up to 6 heads (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special**: magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)

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

Treasure: Biasshk has hidden his treasure in a hollow underneath one of the two shattered stone golems. Anyone searching through the rubble or inspecting the golems will find it easily. The treasure comprises 3000gp in a chest (locked and trapped with a poison needle), 2 rubies (250gp each), 2 matched necklaces of pearls (2000gp each), a *potion of levitation*, a *+2 dagger*, and a *scroll of reincarnation*.

Hex 8Q : The Shrines

Note that this hex is under Izamne's law that no light brighter than a torch (30ft in radius) may shine in the city's territory. If the party travels in violation of the law, it is possible that they will be attacked as a result.

8Q -1. South Entrance

> The long corridor suddenly turns 90 degrees to the west, and there is some sort of chamber at the corner where the passageway makes its turn. You can see a large shape in the chamber.

The "large shape" in the chamber is mist coiling around the invisible statue of Noagana the Unseen (see **Area 8Q-2**, below, for description of the statue).

8Q -2. Statue of Noagana.

> This alcove-chamber contains a tall pedestal deeply inscribed with curvilinear designs. There is nothing on the pedestal.

Anyone inspecting the pedestal will immediately discover that there is an invisible statue upon it. A person of normal height will be able to tell by touch that the statue is a very large, coiled shape with scales the size of a human hand. If some sort of magic, powder, or other method of seeing an invisible object is used, the characters will find that the statue is of a snake with a human torso and head. The torso has four arms and the mouth has long, curving tusks like those of a mammoth. A circlet on the creature's head bears a gem cut with seven facets, and there is a rune deeply incised in the statue's chest. The gem is ordinary stone, a part of the statue's carving, which will be apparent to anyone using magic to view the statue, but not to anyone using flour or a similar powder to see the statue's outline. The rune incised on the statue's chest is identical to that on the forehead of the bas-relief in **Area 7N-2**, a seven-headed snake with the third head from the left somewhat larger than the others.

A cleric in the party will recognize this as a statue of Noagana the Unseen, god-demon of the Kshamarat darkfolk. If a cleric or NPC in the party might know more about the demon, refer to the glossary entry on Noagana as a source of information.

8Q -3. Statue of Tsathogga

> A horrid statue stands in this alcove-like chamber, representing a frog-like being. The statue is easily twice the height of a human. It appears to be carved from some kind of slick, greenish stone, so old that the statue's extremities are beginning to crumble away.

This is a statue of Tsathogga, an ancient and evil being who is the patron of many denizens of the Under Realms. The followers of Tsathogga are not at all welcome in Izamne, although nothing along the way indicates the distrust and barely-concealed hatred the dark folk harbor for followers of the Great Lord of the Elder Maw.

Anyone approaching the statue within five feet will suddenly become blind, although stepping back from the statue will immediately remove the blindness. It is impossible to see the statue closely; the nearest distance at which it

is visible is five feet. Even more disturbingly, anyone who has stepped within the five feet of the statue and become blind will also have the sensation of maggots crawling all over the character's skin. This sensation persists for a full minute after the character leaves the statue's five foot radius.

Live offerings are made to Tsathogga here, by placing a living creature into the statue's dark zone. The feeling of maggots on the skin is not entirely imaginary — any creature remaining in the statue's dark will actually, eventually, be consumed by the ethereal maggots that inhabit the darkness around the statue. It is possible for the adventurers to get advance warning about the dangers of the statue if they are in possession of a *veil of seeing* (**Magic Items Appendix**) taken from one of the dark folk. The *veil* will reveal all of the statue's secrets, including the ethereal maggots swarming over the statue and the trash below it.

If anyone attempts to harm the statue, the ethereal maggots will move to attack the desecrator.

Any character feeling around the base of the statue will find various objects; the quantity of objects is actually far more than is possible in the five-foot radius of blindness around the statue, and the objects were not visible from outside the circle. They exist in some sort of nasty limbo-reality along with the statue and the maggots. Most of the objects are bones; once a character determines this, the bones can be sifted through in order to find other things.

Take note of two facts. First, by the time an adventurer gets out of the circle of blindness to look at the bones, there will already be **1d4 clots of ethereal maggots** on the character, and they will be starting their attacks at that point in time. Second, the characters will discover upon looking at the bones that there is a lacework of holes through the bones, making them fragile enough to crumble if they are treated at all roughly. This is the result of prolonged exposure to the ethereal maggots.

Ethereal Maggots (1 sq. ft) (1d4): HD 8; **AC** 8[11]; **Atk** collective set of bites (1d4); **Move** 18; **Save** 8; **AL** N; **CL/XP** 11/1400; **Special**: +1 or better weapon to hit, automatic 1d4 damage after first strike, invisible (–4 to hit), immune to piercing weapons, magical bludgeoning weapons inflict triple damage. (**Monster Appendix**)

8Q -4. Common Room

> You can tell from the quiet echoes and the movement of the air that there is a large chamber in front of you, but it is filled with darkness, a strange and enchanted murkiness that seems to devour the light you are carrying.

The room is filled with darkmist, a substance native to the Cyclopean Deeps that dampens and feeds upon light. Illumination from flames will reach not further than 10ft through darkmist. Even magical light will only reach to a radius of 30ft, and darkvision/infravision extends no further than 30ft through the enchanted murk. No spell can eliminate the properties of darkmist, although *wish* spells and the like can greatly reduce them.

This room is the home of **two dark stalker priests** and their **dark creeper attendants**; these darkfolk maintain and protect the statue-shrines at **8Q-2** and **5** (the darkfolk in this region of the Under Realms do not worship Tsathogga and thus the statue at **8Q-3** is left unmaintained). The room has four bedroom-alcoves in it, which is where the darkfolk live.

A. Avarthamna Shrine-Keeper (Sashi).

This is the sleeping chamber of **Sashi**, a female dark stalker (all of the Avarthamna civilization are female). Sashi guards and maintains the attached shrine of the demon prince Isclaadra, known as the Prince of Mists (see **Area 8Q-5**). Sashi wears a cloth veil over her face, sewn with ten metal buttons (these are victory tokens of the 9 dark stalkers and 1 human she has killed).

Sashi will keep herself cloaked with her own magical darkness, and will circle around the adventurers to listen to their conversations. The rest of her dark creepers will also move into positions around the walls of the room and attempt to climb them to a level higher than a person can reach (88% for each creeper). If the party is preparing to loot Sashi's alcove she will speak to them from the darkness and warn them against invading her sleeping chamber.

If it comes to a battle, Sashi will retreat, and her stalkers will (when the opportunity arises) leap from their high places on the walls and attempt to backstab.

Sashi, Dark Stalker Priestess (Clr4): HD 6+2; **HP** 32; **AC** 7[12] or 0[19] in darkness; **Atk** *+1 short sword* (1d6+1 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 9/1100; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills, spells (2/1). (***Monstrosities*** 84)

Spells: 1st—*detect good*, *detect magic*; 2nd—*hold person*.

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

Equipment: *+1 short sword, +2 against snakes* with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, unholy symbol of Isclaadra.

Treasure: Sashi's short sword is named "*Tamareethi Cobra-Slayer*" It is a *+1 weapon, +2 against snakes*. Anyone picking up the sword will suddenly hear the name as if spoken, although no one else will hear it. The holder receives double experience points for killing snakes (including magical or giant snakes, but not dragons).

B. Avarthamna Dark Creepers (Sashi's)

This alcove contains 8 noisome bedroll-piles of rags, untanned hides, and soft garbage. It is the lair of **8 dark creepers** who serve as Sashi's bodyguards/servants.

Dark Creepers (8): HD 1+1; **HP** 2, 5, 6, 2, 3, 2, 8, 4; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

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

Treasure: Each of Sashi's creepers wears a leather bracelet with a large pearl worked into the leather, worth 100gp. Each of them also wears an ornate silver anklet made of twisting silver wires and leaves, rising almost to the knee. The anklets are used to hold baggy trousers close to the leg. Tiny flecks of a semiprecious orange mineral worked into the wire make the anklets worth 150gp each.

C. Kshamarat Dark Creepers (Jaoome's)

Dark Creepers (8): HD 1+1; **HP** 2, 5, 6, 2, 3, 2, 8, 4; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves tools, unholy symbol of Noagana, 1d4gp.

Treasure: Jaoome's creepers all wear leather necklaces that are threaded with 1d20 silver beads each. Each of the beads is worked with almost microscopic filigree; they are worth 20gp each.

D. Shrine-Keeper's Door (Jaoome).

This sleeping alcove is the chamber of another dark stalker, this one a male cultist of the man/snake god Noagana. The dark stalker cultist is named Jaoome, and he is one of the Kshamarat civilization (the soul-collectors).

The room's most important feature is the secret door at the back of the

chamber, which leads to a hidden passage (**Area 8Q-7**) that can be used to reach Izamne.

If a group of adventurers enters the room, Jaoome will immediately leave his alcove to greet (evaluate) the newcomers. His dark stalkers will form up around him so that they will be between him and missile fire, if the encounter should turn hostile. They will remain shrouded in their own magical darkness, of course.

Jaoome, Dark Stalker Priest (Clr4): **HD** 6+2; **HP** 32; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 9/1100; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills, spells (2/1). (***Monstrosities*** 84)

Spells: 1st—*cure light wounds* (x2); 2nd—*hold person*.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), *soul net* (**Magic Items Appendix**), unholy symbol of Noagana, thieves tools, necklace with single ruby in iron setting (Leng-ruby worth 4000gp)

8Q-5. Statue of Isclaadra

Coils and strands of a black mist rise and fall slowly inside this large alcove, most of it gathered in the middle of the open space. After looking at it for a moment, you notice that the ropes of mist seem to be surrounding and caressing the outlines of an invisible shape at the center point of the chamber. You can almost make out the shape as the mist writhes over it; it is approximately ten feet in height, and it seems to have wings.

The invisible statue is of the demon-prince Isclaadra, Prince of Mists, a human-like figure with the horns and legs of a goat, with great bat wings folded back.

Anyone viewing the statue for more than a minute will find that a small thread of black mist appears to have formed between the character's eyes and the statue, as if sight were becoming an actual material thing, in the form of a strand of the black mist. If the character does not stop looking at the statue at this point, a rope of black mist will form between the character's eyes and the statue, obscuring actual vision, but the character will (after 1d6 minutes) begin to perceive with a sense other than sight, beginning to commune with the black mist.

The character may gain one of several possible visions:

1	The character must make a saving throw or die; success grants the character 500xp.
2	The character must make a saving throw or be struck with a *curse* (blindness). However, once the blindness curse is removed, the character will gain darkvision to a range of 60ft.
3	**The character has a vision:** *"Although your eyes are still blind, a vision begins to form in your mind's eye, of a trail of skulls against a grey background. You float past them as if in a dream, until you come upon a great underground city, in a huge cavern with walls that slope down to an irregular, basin-like floor. One or two high ridges of rock curl through the cavern, like bones, also covered with buildings. Above the city, darkness seems to rise to infinity, shaping itself into the image of a man's cruel-looking face, with two parallel scars running vertically down the sides."* This is a vision of the City of Izamne; the rising darkness suggests that there is a dimensional rift over the top of the city, and the face is the face of the Archmage Jupiter Kwan. More details about Jupiter Kwan may be found in ***Chapter 9: Hidden Worlds of Jupiter Kwan.***
4	**The character has a vision:** *"You see a person in dark clothing walk up to a large bronze disk that is set into a hole in a stone floor. The details of the room are vague, but there appear to be several shapes on the floor, perhaps people who are asleep or dead. There are several handles around the edge of the bronze disk, and the man in dark clothing takes hold of one of them. Muscles straining, he pulls the disk to the side, revealing a pit underneath it. As he swings down and climbs into the pit, you see that he has a very distinctive seven-edged scar in the middle of his forehead. As he disappears into the pit below, the vision fades."* This is a vision of the throne room in **3H-15**, a thief disappearing into the catacombs below Ques Querax.
5	**The character has a vision:** *"A tall, thin man stands beside a tall mirror that is fixed to the wall with hinges and latches on each side. The mirror has an elaborate frame that appears to have thousands of pentacles and other arcane symbols stamped or carved into it. The man turns to face the mirror, and you can see that he has a cruel face, marked with parallel scars running up and down the sides. Behind him there is a forest of trees with yellow leaves. The man reaches to the side, apparently undoing the latches on one side of the mirror. He swings the mirror to the side, as if it were a door, but there is another mirror behind the first one. Once again, you can see the reflection of the man with the scarred face. Behind him, there is a room with hundreds of books on the walls. The image fades away."*
6	**The character has a vision (and must speak dwarf in order to understand the speech):** *"You see a grey-skinned dwarf with jet-black hair. He is talking to some other person, but you cannot see the other person clearly. The dwarf says, "Then the King is no longer truly himself. Which means he is also no longer the King." Then the vision fades."* This is an image of Moggar Kchak, the King of the Duergar's emissary to the City of Izamne. The image is a true vision of the discussion in which he first realized that the King of the Duergar had come under the influence of some other, mysterious power (see ***Chapter 12: Font of Darkness***).

At any time, a character can pull away from the black mist and break the connection with it. However, it will not link with that character again, ever. Note, too, that very few NPCs would willingly allow a rope of black mist to form a connection between their eyes and an eerie, invisible statue. Only the player characters are likely to be brave enough to attempt communing with the statue of Isclaadra.

8Q-6. North Corridor

A thirty-foot wide corridor leads to the north through an archway. Imbedded in the keystone of the arch there is what appears to be a stone human skull, facing forward. The stone of the skull is a slightly darker color than the stone of the archway.

The corridor continues, leading to **Hex 9R** and then eventually to the City of Izamne, in **Hex 13R**. Every 200ft there is one of the stone skulls imbedded in the stone of the corridor wall. These rather eerie markings are actually guideposts leading to the City of Izamne. The primary corridor that the characters are following will have several side tunnels and dead-end forks; if they think they are lost, they can scout forward to find the skulls and remain on the correct path.

8Q-7. Waterfall Cavern

Beyond the secret door, you can hear the sound of rushing water, the roar of a river crashing down into unknown deeps.

This series of waterfall caverns offers a route to the secondary tunnel shown on the main map in **Hex 8P**, although making the descent can be dangerous. The height of the northernmost waterfall, dropping into the cavern from above, is 80ft.The second waterfall is a drop of 60ft, and the last waterfall is 100ft. By the time the characters reach the bottom of this cavern from the top, they will have descended 160ft deeper into the earth.

The middle section of the cavern (waterfalls above and below) is the lair of **6 cavern lizards**. These creatures will not offer direct combat with the adventurers, but they will use their ability at climbing walls to get at the characters while they are making a descent (or ascent) through the cavern. If possible, they will wait to attack until people are hanging from ropes or pitons.

Lizards, Cavern (6): HD 4; **HP** 30, 16, 18, 18, 12, 23; **AC** 5[14]; **Atk** bite (2d4); **Move** 9 (climb 6); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: bite latches for automatic damage each round. (***The Tome of Horrors Complete*** 363)

Treasure: The cavern lizards have a deep alcove behind their waterfall, where they have stored 20 skeletons (18 are small, being the skeletons of dark creepers, and 2 are taller, dark stalkers). Various bits and pieces are scattered in and around the bones, including: 18 daggers and 2 short swords, 18 sets of horrid-smelling rags, 2 very nice sets of dark stalker clothing (both are of the Kshamarat culture), 2 black face-veils, 33 takka coins (worth 25gp each), 171gp, 1265sp, 2001cp, 5 small opals (10gp each), a rotted-through carpet 3ftx4ft, and a battered copper amulet with a rune carved into it (the same rune that is on the chest of the statue of Noagana at **8Q-2**).

Hex 9L: Prison of the Jack-in-Irons

9L-1. Raving in the Dark

The floor of the wide, naturally-formed tunnel is intermittently broken from place to place by upward-reaching spikes of stalagmites, some of them rising high enough to meet with the downward-hanging stalagmites of the ceiling's irregular heights. Ahead, you can hear noise: a voice of some kind but in such a deep register that it sounds like an earthquake or the crash of waves. As you draw nearer, the bass tones of the voice make the stone itself vibrate, and you

From these two locations (to the northwest and southeast of the cavern's center) the approaching adventurers will be able to hear the mad ravings and curses of the imprisoned giant.

9L-2. The Prison

The tunnel corridor that you have been following for miles begins to widen, opening to a long cavern area ahead, perhaps fifty feet wide or so. Approximately seventy feet into the long cavern there is a pool, beside which stands a ring of stalagmites. You can see the source of the deep voice that shakes the earth; a huge, hulking giant stands in the center of the ring of stalagmites, girded in chains and manacles that are bolted to the cavern floor. The giant's face is feral and inhuman, much like that of an impossibly huge orc. It stands twenty feet tall, with broad, powerful musculature.

The giant's back arches as if in pain, as it howls a constant stream of curses and incoherent, babbling rage. It has apparently not noticed your approach, or if it has, it chooses not to be distracted from its fury.

This colossus is a **jack-in-irons**, a rare type of giant. It has been imprisoned in this cavern for two centuries, chained with manacles of great magical power, and it has gone irrevocably mad over these many years. The giant's name was once Dormdhyad, but it has forgotten any existence prior to its bondage in this cavern.

It is dangerous to assume that the giant's chains restrict it to the ring of stalagmites surrounding it; in fact, they are long enough to allow Dormdhyad to charge to within 10ft of either of the cavern's walls. Additionally, he is strong enough to break off pieces of stalagmite to throw, should he need a missile weapon.

Dormdhyad was placed here by the darkfolk to guard the back entrance into Izamne. In addition to the magical chains binding the giant, it is enchanted to fall into a stupor when it hears the sound of the azamarthi, a wind instrument played by the darkfolk of the Avarthamna civilization. This particular enchantment, which is unknown to the Kshamarat dark stalkers, gives the Avarthamna a secret route in and out of Izamne.

Anyone who does not sound some notes on an azamarthi (no matter how badly) before trying to pass through the cavern will be attacked by Dormdhyad (see the **Glossary** entry for "azamarthi").

Giant, Jack-In-Irons: HD 16+1d6hp; **HP** 70; **AC** 0[19]; **Atk** club or thrown rock (7d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 17/2300; **Special**: hurl boulders, shake earth (stomp foot, save or fall down), stun by club (save or stunned for 1 turn). (***The Tome of Horrors Complete*** 276)

The only thing of value in the giant's possession is the pair of manacles that bind his chains to the stone of the cavern. These unique items are the *manacles of hate*. Any being chained with these manacles will be unable to break the chains or fastenings attached to them, and they cannot be removed by the prisoner. In the past they have been used successfully to bind a dragon, and once even a titan. Unfortunately, Dormdhyad is too far gone in his insanity to allow anyone to approach him in an effort to free him.

If Dormhyad stamps his foot to shake the earth, tiny hairline cracks will open in several places in the stone, and wisps of darkmist will drift out for a while. There is no structural damage that the characters should worry about (although they might) — the only effect is the wisps of darkmist being forced from the stone.

When Dormdhyad dies, a string of darkmist will begin to float from his nostrils and mouth, barely visible until the three strands join together and drift groundward, then making a sinuous flow toward a crack in the ground.

Hex 13R: The City of Izamne

The overview map of the City of Izamne covers only a few of the main locations in the city, which should be enough for basic playing or if you decide to add more depth to the city's character by adding more map locations with their denizens. Keyed locations are described in the second half of this chapter.

General Adventuring In Izamne

Most of the city's more prosperous business concerns do not rely on pictures or written signs to attract business; rather, slaves are employed to call and cajole passers-by toward the open doors. It is, of course, advisable to know where one is going before stepping across unknown thresholds, regardless of how persuasive the door-slave might be. Caution develops quickly. Walking through the streets of Izamne is a bizarre experience, with darkness and shadow on all sides, buildings looming from the murk as the characters pass through. Bats and stranger things wheel and squeak in the great vault of the stone ceiling, a background noise behind the calls of door-slaves and the occasional long-quavering scream in the distance. This is not a human place, despite the superficial resemblances of the buildings and inhabitants; the similarities are at best coincidental, and at worse the mimicry of predators. This is a place where light is an unwelcome stranger, a nod to the needs of foreign visitors — a weakness. And Izamne is a place that tolerates few weaknesses.

Reading the Map

The city is built in the uneven basin of a massive cavern, and contains naturally-formed hills and ridges that have simply been incorporated into the city's construction. As with many human cities, the higher elevations are occupied by the city's richer inhabitants and by important buildings such as the temples. The bottom level of the basin is occupied by the poorest inhabitants of the city, and is a vast, deadly expanse of slums that seethes in the eternal darkness of the cavern, unpoliced and unregulated by the wealthier inhabitants of the high, curving ridges and hills of the city.

Currency

The traders and other citizens of Izamne all accept gold coins and other normal currency, but due to the weight of metal currency most of them prefer to do business using tokens that are produced by the duergar, called *takkas*. One takka is worth 25gp, and they are lighter than ordinary coins, with 40 to the pound (thus, a 1000gp value of takka weighs exactly 1 pound).

Flying

Of all the various modes of travel in the great basin-cavern of Izame, flying over the city can certainly yield the most interesting results. For instance, it is extremely likely that the characters will expect that there is a ceiling over the top of the city, which is not the case. At an altitude of 200ft over the top of the city, the darkmist forms into a dimensional vortex, sweeping into one of the realms controlled by the archmage Jupiter Kwan. If the characters are caught in the vortex, refer to ***Chapter 9: Hidden Worlds of Jupiter Kwan.***

If the characters do not venture to the heights of the cavern, they will still have to contend with the limited visibility caused by the darkmist, and with stirges. Stirges infest the heights of the cavern, having thousands of nests in the cavern walls.

Climbing on Rooftops

Running along the tops of roofs, leaping over the small gaps between tightly-packed medieval buildings, is a favorite tactic for characters that suddenly find the need for a quick getaway or an easy entrance into a wood-shingled building. The tactic works in Izamne, as well, although running along rooftops in the dark is an inherently dangerous game. To some degree, it is easier in Izamne than it is in a city where the rooftops are peaked to throw off snow: most of the rooftops in Izamne are flat, which reduces the chance of falling or sliding. However, the citizens of Izamne are generally predatory, crafty, and highly conscious that they need to protect their lairs. The rooftops are filled with traps and other defenses that have been placed specifically to kill or disable anyone running along them.

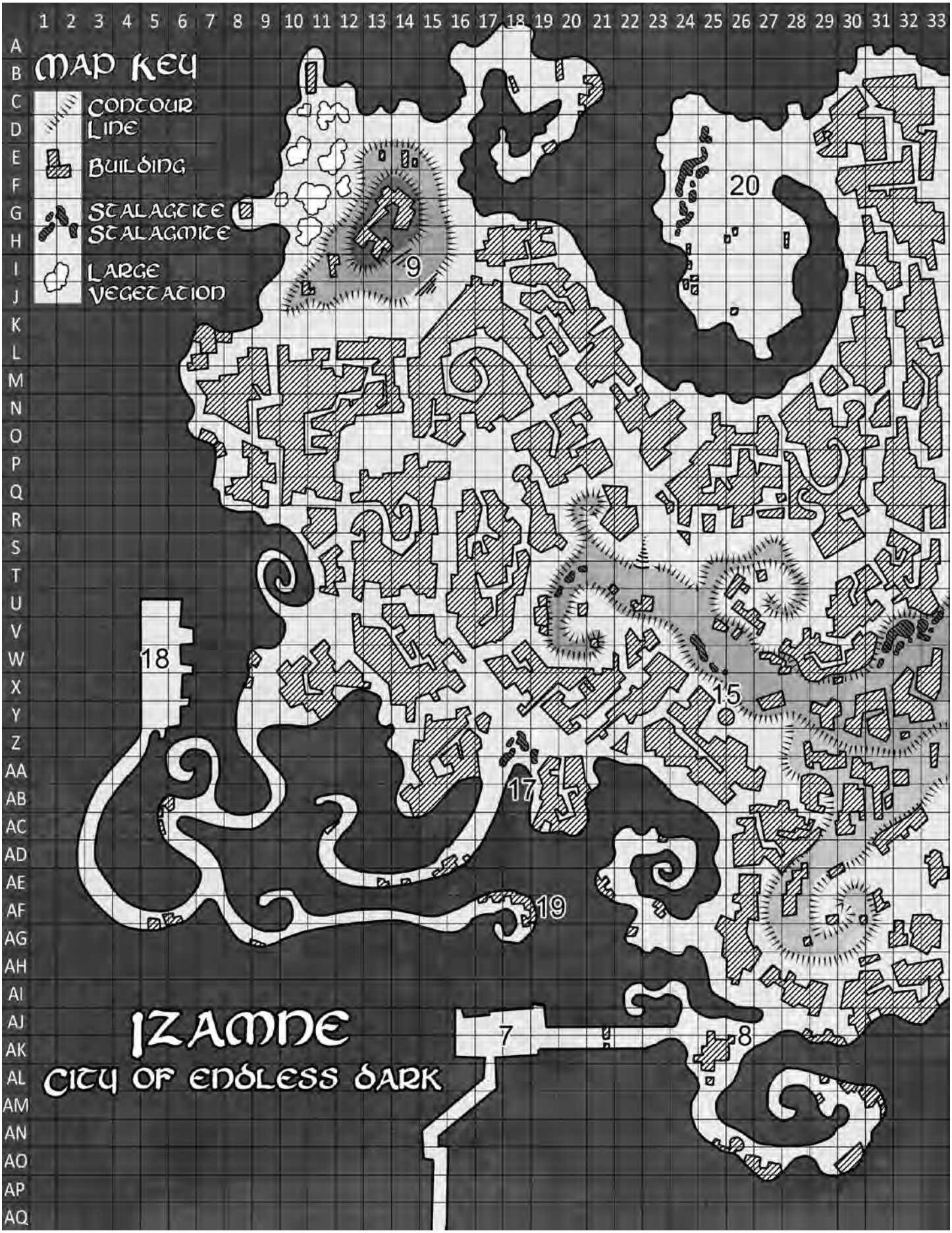
For every 50ft (one square on the map) of travel on rooftops, make a roll on the following table:

Rooftop Encounter Check (1d20)

1–15	No danger encountered
16–18	Rooftop Trap (see **Table** below)
19–20	Rooftop Animal (see **Table** below)

Rooftop Traps (1d20)

1–5	**Large, spring-mounted net**, with attached alarm bell. Roll a saving throw: failure means that the net springs, the character is entangled, and the bell rings. Someone will be up from the building shortly to see what's for lunch.
6–10	**Scything blade** (roll to hit as a 5HD monster). Roll for blade size (1d20) to determine the damage caused if the blade hits: 1–10 inflicts 1d6 points of damage, 11–15 inflicts 2d6, 16–19 inflicts 3d6, and a roll of 20 indicates a huge blade that causes 4d6 points of damage and has an additional 1 in 20 chance to sever the character's foot.
11–15	**Razor blades and wire**. Traversing this roof will inflict 1d3 points of damage per 10ft traveled. Various measures could be used to negate or bypass this hazard.
16–19	**Snares**. Unless the character is moving very fast (or in darkness) these snares can be bypassed automatically. If the character is moving incautiously or blindly, a thin wire snare automatically catches and holds the character. It takes 1d3+5 minutes to cut through the wire's tight hold: ripping loose in 1 minute causes 1d6 points of damage and causes the character to leave a blood trail for the next 30 minutes.
20	**Noxious gases**. Poison gas is drifting from one of the city's manufactories, and air currents have caused it to concentrate around this block of buildings. Roll for the severity of the concentration on 1d10: 1–5 Weak concentration (1d6 points of damage, saving throw at +1 negates); 6–8 Medium concentration (1d6 points of damage, saving throw reduces by half); 9–10 Severe concentration (3d6 points of damage, saving throw reduces by half).


MAP KEY
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STALAGTITE STALAGMITE
LARGE VEGETATION
IZAMNE
CITY OF ENDLESS DARK
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1 SQUARE - 50 FEET

Rooftop Animals* (1d10)

1	1 gloom crawler
2	1d6 goblin dogs
3	2d6 stirges
4	1 chained-up alarm-goblin
5	1d6+10 normal poisonous snakes
6	1d10 cave crickets
7	2d4 giant leeches
8	1d4+1 carrion creepers
9	1d4 shriekers
10	3d6 giant rats

*Rooftop animals include everything from encounters with guard animals to encounters with the predators that haunt the rooftops of Izamne.

Buildings

The adventurers will, at some point, start investigating individual buildings. Use the following tables to determine what sort of decadence or iniquity the building contains.

Note that most buildings in the city do not have windows since there is virtually no view, and windows simply offer burglars or assassins a way into the house. Windows are normally built more like secret doors, for use as an escape.

Izamne Buildings

Roll 1d100 and refer to alphabetical listing below:

1–40	Store
41–50	Tavern or gambling den
51–60	Temple
61–70	Residence, private (wealthy)
71–80	Residence, group (apartments/flats)
81–85	Brothel
86–88	Stable
89–91	Food Production (dairy, poultry, etc)
92–93	Flophouse
94	Mill/Pump
95	Theater of Sound and Shadow
96	Reliquary-House (dark stalkers/creepers)
97	Alchemical Workshop
98	Magic-user, shaman, or other spellcaster
99	Gladiatorial arena (also used for animal pit-fighting)
00	Agent of Operations

Agent of Operations: This building is the office and living quarters of an individual who does the dirty work for some faction, group, cult, race, guild, merchant-house, noble, or other employer. The guards, fortifications, and treasure in an agent's office will most likely be proportionate to the power of the agent's client(s). An agent who represents one faction of the beggar's guild will not have the same sort of operations as an agent who represents several powerful mercantile houses. Most agents of operation in the city will, unsurprisingly, be **dark stalkers** (95% chance). Such a dark stalker will have **3d6 dark creepers** to undertake various tasks. The race of a non-darkfolk agent may be determined as follows, using 1d6:

1	Duergar
2	Drow
3	Serpentfolk
4	Shroom
5	Night-ghoul
6	Khryll

An agent's lair may have any of the following elements:

Element	Chance
1d6 goblins and 1d4 goblin dogs	90%
1d4+2 bodyguards/assistants of the same race as the agent (unless the agent is a shroom or a khryll, in which case only 1d2 bodyguards)	90%
Magic-user of level 1d4+5 (same race as the agent if the agent is bipedal, otherwise serpentfolk)	50%
Crystal ball	10%

Alchemical Workshop: The limitless caverns beneath the world are a veritable wonderland for those who revel in strange ingredients, bizarre rituals, poisons, and other facets of alchemy. Of the various races and species of the Cyclopean Deeps, the shrooms are the best known for their alchemy, although the serpentfolk are almost as adept as the toadstool-men. Most alchemists in Izamne will work for anyone who pays them, and there is no law or guild to prevent them from selling poisons, explosives, or other dangerous substances.

Brothel: Given the number of different races and species that gather in the darkness of Izamne, brothels are numerous and diverse. Many of these houses of ill repute also serve other purposes: many political factions and organized crime gangs are headquartered (often secretly) in the city's brothels. These are some of the most heavily guarded and fortified businesses in the city.

Flophouse: Entire tribes of nomads and small armies of raiders will occasionally pass through Izamne over the course of a few days. The city's transient population changes far too much for normal inns to handle the demands that migrations and wars can cause. As a result, many of the buildings (especially at the bottom of the cavern basin) are nothing more than common rooms with sleeping pallets filled with dried fungi for cushioning. Roll 1d6 (1d4-1 times) to determine other patrons:

1–2	1d6 Duergar
3–4	1d6 Drow
5	1d2 Serpentfolk
6	1 Khryll
7	1d8 Night-ghouls
8	1 Dark Stalker with 1d4+4 Dark Creepers

Food Production: This building contains one of the following (roll 1d8):

1	Dairy (weird subterranean goats)
2	Poultry (blind chickens)
3	Egg-production (giant lizards of various sizes)
4–5	Fungus-farming (very bad smells here)
6	Long meat (sapient beings are being fattened here)
7	Short meat (usually lizards)
8	Delicacy (usually grubs or insects, but sometimes refined sugars from some raw material such as sugar-moss or sweetgrubs)

Most of these agricultural businesses are operated by dark creepers on behalf of one or more dark stalkers. Obviously, farming in the Under Realms cannot depend on the presence of light, so these farms are not only inside buildings next to residences, but they are multi-story buildings that might have giant lizards on one level, the farmer's residence on the next floor, and fungus farming on the roof. The methods, crops, and animals are completely different from what the characters are familiar with.

Gladiatorial Arena: Gladiatorial contests and animal fights are favorite entertainments of the vicious occupants of Izamne.

Mill/Pump: With neither wind nor water to power the milling needs of the city, slave power is put to use in these essential businesses. Mills are used to produce fungus-based flour, mechanical bellows power blast-furnaces and forges, and pumps draw strange alchemical liquids from deep beneath the cavern.

Reliquary-House: These are the communal buildings of the dark stalkers; dark creepers in the normal ratio will be close at hand in the buildings around the reliquary-house, but the majority of occupants will be stalkers. Out of a 1d100 roll, there is a 55% chance that the reliquary-house will be from the Avarthamna civilization, a 43% chance that it will be of the Kshamarat culture, and a remaining 2% chance that it will be from a "foreign" darkfolk culture. Since handling a darkfolk culture that isn't described in this module would require some fast impromptu work on the part of the Referee, feel free to disregard and re-roll the 2% possibility if it comes up. See descriptions of the two major darkfolk cultures in the introductory sections of this module.

A reliquary-house of either civilization will contain (at any given time) **1d6+1 dark stalkers** and **3d6 dark creepers** to attend the stalkers or maintain the relics. Avarthamna reliquary-houses contain hundreds of wooden ancestor disks and shrunken heads, and may generally resemble the ones described in **13R-15 (Hex Y25)**. Kshamarat reliquary-houses contain bundles of teeth and scalps hanging in decorated alcoves, and will be similar to the one described at location **13R-11 (Hex V38)**.

Not every reliquary-house will have the ability to create a **reliquary-grue** such as the one in **13R-11**, but most will have some sort of feature that makes it unusual. These include (roll 1d6):

1	**Reliquary grue** (Type 2) (see **Appendix II: Monsters**)
2	Rising column of darkmist (probably collected into jars from time to time)
3	**1d4 Gargoyle guards**
4	Altar/shrine to Noagana (Kshamarat) that will summon **1d3 spirit nagas**, or a statue of Isclaadra (Avarthamna) that will summon **1d2 first-category demons** (Vrock type).
5	**1d4+1 shadows** lurk in the niches and crannies where ancestor-tokens are kept, and will attack if the tokens are disturbed (although they don't care about other treasures being looted)
6	Treasure is cursed, and anyone stealing it must make a saving throw or make attacks at –1 to hit until the curse is removed.

Treasure in a Reliquary-House will generally be something like the following (1d6):

1	Statues are made of precious metals and are worth a combined total of 1d6x1000gp
2	Statues have eyes and details made of precious and semi-precious stones, and have a combined value of 1d6x1000gp plus 1d100gp
3	Draperies and wall hangings are textured with pictures (they are never seen by the darkfolk, but they are touched), and are worth a combined total of 1d4x1000gp
4	Ancestor tokens are kept in boxes made of valuable substances (wood, underground, is rare, for example), and are worth a total of 1d100x100gp
5	A captive from the other darkfolk culture is being kept in the reliquary house and will soon be converted into a trophy. The captive can be ransomed, if rescued, to a reliquary-house of the other culture for 1d10x100gp.
6	Food that has been left as an offering to the ancestor tokens is valuable (fruits or delicacies), worth 1d10x100gp

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

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves tools, 1d20gp.

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

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

Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 2d20gp, 50% to have 50gp gem

Treasure will vary in the reliquary-houses, but will generally total in the neighborhood of 2d6+3x1000gp. For the most part, this will be the value of decorations and furnishings; only a fraction of the total will be in coins.

Residence, Group: The poorer denizens of Izamne do not own entire buildings; they live in *insulae*, which are effectively like modern-day apartments or flats. The interior of these buildings usually has a central stairway leading to 1d4+2 levels; unlike the traditional Roman insula, there is no central well to allow light to enter … here, there is no light outside or inside. Apartments within the insula are usually 10ftx20ft, and house 1d2 individuals each.

Each level of an insula will have 1d2+4 apartments on a floor. Since floors are ordinarily segregated (by choice) according to the species of the inhabitants, each floor will have generally the same type of inhabitant. These are, of course, overwhelmingly made up of dark creepers:

Population of a full floor (1d100)

1–60	**1d6+6 dark creepers** and their **2 dark stalkers**
61	Entire floor is infested with **1d6 shadows**
62–70	**1d2x4 night-ghouls**
71	**1d6 denizens of Leng**
72–75	**1d6 serpentfolk**
76–80	**1d2+6 drow**
81–85	**Human NPC party** (roll 1d4+5 to determine level).
86–95	**1d6+4 duergar**
96	Floor is infested with **1d6+6 giant spiders (6ft diameter)**
97–98	mite nest with **3d10 common mites** and **1d10 pesties** (see **Appendix**).
99	**1 syanngg**
00	**1 khryll**

Residence, Private: Some of the inhabitants of Izamne are rich enough or simply powerful enough to own an entire building in one of the blocks (group residences and private residences are found side by side in most city blocks). Ahead of time, you may want to make a list of private building that the characters might find, for these can be used to house patrons, powerful opponents, or locations that will define your own version of the city. However, assuming that you don't have the time to do so, the following table may be used to determine the activity or inhabitants of a particular building.

1–10	Headquarters of a **night-ghoul leader** (has 2x normal hit dice) and his **1d10+10 night-ghoul followers**. There is a 50% chance of a **goblin slave** with **1d4 goblin dogs** being used to scent intruders, and a second 25% chance that there are **shriekers** independently or in addition to the dogs.
11–55	Private residence of an important **dark stalker** (add 4HD) with **1d4+8 normal dark stalker followers** and their total of **3d10 dark creepers**. There is a 75% chance of a **goblin slave** with **1d4 goblin dogs** being used to scent intruders, and a second 25% chance that there are **shriekers** independently or in addition to the dogs.
56–60	Gelatinous-Cuber. **Dark stalker** (and its **creepers**) have a group of **1d4+4 gelatinous cubes** that are trained to move where they are led/ordered. They clean the streets of garbage, and the cuber-crew makes them spit out the contents when the work is done. Contents are then used, sold, or fed to the **otyugh** in the basement.
61–65	**Serpentfolk magic-user** (MU9) and **servants** (**1 dark creeper** as majordomo and **1d6+5 goblins**). Serpentfolk in Izamne always have **1d2 goblin slaves** with **1d4 goblin dogs** each to scent intruders, and there is a 25% chance that there are **shriekers** independently or in addition to the dogs.
66–70	**1 Leng-spider** (will pay for rubies, dead leng-men, or an attack into the tunnel of the Leng-men in **Area 13R-16, Hex W65**).
71–75	Slave Stable. **1d10+5 bugbears** and **1d20+10 goblins**, sometimes with overseer but they have nowhere to run to. There is a 5% chance to find a **living human** in this sort of hellhole. No dwarves or elves other than their bones, though.
76	**1 Neh-Thalggu**
77	**1 Aboleth** with **1d20 skum servants** (this would be a very secret hiding place for the aboleth).
78–80	House of a **Dark Confessor**. The confessor will be attended by the same entourage as a dark stalker's private residence (as described in this table)
81	The house is currently filled with a constant flow of darkmist from beneath the city. There is a 25% chance that walking into the house will transport the characters to one of the realms of Jupiter Kwan (see ***Chapter 9: Hidden Worlds of Jupiter Kwan*** and roll 1d4 to determine which reality the characters arrive in).
82–85	**Ogre Mage** (8HD) with **4 ogre mages** in attendance, and **10 normal ogres**. They are accompanied by a retinue of **45 goblins** (servants of various functions) and **10 goblin dogs**.
86–87	**Encephalon gorger bounty-hunter**, in the city to murder khyrll.
88–89	**Khryll bounty hunter** seeking encephalon gorgers
90–91	**Lich** with servants
92	The remains of a slowly dying **quasi-deity** that has inhabited the structure for the last 4000 years. Its flesh has oozed into most of the nooks and crannies of the house and bulges like great cushions against the pillars supporting the roof. **Servants** sustained by ancient verses and spells walk across its endless flat flabs of inch-thick skin to pour buckets of nutritive gruel into its many-tongued mouth. They leave quickly, before the food can fully awaken the senses of the dying monstrosity. (There is only one such location in Izamne, although there is another location that is similar, while managing to be considerably worse)
93–95	Family Tomb (non darkfolk): The vast majority of Izamne's population, the dark folk, self-immolate when they die, which creates a major damper on the undertaking business. There are virtually no permanent tombs in Izamne, and these are mainly commercial enterprises rather than religions ones. Virtually all funerary ceremonies in Izamne are a quick celebration followed by some sort of fast destruction or appropriate discarding of the body. Some duergar entrepreneurs have constructed a crematorium that was originally popular but is now used mainly for fast-searing the remains of dead slaves before cooking them in vats of stock.
96–99	Patron of the arts. Evil and chaos are not without their own twisted aesthetic values, and art, no matter how strange, dissipated, or horrific, thrives in the wealth of Izamne's decadence culture. To determine the basic type of fine art being pursued at this patron's residence, roll on the table below. **Roll 1d8 on the table below:** **1** Torture **2** Insidious Rhetoric **3** Assassination **4** Evil Chanting (minor chords) **5** Painting **6** Sculpture **7** Scarification, tattooing, and piercing **8** Theater of Chaos
100	An empty and recently abandoned residence of 1d4+2 floors, with a few discarded pieces of furniture. The reason for the departure is unknown, whether it was a legal foreclosure, an arrest, a plague, a murder, or a magical accident.

Stable: Most of the long distance travelers on the winding underground "roads" of the Cyclopean Deeps travel with some sort of beast, either as mounts, or to carry provisions and goods. For this reason, the buildings of the City of Izamne are well stocked with stables: most—but not all—specializing in keeping and caring for some particular type of mount. Note that most stables are used to hold palanquin-slaves or even bearer-labor-

ers. These are only occasionally chained–as long as a slave is branded on the shoulder as a slave, there is no safe place in Izamne.

Roll 1d8 on the table below:

1	Slaves, bugbear
2	Slaves, orcs
3	Slaves, goblins
4	Guards, troglodytes
5	Horses, ponies, mules
6	Giant riding lizards
7	Giant hauling lizards
8	Slaves, ogres

Store: Izamne is a trade center for the vilest, most predatory economy in the known world. As such, it is filled with craftsmen and their goods, but these goods and products are some of the strangest that can be imagined. Stores often appear to be very small niches or alcoves in the large multiple-building blocks that form Izamne's streets. They generally call business off the streets by the simple expedient of the proprietor's standing outside and calling his wares. Since many of the store owners in Izamne are actually craftsmen, or do not fashion the object on site, not every purchase immediately results in the character's walking out with a completed purchase.

Roll (1d100)	Type of Store (1d100)
01-05	Mushroom Seller Dried, normal (rations) 1gp/day Dried, gourmet (rations) 2gp/day Sauteed on a stick, 1 plateful 1gp
06-10	Restaurant (rat kabob and goblin steak quality, 1gp meals)
11-15	Restaurant (cave sushi and wine quality, 10gp meals)
16-25	Wine Dealer Green Fungus Wine (1gp/wineskin) Redfungus Wine (2gp/wineskin) Greywine (10gp/bottle) Frostwine (100gp/bottle)
26-30	Restaurant (only nobles and celebrities allowed 20gp+ meals)
31-50	Weapons (as per rulebook prices)
51-60	Gems. Dealer has 1d10+5 gems. One of them is worth 1d10 x1000, 2 are worth 1d6 x100 each, and the rest are worth 1d10 x10 each. The gem dealer marks up his sales by 10% (he sells a 50gp gem for 55gp, for example) and will purchase gems from the characters at 90% of actual value (he will buy the 50gp gem for 45gp).
61-65	Pets Furry cave thing that hums (25gp; red ones cost 30gp) Singing bat (10gp; vampire ones are 20gp) Fishbowl of cave fish (5gp) Harmless snake (1gp) Cave python (200gp)
66-70	Work Animals Riding lizard 250g Goblin Dog 100g Cave Cricket 100g
71-75	Knickknacks, oddments, and curiosities (various prices)
76-80	Wagon(s) for sale 300gp (also wagon repair, tools, etc)
81-85	*Potion of healing* 250gp (potion dealers are scarce and will only be found 1d2 times in any given day)
86-92	Clothing, normal (for darkfolk, including face veils) 5gp
93-94	Boots and shoes (1gp up to 100gp)
95-98	Apothecary (including drugs, blood, and poisons)
99-00	Map (re-roll this result if you do not want the players to have a map).

Tavern or gambling den: These establishments can range from a single dark creeper selling beer from a barrel (with an ogre or bugbear slave to handle thieves) all the way up to a building with 1d20+10 tables that serves food as well as drinks.

Temple: The main temples in the city are those of Isclaadra (**Area 13R-10** at **AJ47** on the map grid), Tsathogga (**13R-12** at **AJ62** on the grid), and Noagana the Unseen (**13R-17** at **AB19**). However, the city is full of tiny shrines and temples dedicated to every sort of god or demon imaginable. Even some of the gods of Law, worshipped in the surface world, can be found to have little statues or even one or two (usually insane) followers scattered here and there in the poorer parts of the slums.

Theater of Sound and Shadow: Normal theater is impossible in the murky lightlessness of Izamne's streets, but all sorts of other performances are to be found. Some of them (usually inside the buildings) involve light, although it is dim, and are normal (or decadent) theatrical performances. Another common sort of entertainment is the shadow-puppet performance, using with a dim light-stone or small fire. In general, however, most theater in Izamne is a matter of sound; songs, music, and poetry are the most commonly encountered sort of performance in Izamne.

Magoc-user, Shaman, Other Spellcaster: Most of the spellcasters in Izamne mean trouble, and sane people avoid them if possible.

1	**Drow necromancer** (Female Clr8) with **1d10+20 zombies** of various species (just use normal zombies) and **4 ghoul allies**. These will generally employ **shriekers** to sound the alarm in case of intruders.
2	**Night-ghoul shaman** (8HD) with the skills of a level 11 magic-user
3	**Shroom magic-user**
4	**Human cultist** (exile from the surface), level 11 magic-user
5	**Darkfolk sorcerer**, spells as per a level 9 magic-user
6	**Slave-race shaman**. Roll 1d6 (1–2: **bugbear**, 3: **human**, 4-5: **goblin**, 6: **troglodyte**). These shamans will have a mix of cleric and magic-user spells, and some may also have druid spells. The Referee is in no way constrained to use the rules for generating player characters when throwing together a shaman.

Street Encounters

There Are Always Creepers

Whether the characters realize it or not, there are usually several dark creepers following them once they are inside the city. Some of the creepers will follow the characters from simple curiosity, others might be gathering

information for a dark stalker, and some might even be selling information to a non-darkfolk faction such as the khryll, the duergar, the serpentfolk, or individual syannggs or aboleths.

In addition to the almost-constant presence of **1d3–1 dark creepers** following them at all times (note that 0 is a possible result), the party will generally have only one encounter per 10 minutes that is significant in some way. The Referee should adjust the frequency and nature of the encounters as needed, depending on the speed at which the party is moving, the amount of notoriety they may have accumulated, and to maintain the game's best pace.

Main Streets

The main streets of the city (streets that are not shown as alleys within a block of buildings) are marginally safer than the alleyways themselves. Encounters with the sapient races will generally be peaceful unless the characters make a mistake or start a fight.

Roll 1d20

1–2	Slave Coffle (**2d10 slaves** of various weak races such as **bugbears**, **orcs**, **goblins**, **zombies**, or **humans**) guarded by **1d2 members of a stronger race** (**darkfolk**, **drow**, **duergar**, **night-ghouls**, or **serpentfolk**)
3–9	**Dark stalkers (1d2)** with **dark creepers (1d4 per stalker)**. Roll to see which culture the group belongs to (1d100): 01–60 will be Avarthamna, 61–00 will be Kshamarat. The two cultures do not mix with each other.
10	**2d6 Night-ghouls** (leader has maximum hit points and a cape of peacock feathers)
11–13	**Serpentfolk (1d4)**
14	**Performer** (azamarthi player, mad poet, violinist, etc.)
15	Attack from Above! **1 stirge** (01–80), **2d6 stirges** (81–95) or **4d6 stirges** (96–00)
16	**Denizens of Leng (1d2)**
17	**Noble dark stalker** in palanquin. Retinue includes **1d2 ogres**, **1d4+1 bugbears**, and **2d6 dark creepers**
18	**Duergar (1d6+10)** with **leader (7HD)**
19–20	Street Vendor (roll on the Store table to see what is being sold)

Secondary Streets

Unlike encounters on the main roads, sapient beings encountered in the city's back streets may be violent without any provocation from the characters. The characters might be in a place they don't belong, might look like an excellent target of opportunity, or might just have stumbled on a group of ruffians.

Roll 1d100

01–04	**2d6 mites** with **1d6 pesties** (ambush will contain traps of various sorts).
05–07	**1 dark stalker robber** with **1d4+2 dark creepers**
08	**1 syanngg**
09–15	**1d8 duergar**
16–17	**1 gloom crawler**
18–19	**1 grue** (type 2)
20–25	**1d2 shadows**
26–30	**1 denizen of Leng** (25% chance to attack for no reason)
31–40	**2d6 giant rats** (only attack wounded parties)
41–45	**1d3 serpentfolk** with **2d6 ogre bodyguards**
46–52	**1 recent corpse** or **wounded creature** (roll 1d100: 01–50 **dark creeper**; 51–75 **dark stalker**; 76–80 **serpentfolk**; 81–90 **duergar**; 91–95 **shroom**; 96–99 **drow**; 00 **denizen of Leng**)
53	**1 encephalon gorger**
54–65	**1 street vendor** (roll on the Store table to see what is being sold)
66	**1 demon** (01–90 **first–category**; 91–00 **second–category**)
67–80	**1d2 Dark stalkers** with **dark creepers (1d4 per stalker)**. Roll to see which culture the group belongs to (1d100): 01–60 will be Avarthamna, 61–00 will be Kshamarat. The two cultures do not mix with each other.
81–90	Attack from Above! **2d6 stirges** (01–75) or **4d6 stirges** (76–00)
91–97	**2d6 goblin dogs** in feral pack
98–99	**1d4+1 trolls**
00	**1d2 hell hounds**

13R-1. Arch of Huamaratha (Northern Entry Arch)

The corridor's twenty-foot width begins to expand as you proceed to the south, slowly becoming a long, echoing cavern almost 100ft wide. This great passage suddenly opens into a cavern that, from the echoes, must be absolutely vast. Moreover, it is occupied: you can hear the sound of voices, songs, thumping machinery, and all the noises that would come from an entire city. As you move forward, the cavern ceiling seems to disappear into the heights beyond the reach of your light. It seems that you are moving directly into this space along the top of a hundred-foot wide ridge. To either side of you, quite a distance below, you can see the occasional pinpoint of light, dim, but numbering in the thousands. You realize that you are looking, to either side, at the reaches of a huge underground city.

Chapter 4: Izamne, Secrets of the Dark City

Keyed Locations in Izamne

Note

Just before the characters enter the map at **Area 13R–1**, they will begin wading through the rising darkmist, then walking with it at waist height, then chest height, until eventually it reaches any normal lights the party holds, and blots out virtually all light they generate (torch-flames generate only a 10ft radius of light). Describe the reduction in light-casting radius for any magical light sources and the effect on darkvision, and then, assuming the characters continue onward, proceed to **13R–1**, the Northern Entry (unless they are entering Izamne via **13R–7**).

It goes without saying that the text box descriptions assume the characters have some sort of ability to see what is being described. If not, substitute the text descriptions with, "It is dark, and you cannot see. You might be eaten by something."

13R–1. Northern Entry (Approximate Map Location E49)

The corridor's twenty-foot width begins to expand as you proceed to the south, slowly widening to a long, echoing cavern almost 100ft wide. This great passage suddenly opens into a cavern that, from the echoes, must be absolutely vast. Moreover, it is occupied: you can hear the sound of voices and screams, songs, thumping machinery, and all the noises that would come from an entire city. As you move forward, the cavern ceiling seems to disappear into the heights beyond reach. It seems that you are moving directly into this space along the top of a hundred-foot wide ridge. You realize that you are hearing, below you and to either side, the sprawling extent of a huge underground city, a city that is cloaked in utter darkness. There is a fragrant, heady scent in the air, mixed with a second, somewhat nauseating stench.

The fragrant smell is the centurion's pipe; the stench is that of troglodytes (see **Area 13R–2** below).

13R–2. The Centurion Throne (Approximate Map Location G49)

As you move further along the ridge, with the dark city far below on either side, three vast shapes loom before you in the darkness. For a moment they appear to be pillars twenty feet tall, but you realize that they are stone statues in the form of nagas, human-headed snakes. Directly before you rise the front halves of the coiled statues, each with a serene, peaceful-looking human head at the top, barely visible in the darkness. Where the coils of the three statues join together they form a throne-like chair, in which a vaguely human-like figure sits. The creature's shape is subtly wrong for a human, and its legs are definitely double-jointed. It wears a black metal helmet, much like a crown — it would have a very sinister appearance except for the fact that it is smoking a long pipe, the source of a strong, spicy smell. Approximately ten feet in front of the throne there is a line of creatures blocking the way along the ridge, all of them similar to the figure on the throne. The awful stench is also stronger here, not at all mitigated by the wafting pipe-smoke.

A **night-ghoul Centurion-of-the-Watch** sits in this black throne, guarding entrance to the city against hostile forces. The throne is a powerful artifact that resembles three nagas, each twenty feet high. The throne's seat is in the middle of the three pillars, where the nagas' coils meet and tangle together. If one of the characters somehow gets a look at the throne close up, it is clear that a human could not possibly sit comfortably in it — but it is perfectly shaped for the form of a night-ghoul or a denizen of Leng.

The throne imparts certain powers to the night-ghoul centurion. Anyone sitting in the throne is *protected from normal missiles*, it is armor class 0[19] (unless the creature's AC is already better than that) and cannot fail a saving throw unless the die roll is a natural 1. If the creature in the throne originates from Leng (e.g., a denizen, a night-ghoul, or a spider of Leng), the throne also conveys magic resistance (10%). The creature in the throne can communicate by telepathy with any creature within 100ft, regardless of whether there is any language in common, and can perceive any living creature in the same range.

Anyone sitting in the throne can impart perfect knowledge *of* any being it can perceive to *any other* creature it can perceive. Thus, if the party joins battle, the centurion's forces will know exactly where all of the characters are, regardless of invisibility or other concealment. The throne cannot be moved by any magical power that does not stem from the Plateau of Leng (see, generally, ***Chapter 6: Converging Caverns of Leng***).

Smoke-pipe of Leng

This magic item comes from the Plateau of Leng, and only creatures from that strange place can use it without the risk of dangerous consequences. The pipe is slightly more than a foot in length, is made of a metal that is ordinarily only found on the Plateau of Leng, and is carved to function as a tobacco pipe. When the pipe is lit with any type of smoke-producing substance in the bowl, the smoke can be exhaled in a line 5ft wide and 60ft long, requiring anyone in that area to make a saving throw or be turned to stone, similar to the effects of a medusa's gaze. After each such exhalation, the pipe requires 2 combat rounds before it can produce another such mouthful of smoke.

Any creature not of the Plateau of Leng has a 50% chance to be potentially affected by the petrifying smoke (although a saving throw is allowed). This sort of "backfire" is not the result of a curse; it is simply due to the fact that the item was crafted in a place where not every natural law operates entirely … naturally.

The centurion will, telepathically, welcome the characters to Izamne, the City of Endless Dark. If the party is planning on a frontal attack against the city, the centurion will mention that he can detect this plan, and will caution them against trying to follow up on the thought. He will introduce his cousin (one of the 20 night-ghouls) who is an "excellent guide to the city, and can obtain slaves, palanquins, and comfortable lodgings for you, at a very reasonable price." The cousin's name is Uhuluhappoa, but he will go by "**Uhulu**."

The Centurion of the Watch commands a force of **20 night-ghouls** and **80 troglodytes**. The troglodytes keep enough of a distance from the throne that the characters will not be affected by their stench (although they are able to smell it at a distance without suffering its effects). The centurion's night-ghoul forces are arrayed in a long line of battle in front of the throne.

Centurion of the Night-Ghouls: **HD** 5; **AC** 4[15] (0[19] on throne); **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Equipment: weird helmet signifying centurion-on-duty status, loincloth, *smoke-pipe of Leng*, pouch with 3 Leng-rubies worth 1000gp each.

Night-ghouls (20): **HD** 4; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d4 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Equipment: loincloth, necklace-pouch containing 1d6 takkas (the duergar currency used in Izamne worth 25gp each).

Troglodytes (80): **HD** 2; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d4+1); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Equipment: 1d10 takkas each. Most carry 1d3 pounds of utterly worthless trinkets, shiny stones, and shell bits.

Strange Guidance

If the characters hire Uhuluhappoa the night-ghoul (Uhulu, for short) as a guide, he will take them first to the Slave Market (**Area 13R–13**), on the assumption that they will most certainly need a palanquin for every 2 characters (100gp/day) and 4 slaves per palanquin as bearers (slaves costing roughly 200gp each). The characters may have a very difficult time making Uhuluhappoa believe that noble visitors such as themselves would not need to purchase palanquins and slaves from Uhuluhappoa's third cousin at the slave market. If he is convinced, however, he will then lead them back toward the Shady Character Inn (**Area 13R–3**) to get lodgings.

Uhuluhappoa is a fairly typical night-ghoul; he is friendly with the cheerfulness of a hired cannibal, loyal as long as the money holds out, and will heartily compliment flavorful-looking humans with the appreciation of a true gourmand. He will not admit to eating human flesh, aware that it is perhaps morally wrong to indulge in this irresistible addiction of all night-ghouls, but he sniffs at passing darkfolk in an unmistakably hungry way, and might even gently pinch a character to see how well-fattened they are. If the character takes offense, Uhuluhappoa will cringe and explain (quickly wiping away the drool from his lips) that many of the inhabitants of Izamne will consider the characters as food, and that – as a responsible guide – he was simply gauging the amount of temptation the characters might be offering to such predators.

13R–3. Street of Huamaratha and the Shady Character Inn (Approximate Map Location L46)

The Street (Approaching from the north)

The top of the high stone ridge continues to wend its way through the cavern; the few tiny lights gleaming faintly in the cavern below suggest that it is shaped like a basin, with one or two other tall ridges cutting through it. The lights are unbelievably dim, which makes it difficult to estimate distances. The sounds feel close; the lights look far.

Suddenly, the pinpricks of light to the west all disappear behind some kind of large obstacle in that direction; perhaps a ridge of stone, or perhaps a building. It is unlit, so you cannot tell. To the east, there is a faint reddish glow about thirty feet from you; even at such a close distance you can only barely tell that this is the light from a torch, illuminating a doorway beneath it.

This is the beginning of the city's streets, which are for the most part nothing more than the irregular, natural limestone of the cavern floor. No effort has been made to pave or improve them. The street along the top of the ridge is called "Huamaratha", in case the characters eventually need to ask directions back to the northern tunnels.

The obstacle to the west is a block of buildings, as shown on the map. Most of them are three or four stories high, and although most are built with shared walls, some of them have narrow alleyways between them.

The Inn (and Igglob the goblin)

The Shady Character Inn, like many of the important buildings in Izamne, employs a slave to announce the building's presence and direct potential customers to its doors (these slaves are called "barkers," just as if the city were a dark carnival of some kind). This slave — a goblin — approaches the characters in the street and points them toward the inn, advising them that it is the best and safest place in the entire city for visitors to stay, not to mention the least expensive, and also the most prestigious. If they keep going, the goblin will shout after them about how the Shady Character is the only inn that does not have plague or serve rotted food. Finally, he will descend into inarticulate screams of rage if the characters do not enter the inn. **Igglob** considers it a personal insult when he is ignored, and could conceivably even try to pull a character into the inn, shrieking about its calming architecture, excellent hygiene, and the good company in the bar.

Igglob, Goblin: HD 1d6hp; **HP** 3; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight.

Doors of the Inn Courtyard

Your light source shines over a large pair of double doors that closes off a stone archway large enough for a pair of horses to enter side-by-side. There is nothing to indicate the nature of the building other than a very deeply-cut rune in the door: a circle with a curved line running across it.

The rune is a darkfolk touch-rune for "shelter." These gates are not barred, and when they are opened, they lead into a small passageway in between buildings, where the characters will be met by a dark creeper. The creeper is not visible, being cloaked in darkness, but it will sound a faint silver chime to politely indicate its presence. The creeper's name, in case the characters ask, is **Shurmu**, and it is one of the rare dark creepers that have learned to speak the common tongue of surface dwellers. Although

Shurmu has a terrible accent and does not understand everything that is said, the creeper will be able to convey answers to most questions.

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

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

Equipment: cloak, dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, pouch with 1d6sp.

The Courtyard

You walk through the narrow stone passageway on the other side of the gates into a courtyard. In the murky darkness you can't tell how far back it goes. The building around the courtyard is apparently all stables and kennels, entered through wide archways. There are no stairs leading to the upper levels, but the next floor is also ringed around by archways that look out onto the courtyard. Singing and strange music issue from this upper floor, and through the mist-like dark you can make out that several rope ladders are coiled up at the edge of these archways. Although you assume that the building has more than just the ground floor and the one upper level, you cannot see any higher due to the supernatural darkness of this place. A sign has been hung next to one of the rope ladders, and reads, "*The Shady Character*."

The northern half of the block of buildings in **Area 13R–3**, all the way around the Y-shaped courtyard lane, is the province of the Shady Character Inn. (The southern half of the block is a warren of residences with several unmarked entrances at the ground level, with internal hallways and stairs that are not connected in any logical fashion.)

The several connected buildings around the courtyard have been joined by knocking out walls — sometimes requiring balconies or rickety stairways, or even ladders, to reach between mismatched floor levels. The ground floor is dedicated to stables, and the floor above is almost entirely occupied by the tavern, which is reached by any of four rope ladders that are placed against the walls of the courtyard. Guest rooms are on the levels above the tavern, and these rooms are reached individually by rope ladders. There are no internal hallways; the only way into the rooms is by means of the rope ladders. The doors of the individual rooms can be barred from inside, and have extremely good locks. All of the rooms have several small, round windows that are just large enough for a person to squeeze through; these all have sturdy, metal shutters that can be latched from the inside.

If the party is planning on renting rooms, Shurmu the dark creeper will arrange to have the other dark creepers of the inn haul up any luggage to the rooms (on the floor above the tavern level) using a cargo platform, a crane that is built into the roof, and several pulleys mounted on the side walls of the courtyard. The creepers will linger round to get a tip, expecting a gold piece each. If they are underpaid, they will try to find a way to pickpocket the party almost immediately.

The rooms cost from 10gp per night (for a room that houses 2 people) up to a suite for 100gp that sleeps as many as 15. The inn can accommodate entire caravans of visitors (and often does). There are cheaper rates if a group is putting up over 20 people or has a prior contract with the proprietor, **Sla**.

The Taproom

At the top of the rope ladders, you can see the taproom of this strange, dark hostel. It is a large room that apparently runs most of the way around the courtyard; a stout door on one side blocks off what is probably the rooms of the staff, and an open archway hung with a beaded curtain leads to the kitchen — this is obvious, since the glow of firelight is visible through the curtain. There are a few very dim lights in the room and shaded candles placed on the tables, but the room is mainly dark. The attention of the patrons is already turned toward you, their eyes shining from the dark with silvery reflectiveness, like a pack of wolves.

Meeting up with the various groups in the taproom of the Shady Character Inn is a good way to find work, if the party is looking for ways to build up some gold or some experience in the Deeps. In addition to the tables shown, the Shady Character Inn can be a good place to link the characters up with events and plots that are going on in other parts of the Deeps.

Bugbear Chieftain: HD 5+2; **AC** 3[16]; **Atk** bite (2d4) or short sword (1d6+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/600; **Special:** +1 strength bonus to hit, +1 strength bonus to damage, surprise opponents (50% chance).

Equipment: chain mail, short sword, skull necklace with gems (value 150gp).

Demon, Hezrou (Category II): HD 9; **AC** –2[21]; **Atk** 2 claws (1d3) and bite (4d4); **Move** 9 (fly 14); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: magic resistance (50%), magical abilities.

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

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

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

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

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

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

Equipment: chain mail, shield, warhammer, light crossbow, 20 bolts, small sack of chalk dust, pouch containing 2d6gp.

Dark Stalkers (1d3): **HD** 6+2; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 2d20gp each in pouches, 50% chance to have 50gp gem.

Dark Creepers (1d3): **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

Rumors and Missions at the Shady Character Inn

The Shady Character has a huge taproom that contains lots of potential patrons and employers. Use the tables below to find out what opportunities might be available while the characters are present.

Patrons

Roll 1d6 to see how many times to roll 1d100 on the table below.

01–20	**1d3 dark stalkers** of the Kshamarat civilization with **1d3 dark creeper servants** each. Roll on **Rumors/Missions Table 1**.
21–30	**1d10 duergar**. 50% chance to roll on **Rumors/Missions Table 2**.
31–32	**1 syanngg**. 10% chance to roll on **Rumors/Missions Table 2**. If the syanngg has a mission it wants done, it will be a truly deadly task, but it will pay very, very well. One possible mission is to steal serpentfolk eggs from the ***Dreaded Domes of the Serpentfolk*** (see **Chapter 5**). The syanngg will pay 300gp per egg that the characters can retrieve. The first time this result occurs, the Syanngg will be the one named Thumb-Chewer, who lives in the area of **Q13** on the city grid.
33–38	**1d6 wererats** (all in hybrid form). 10% chance to roll on **Rumors/Missions Table 2**.
39–48	**1d6 drow**. 50% chance to roll on **Rumors/Missions Table 2**.
49–55	**Human mercenaries**. (Mercenaries do not offer missions; Referee to randomly determine group composition).
56–65	**Mixed human/goblinoid slaver crew** (slavers are too poor to offer their own missions, but they have a 25% chance to know of a mission for someone else, and they will disclose it if they get a 10% cut; Referee to randomly determine crew composition).
66–70	**Humanoid chief (bugbear)**. A bugbear chief is either a mercenary leader or a slaver leader, and only has a 5% chance to know of anyone with a mission available. If so, roll on **Rumors/Missions Table 1**.
71–90	**1d3 dark stalkers** of the Avarthamna civilization with **1d3 dark creeper servants** each. Roll on **Rumors/Missions Table 1**.
91–99	**1 shroom**. Roll on **Rumors/Missions Table 2**.
00	**Demon, Hezrou (Category II)**. No missions; this creature is already in the service of someone else.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves tools, 1d0sp in pouches.

Shroom: **HD** 6+1; **AC** 6[13]; **Atk** staff (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: control plants, plant growth, spells (3/2). (***Monstrosities*** 424)
Spells: 1st—*charm person* (x2), *magic missile*; 2nd—*invisibility*, *phantasmal force*.
Equipment: staff, 1d3x1000gp, 1 magic item (10%).

Syanngg: **HD** 8+20; **AC** 2[17]; **Atk** up to 6 heads (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special**: magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)
Magical Abilities: 1—*slow* (range 40ft); 2—*lightning bolt* (5d6, range 60ft); 3—*dispel magic* (level 12, range 40ft); 4—*flesh to stone* (range 30ft); 5—*hold monster* (range 30ft, duration 3d6 turns); 6—*charm monster* (range 20ft).
Equipment: pouch with 3d6gp, 1d4 gems (1d4x100gp), 1d3 jewelry (1d3x1000gp), any 1d2 magic items.

Wererats: HD 3; **AC** 6[13]; **Atk** bite (1d3) and short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise on 1–4 on d6.
Equipment: short sword, shortbow, 20 arrows.

Rumor/Mission Table 1

1	Rescue a dark stalker that has fallen into the hands of the opposing dark stalker civilization: e.g., a Kshamarat captured by the Avarthamna, or vice versa. If this result was not generated from a conversation with dark stalkers, it is because the patron is a bounty hunter subcontracting the job to anyone who might be competent. The bounty hunter is most likely only offering half of the real reward, but will not disclose the actual patron (which will be one of the reliquary-houses). Roll randomly to see if the characters are rescuing a Kshamarat or an Avarthamna. The captive will already have been taken into the tunnels outside of Izamne, so this will be a chase/tracking type of task in the side tunnels (see **Sidebox**, **Side-Tunnels**).
2	Capture an escaped slave that is hiding somewhere in the city itself. This is most likely a slave of the darkfolk, although it could be a slave of the drow or duergar also. Capturing escaped slaves is considered a low form of work in Izamne, and if the characters get a reputation as slave-takers they will find that they are held more and more in contempt by potential employers. Most missions like this will be quite easy; it is just a matter of following the trail by asking questions. The dark creepers are aware of almost everything that happens in the city streets, and they will answer questions if the characters can show that they are working on behalf of a dark stalker (even of the other civilization). In a few cases, however, the escapee might have had the assistance of a more powerful creature such as a syanngg — either as an ally or as a kidnapper. These cases could turn ugly, and test the characters' abilities more than the mere tracking of a fugitive.
3	Escort a dark stalker safely from hiding in one part of the city to safety in another part (most likely to a reliquary-house). In this case, the escort will almost certainly be followed and attacked — if stealth were enough, the darkfolk would not bother to hire outsiders; they are experts in stealth themselves. Outsiders are hired when combat is imminent and unavoidable.

Rumor/Mission Table 1 Continued

4	Raid the (defended) residence of a dark stalker who has become taboo to the opposing civilization and is now a legitimate target for kidnap, assassination, and/or torture. Taboo stalkers may be well defended not only by creepers and allied stalkers, but also by mercenaries such as trolls, ogres, and even spell casters such as drow or shrooms.
5	The converse of #4: the characters are hired to prepare and defend a fortified location which houses a taboo dark stalker. An attack by bounty hunters is imminent, and there might be some unexpected ways into the building (or sewer, or cave).
6	Travel to a far location on the main map, to deliver a message. Most likely this is a message to nomadic dark stalkers who are living as bandits in the side tunnels and secret ways of the Deeps (see **Side-Tunnels Sidebox**), but it could also be a message to a specific individual described in another chapter. In the latter case, see the **"Message for you, Sir"** sidebox.
7	An Avarthamna dark stalker offers to hire the characters to steal eggs from the serpentfolk in ***Chapter 5: Dreaded Domes of the Serpentfolk.*** The price offered per egg is 250gp (incidentally, this is an awfully low price).
8	The patron wants to hire the party to purchase a herd of food-zombies from the ancient being known as Yiquooloome. The characters will be given a letter of credit to give to Yiquooloome, and will be paid 500gp when they return safely with the zombies. See ***Chapter 10: Orchard of Yiquooloome*** for details about the food-zombie herds.

Rumor/Mission Table 2

1	Rescue a member of the patron's race that has fallen into the hands of the dark stalkers. The prisoner might be kept in the rooms above one of the reliquary-houses, or might have been passed on to one of the nomad tribes of the dark stalkers, in which case the mission will be a much longer chase through the side tunnels on the main map (see the **Side-Tunnels Sidebox**).
2	Assist one side in a pitched street battle that is to be fought between two non-darkfolk races for control over a block of buildings currently held by a particular criminal gang (slavers, drug-dealers, drug-growers, surface-raiders, forgers, or pimps are all possibilities).
3	Travel to a far location on the main map, to deliver a message. Most likely this is a message to a specific individual described in another chapter. See the **"Message for you, Sir"** sidebox on this topic for more details.
4	Hunt a powerful monster that is loose in the side tunnels near the city (see the **Side-Tunnels Sidebox**). Most likely, the monster's trail is easily followed, but goes through some dangerous areas … and the monster itself is likely to present a serious challenge, if it is considered formidable in the Cyclopean Deeps. If the monster is intelligent, it might have allies. The monster will be one of the following: (1) escaped **flesh golem**, (2) **black pudding**, (3) **basilisk pack** (2d4 basilisks), (4) **purple worm**, (5) **giant slug**, (6) **syanngg**.
5	Steal an item from the residence of non-darkfolk. To steal from darkfolk, any patron would hire darkfolk because they are so stealthy — so unless the characters are being set up, which *is* a possibility if the characters have offended one of the civilizations, the only thief jobs they will get are against non-darkfolk.
6	Ambush a caravan that will be moving past or through a particular place within a day or so. The patron will weaken the caravan's defenses in some way (although they cannot be eliminated) and expects a large cut of the raid's proceeds. The ambush is to take place between **Hex 13R** and **Hex 8Q**, where a small side tunnel intersects with the main tunnel. The caravan can be generated from the random encounter tables found in **Chapter 1**.

Side-Tunnels around Izamne

In many of the missions the characters might be hired to undertake, there is mention of the "side-tunnels." These are the small, labyrinthine tunnels that branch from the main thoroughfares of the Deeps. Most of these are dead ends in terms of your Referee's main map, unless they eventually branch back to another one of the major tunnels. However, any side-tunnel that returns to the major corridors would do so only after many extra miles of travel. In general, the side-tunnels are five to ten feet wide, but they have multiple branches and often widen into cave chambers. Sudden elevation changes, with cliffs or drop-offs are possible as well.

Unless it is clear that the mission would take place in the tunnels very close to Izamne, use the following method to determine the hex in which the relevant side tunnel breaks off from the main thoroughfare:

Roll 1d6 to determine whether to follow the north tunnel from Izamne or the south tunnel. A result of 1–4 indicates the north tunnel; 5–6 indicates the south tunnel.

If the dice indicate the north tunnel, roll 1d8 and count that many hexes along the tunnel to see where the side tunnel hits the main tunnel. The important lair or intersection will either be close or far (50–50). If the lair is close, roll 1d4 to see how many hundreds of feet it is located down the side tunnel. If it is far, roll 1d6 to see which face of the hex is the direction, and 1d4 to see how many miles in that direction the lair is to be found. Traveling this far through the side tunnels takes 1d4+1 days per hex, since the tunnels branch and turn. The distance actually traveled is much more than a straight-line path would be.

Food at the Shady Character Inn

Various foods are offered at the inn, and with a bit of experimentation the characters will be able to find dishes that are palatable. During the course of the experimentation (2 meals) there is a slight (5%) possibility that the character may have to make a saving throw against a lethal ingredient (lose 1 hit point per day with no healing until the poison is removed from the system). The specialty of the house is the infamous hallucinogenic breakfast.

Effects of the Hallucinogenic Breakfast (roll 1d6):

1	Make saving throw or turn blue, red, or purple (1d3) for 1d6 days
2	Make saving throw or see everything with incredible clarity (+1 to hit and on anything involving perceptions)
3	Make saving throw or become entranced with life (catatonic for 1d2 days)
4	Make saving throw or gain 100xp
5	Make saving throw or lose 100xp
6	Make saving throw or become very generous for 1d3 hours

Message for you, Sir

Some of the missions available at the Shady Character Inn involve taking a message to someone located in another hex of the main map. The locations and messages are not specified in the missions table, since, if the characters return to the inn several times they might roll this result more than once.

The message is not necessarily friendly, and the characters would do wise to remember that "don't kill the messenger" is a human sentiment that doesn't always apply in the caverns of the Cyclopean Deeps. Examples of potential message-recipients include:

• the Duergar King (***Chapter 11: Mines of the Duergar***)

About the Message: Messages to King Okarm Etekk are almost certain to be promises (sincere or not) of assistance in the event that the rebels try to overthrow him. Many of the minor players in the Deeps have realized that it costs nothing to make promises, and they could yield favors or even gold if Prince Lokragar's rebellion is crushed.

• the Ambassador of the Leng-men (Tuthumbuu Redmask of the Ulmai) in **Hex 18M–7** (***Chapter 5: Dreaded Domes of the Serpentfolk)***

About the Message: these letters are most likely no more than news and gossip about events in different places in the Deeps. They could be interpreted by someone with a very subtle understanding of politics in the Under Realms, but not by the characters. Even if one of the characters could manage to decipher these tea leaves, the information isn't likely to produce much in the way of tangible benefits.

• Prince Lokragar of the Duergar (***Chapter 6: Converging Caverns of Leng***) (see **Hex 9G–1** regarding the message drop). Any mission that reveals the location of the rebel Duergars' message drop means that the characters have just jumped far — possibly too far —t into the deadly politics of the Deeps.

About the Message: Since the sender knows where Lokragar is, he (or she) is most likely a friend of the brewing duergar rebellion.

Nature of the Message (roll 1d10)

1–2	**Treachery.** The sender is trying to draw Lokragar into an ambush. The characters are likely to get drawn into it, either by being invited by Lokragar to the ambush or being detected as the deliverers of a treacherous document. This sort of message is most likely to come from a duergar, although it might be the opening move in an Avarthamna-Isclaadra attempt to secure Okarm Etekk's throne from Lokragar's fundamentalism. In this case, the characters have gotten in deep. If they get involved as a moving part in the center of that attack, they might actually be invited to the ***Font of Darkness*** as allies of Isclaadra's cult.
3–8	**Offer of Assistance.** Bets are heavy that the Duergar King will capture Lokragar and his fundamentalist mystics, and execute them all in some spectacular and disgusting way. However, a few denizens of the Deeps are willing to stake their lives on a King's gratitude by helping Lokragar achieve the throne.
9–10	**Items of Value.** Rebellions need magic items (*+1 warhammers* or *shields*, for example). Some of these have been bought by the rebels, and some are gifts from well-wishers who intend to get a good rate of return on their investment in the rebel mystics. Stealing one of these gifts would earn the vengefulness of both the intended giver and the intended recipient.

• Baha Shah (***Chapter 8: Flagon of the Death God***) in **Area 13S–13(E)**.

About the Message: Most letters to Baha Shah will be prayers intended to be dropped into the lake of the death-godling CHOA-THOOM by the godling's high priestess. The letters will request a token of "safe delivery" from Baha Shah, which would need to come back to the patron before the adventurers receive the balance of their payment.

The hallucinogenic breakfast is only available during the 3 hours that the Shady Character Inn staff decides are "morning," which starts 8 hours after the tolling of the Unknown Bell (See **Area 13R–4**). Since no one will discuss the bell itself, a disturbing topic, it can be difficult to find out what time breakfast will be served.

Alcoholic beverages are available, of course, although they are not what surface dwellers are accustomed to drinking.

Wines	per bottle
Coiled Whip fungus red	50gp
Coiled Whip sparkling fungus white	40gp
Moss Mead	30gp
Izamne Special Blend #5	10gp
Old Gloomcrawler Seedless	2gp
Old Gloomcrawler	1gp

Beer	per pint
Spiderleg Stout	5gp
Lichen Lager	3gp
Duergar Ale	3gp

Beer	per pint
Huggermugger Somethingorother	2gp
Bugbear Brew	1gp

The Proprietor, Sla

The Shady Character Inn is owned by a consortium of three. The first of the three is a reliquary-house of the Kshamarat darkfolk, led by a dark confessor who goes by the name of "**Cloud-Watcher**." The second of the three is the archmage **Jupiter Kwan**, about whom there is considerable detail later on (see ***Chapter 9: Hidden Worlds of Jupiter Kwan***). The third owner is the actual proprietor of the inn, whose name is **Sla**.

Sla is of some indeterminate origin, having arrived in Izamne a hundred or so years in the past, when he purchased the buildings here and established the Shady Character Inn with his two silent partners. Nobody knows if there are more creatures like him deep under the earth– Sla doesn't discuss this topic, or his past history. He resembles a squid, although he breathes air and has thick root-like protrusions at his base instead of a squid's tail. These muscled extrusions ripple him along the ground almost as fast as a person can walk. Watching Sla tend the bar is quite a sight, for he can use all of his tentacles at once if there is a crowd of customers.

The inn virtually swarms with dark creepers, who perform the actual work of cleaning, cooking, and looking after the inn's guests. These are all in service to the particular dark stalkers, who, in turn, are followers of Cloud-Watcher the dark confessor. This is unlikely to come up in the

course of adventuring, but if the characters begin tracing the ownership of the inn, the connection to the darkfolk might become important. Any further details on Cloud-Watcher are left to the individual Referee to develop (Cloud-Watcher is an ordinary **dark confessor**, as described in the **Monster Appendix**).

Sla the Inn Proprietor: **HD** 10; **HP** 61; **AC** 3[16]; **Atk** 7 tentacles (1d4 plus constrict) or bite (2d8); **Move** 9; **Save** 5; **AL** N; **CL/XP** 11/1700; **Special**: hold opponent and constrict for automatic 1d4 with tentacle hit (save negates); level 4 thieving skills (each tentacles).

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

Equipment: deed to one-third of the Shady Character Inn, financial report written to Jupiter Kwan showing monthly profits of 9000gp.

13R–4. Stairs and the Unknown Bell (Approximate Map Location P42)

A broad staircase wide enough for twenty or thirty people to walk side-by-side is expertly cut from the side of the ridge, leading down to a lower level. The level at the bottom of the stairs is still higher than the cavern's actual floor, which lies further below.

If the characters have headed toward this area first, they will likely hear the Unknown Bell for the first time in this area or nearby. The Unknown Bell is simply a heavy church bell that strikes once at 16 and 8 hour intervals. The odd thing about it is that no one knows which tower it rings from. No one at all. After making this discovery a hundred or so years ago, the inhabitants of Izamne became uncomfortable with the topic, and it is now quite a social taboo to make any mention of the bell. People will turn and leave if the bell is mentioned. Most of Izamne secretly uses the bell to indicate "night," and the crowds tend to thin out for the eight hours following the tolling of the Unknown Bell.

No matter what sort of resources the characters bring to bear, whether it is divination or contact with other planes of existence, it is not possible to get any sort of meaningful answer about the location or source of the Unknown Bell. It is fundamentally an unknowable fact, one of the true mysteries, an imponderable.

13R–5. Sloping Ramp and Smoke Market (Approximate Map Location N53, and down to K51)

A branch turns off from the high ridge and slopes downward here, forming a gentle ramp toward the floor of the cavern basin.

This ramp leads down to the cavern floor, the lowest level of the city. The lowest level is utterly lawless, a sprawling slum that offers every kind of dissipation and decadence. It is also a deadly place for those who wander around too long, or appear to be easy pickings for a quick kill-and-loot.

The particular area into which the ramp descends is a small market with merchants that specialize in either orc slaves or fragrant tobaccos. The tobaccos are smoked in slender glass hookahs, some as tall as ten feet, which are also for sale. A pouch of the tobacco costs 200gp, and a small hookah (3ft) costs 500gp. Large hookahs (8ft+) are 1000gp (or more, depending on ornamentation). Smoking the tobacco confers no physical benefit, but it has the effect of making a character smell like an inhabitant of the city, rather than an outsider. In many cases, especially if the characters are attempting some kind of deception, this added bit of authenticity could make the difference between successful deceptions or exposure as a fraud. On the other hand, carrying a giant hookah around the subterranean streets of Izamne is just as strange a behavior in Izamne as it would be in any surface city.

If the characters act peaceably here, there will be no trouble. If they cause any trouble, they may be attacked by the **3 encephalon gorgers** who are the traditional protectors of this market and claim it for their own. Depending on the level of carnage and mayhem that ensues, the fight might spread to the slave-dealers (**2 dark stalkers**, **1 serpentfolk mage**, and **1 syanngg**) and tobacco merchants (**2 drow fighters**).

Encephalon Gorgers (3): HD 8; **HP** 32, 38, 34; **AC** 6[13]; **Atk** 2 claws (1d6+1); **Move** 6; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** *haste* (2/day), mindfeed (hit with both claws, auto 1d6/round from teeth, save negates), regenerate 3/round, resist cold. (***The Tome of Horrors Complete*** 234)

Equipment: each carries a pouch with 3d6 takkas and 1d3 gems worth 500gp. #2 carries a *potion of healing*, and #3 wears a gem in its eye that works as a *ring of spell turning* (if worn in the eye socket).

Dark Stalker Slave-Dealers (2): HD 6+2; **HP** 21, 29; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), bone whistle, thieves tools, belt pouch with 1d100gp. #1 has a bracelet worth 200gp, #2 has a *potion of extra-healing*, and 1d6 orc slave deeds per stalker.

Ussuashak, Serpentfolk Spellcaster: **HD** 5; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster**

Appendix)

Spells: 1st—*charm person*, *magic missile* (x3); 2nd—*detect invisibility*, *web*; 3rd—*fireball*.

Equipment: blue snake-amulet of Ha-Seloth, belt pouch containing 1d4x100gp, scroll (*invisibility*, *mirror image*), ownership-tokens for 8 orc slaves.

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

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

Equipment: necklace-pouch containing 4 takkas, 20gp, and ownership-tokens for 10 orc slaves, 1 diamond tooth (250gp).

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

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

Equipment: *+1 chain mail*, drow cloak & boots (75% to surprise), *+1 longsword*, hand-crossbow, 15 bolts coated in sleep poison (–4 on save). 50gp in pouch, 3 exquisite glass hookahs and 8 pouches of tobacco.

13R–6. Docks (Approximate Map Location AH58)

There are generally **1d3+1 fishing boats** moored here; the fishing boats

> The sound of water begins to echo strangely as you continue onward, and the already-wide street between the dark blocks of buildings opens out into what can only be described as an underground harbor. Dark water laps against the stone, and there are some riverboats moored at the water's edge.

are manned by **dark creepers** of the lowest caste (they might move loudly, smell bad, or have some sort of deformity). The fishing vessels have a **crew of 4 rowers** and are 10ft in length.

Additionally, there is a 50% chance each day that a **trading vessel** will be present. These boats are 20ft long and are not necessarily owned by the darkfolk.

Owners/crew of Trading Vessels:

1–4	**darkfolk**
5–6	**drow**
7–9	**night-ghouls**
10	**khryll** captain with **bugbear slave** crew

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

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

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

Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, belt pouch with 2d100gp, 50% to have 2d4 50gp gems.

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

Thieving Skills: Climb 88%; Tasks 30%; Hear 4 in 6; Hide 25%; Silent 35%; Locks 25%

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves tools, 1d6sp in pouches.

Drow: HD 2; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save**

Night-Ghouls

Night-ghouls are found throughout the Cyclopean Deeps, and although their name reflects an unpleasant habit, the night-ghouls are actually some of the more peaceful inhabitants of the Deeps. They have an extraordinarily wide variation in terms of their personalities, easily as wide as that of humanity. Some are quite shy, while others will earnestly engage humans in conversation to explain that cannibalism has negligible moral implications. Their leaders tend to be very strong personalities, for it is a gamble to lead night-ghouls on any particular venture — even the shyest philosopher among them will philosophically devour the flesh of a failed leader, perhaps with slight remorse afterwards. They are more like humans than any of the other inhabitants of the Deeps.

If the characters make conversation with the night-ghouls, it may be useful for you as the Referee to have some names available for the ghouls. The night-ghouls have odd, inhuman names such as "Soorfaraloa," "Gnirbabnabu" and so on.

1	Am	eesha	thubu
2	Soor	sa	loog
3	Gool	bab	nabu
4	Lap	lal	hutoo
5	Chu	spak	nalgh
6	Yeh	ili	mua
7	Ool	aupi	loa
8	Gnir	shi	minda
9	Oh	fara	hara
10	Keem	ki	wome

Night-ghouls can make reliable allies in the tunnels of the Under Realms, provided that the characters remember the risks involved in dealing with intelligent cannibals. If the ghouls are not occasionally provided with certain foods, they will become erratic, unreliable, and eventually dangerous. Only the flesh of humans, night-ghouls, or denizens of Leng will satisfy the cravings. The ghouls are as intelligent as humans, and will exact a reasonable fee for any services they provide. If the characters think that they can engage a phalanx of night-ghoul mercenaries just by offering a supply of meat, they will be met with a wave of uproarious tongue-clicking and soprano squeaks, which serve as laughter among the night-ghouls.

Although there is a difference between male and female names among night-ghouls, the linguistic difference is indistinguishable to humans, being a tonal quality beyond the range of normal ears. Simply use the table for night-ghouls of both sexes.

14 (includes +2); **AL** C; **CL/XP** 5/240 **Special:** –2 attack penalty in sunlight or magical light, +2 saving throw bonus, 1 in 8 surprise chance, magic resistance (50%). (***Monstrosities*** 146)

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

Equipment: *+1 drow chain mail, +1 drow longsword,* longbow, normal arrows (10), 1d6x300gp in pouches (captains only). 1d6x10sp each (all others).

Khryll: HD 8; **HP** 55; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits), tongue-tube (special); **Save** 8; **Move** 9; **AL** C; **CL/XP** 13/2300; **Special:** liquefy internal organs of grabbed victim, mental blast, magic resistance (80%). (***Monstrosities*** 275)

Night-ghouls: HD 4; **AC** 4[15]; **Atk** bite (1d4 plus poison) and 2 claws (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Equipment: loincloth, necklace-pouch containing 1d6x5 gems worth 100gp each.

Night-ghoul boat captains — and only the captains — dye their entire bodies yellow, for reasons unfathomable to any but the night ghouls. Unsuccessful captains are traditionally eaten at the end of a voyage, and it is possible that the characters might have the rare opportunity to see this fascinating cultural phenomenon. Participation would require payment, and the captain will urge a large amount (a large enough payment would make the voyage successful, thereby negating the need for a gastronomical denouement to the voyage).

If the characters engage a night-ghoul captain to take them anywhere, they will most likely end up at location **2C–6** in ***Chapter 6: The Converging Caverns of Leng***.

13R–7. Semi-Secret Exit (Approximate Map Location AJ18)

The corridor leading south from this cavern leads to **Hex 10–O**, joining

> This underground chamber has clearly been expanded from its original existence as a natural cavern, for the walls are smoothed and regular. A black mist, darker than ordinary darkness, seems to be pouring slowly into the chamber from a wide archway in the eastern wall. The floor is covered by this mist, a water-like mass that swirls against the chamber's walls.
>
> You can hear a faint rumbling of distant sound emanating from the same eastern corridor.

a secondary tunnel that enters the rest of the Under Reams (see the **Main Map**). Traveling to the east brings the characters fully into the city's ever-present cloud of darkmist, to the guarded gate, and thence to the Fortress of Pareetha Pra (**Area 13R–8**).

13R–8. Fortress of Pareetha Pra (Approximate Map Location AK25)

> A stone stronghold occupies this cavern, its battlements high above your heads. The walls are perfectly vertical and seamless, carved with runes and leering faces. Flashes and flickers of blue light crackle around both sides of the castle. There is a way past both sides of the fortress, with about ten feet of clearance between the castle wall and the cavern wall.
>
> One gate leads into the castle itself, although this gate stands closed.
>
> A tall, cloaked figure stands before each of the passages that lead around the castle. Each of them is accompanied by three smaller figures, similarly clad but no more than 4ft in height. Another, larger, figure lurks further back, its details not distinguishable.

The Guards

The above description is correct whether the characters are approaching from the east or the west: the two sides of the fortress both have an entrance gate and guard posts as described. There are four of these guard-posts, one for each "corner" of the fortress: northeast, northwest, southeast, and southwest. Each guard post is about ten feet back from the entrance to the alleyway between cavern wall and castle wall. Thus (see map), the two northern guard posts are quite close to each other, while the southern ones are quite far apart.

The two northern guard posts are run by the Kshamarat civilization; one of the dark stalkers is male and the other is female. Both bear trophy-scars, although these are hidden under robes and by face-veils; and they carry soul-nets. The southern guard posts are the responsibility of the Avarthamna, so the dark stalkers are both female and their face-veils are studded with trophy-disks (roll 1d3 trophies for each guard). Each guard post has reinforcements waiting further back in the shadows (in both cases, there is only one "heavy," rather than one per guard post). The Avarthamna reinforcement to the south is a nebunorne demon. To the north, a spirit naga slithers around quietly between the Kshamarat guard posts.

Northwest (Kshamarat) Guard Post:

Kshamarat Dark Stalker: **HD** 6+2; **HP** 23; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

Equipment: robes, short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike, *soul net* (**Magic Items Appendix**), thieves tools, pouch containing 3 sapphires (100gp each).

Kshamarat Dark Creepers (3): **HD** 1+1; **HP** 7, 6, 7; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: cloak, dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 1d8gp in pouches.

Spirit Naga: **HD** 9; **HP** 43; **AC** 5[14]; **Atk** bite (1d3 plus poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special**: *charm* gaze, lethal poison, spells Clr (2/1), spells MU (4/2/1);

Spells (Clr): 1st—*cure light wounds* (x2); 2nd—*silence 15ft radius*;

Spells (MU): 1st—*magic missile* (x2), *protection from good*, *shield*; 2nd—*mirror image*, *web*; 3rd—*haste*.

Equipment: gold necklace set with 2 Leng-rubies (1000gp value: 4000gp to Leng-men or Leng-spiders). Also wears a nose-ring set with a fan of unicorn-hair (10gp), and an ear cuff with a dangling elf-head carved from amber (50gp).

Northeast (Kshamarat) Guard Post:

Kshamarat Dark Stalker: **HD** 6+2; **HP** 23; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for

half), level 4 thieving skills. (***Monstrosities*** 84)

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

Equipment: robes, short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike, *soul net* (**Magic Items Appendix**), thieves tools, pouch containing 2 sapphires 100gp each, 1 ruby (100gp or 500gp if sold to Leng-dwellers of any kind).

Kshamarat Dark Creepers (3): **HD** 1+1; **HP** 7, 6, 7; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: cloak, dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 1d8gp in pouches.

Southwest (Avarthamna) Guard Post:

Avarthamna Dark Stalker: **HD** 6+2; **HP** 34; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

Equipment: robes, short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike, thieves tools, pouch containing 2 fire opals 200gp each.

Avarthamna Dark Creepers (3): **HD** 1+1; **HP** 6, 5, 9; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: cloak, dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 1d8gp in pouches.

Nebunorne Demon: HD 10; **HP** 66; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon). (**Monster Appendix**)

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

Equipment: *tentacle-staff*, necklace of dark stones (2000gp).

Southeast (Avarthamna) Guard Post:

Avarthamna Dark Stalker: **HD** 6+2; **HP** 31; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

Equipment: robes, short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike, thieves tools, pouch containing 4 takkas.

Avarthamna Dark Creepers (3): **HD** 1+1; **HP** 8, 3, 7; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: cloak, dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 1d8gp in pouches.

Tactics: If a guard post is attacked, the guards from the same darkfolk civilization will immediately move to reinforce. The members of the *other* civilization will keep an eye on things for 1d3 rounds before moving in to assist. A pitched battle in the alleyway will cause the guards inside the fortress to close the electrified gates after the guards move past, and within 1d6+3 rounds, ladders will come down from the fortress to disgorge one of the castle's battle units (see "**The Fortress Defenses**," below).

The Fortress Defenses

The Fortress of Pareetha Pra is the city's defense against attack from the southern tunnels. It stands at the center of a cavern, and has iron gates that can be slid from within the castle's walls to close off passage beside the castle. These gates are thirty feet tall, and are electrified by means of giant electrical eel vats in the castle's basement. The fortress reaches almost to the cavern ceiling, which is lower than that of the city proper (much lower, if rumors are true that the darkmist over the city creates some sort of dimensional rift into darkness). Between the thirty-foot height of the gates and the top of the cavern ceiling, the city's defenders have created a web of tightly-strung wires that will slice up anyone trying to fly through it at speed. Slower flight speeds could result in as little as 2d6 points of damage, or even as little as 1d4 if the flier proceeded at walking speed.

The giant copper coils transmitting lightning from the eel vats to the gates have a side effect as well: they make some parts of the castle highly magnetized, and occasionally deaden magic in other areas. The castle's defenders know where these phenomena are likely to appear, and will use them to best advantage if the castle is subjected to a frontal assault.

Defense of the fortress, if anyone is idiotic enough to make a frontal assault, would consist generally of the following:

100 goblins forced into a suicidal charge, supported by arrows from **50 drow mercenaries** (five *+1 arrows* each). General defense of the walls is by five units of **5 ogres, 1 dark stalker,** and **10 dark creepers** each. **Three Vessals of Isclaadra** are stationed in the fortress to provide magical defenses. The captain of the garrison is the baalroch **Hajjirtha**, who rides a coal-black **triceratops** that wears the ancient *Barding of Surtur* (see **Sidebox**).

Hajjirtha (Baalroch Demon): HD 10; **HP** 46; **AC** 2[17]; **Atk** sword (1d12+2) and whip (entangles); **Move** 6 (fly 15); **Save** 5; **AL** C; **CL/XP** 17/3500; **Special:** +1 or better weapon to hit, magic resistance (75%), surrounded by flame (3d6), unaffected by spells from casters lower than 6th level.

Equipment: Hajjirtha wears *rune-chains* forged by the duergar, which anchor him to the Material Plane and prevent him from any sort of magical banishment. The chains also protect him from any damage caused by metal or stone, as long as the chains are in contact with living stone.

Ulam (Triceratops Dinosaur): **HD** 16; **HP** 105; **AC** 0[19]; **Atk** bite (1d8), 2 horns (2d12); **Move** 9; **Save** 3; **CL/XP** 17/3500; **Special**: charge (double move, double damage horn attack). (***Monstrosities*** 124)

Equipment: *barding of surtur* (AC 0[19], invulnerable to fire).

If the fortress is under attack, more reinforcements will continue to ar-

Hajjirtha the Baalroch

Long-term Goals: Collect souls
Current plans: Defend the Fortress of Pareetha Pra
Allies: All of Izamne (unreliable assistance), summoned demons
Enemies and rivals: Some demons that are not currently on the Material Plane. Not happy with the Cult of Isclaadra.
Note: The succubus Siaphela was originally Hajjirtha's consort, but followed the orders of Isclaadra to seduce and control the King of the Duergar. In consequence, Hajjirtha is not happy with the duergar, is angry at the demon-prince, and is making plans to get the succubus back, if possible. He would be interested in sending the party to kidnap the succubus and bring her back here, for a staggering reward. The downside, of course, is that it would place the characters squarely in the middle of a full-scale brawl between a demon prince and a baalroch. Essentially, all Hell would break loose. See ***Chapter 11: Mines of the Duergar*** for details on the succubus Siaphela.

Hajjirtha is a fallen einherjar, once a warrior in the hall of Valhalla, sworn to the service of Thyr. He was a terror in battle, but treacherous in his soul, infected by a rot deeper than the eyes of the Valkyries could discern when they raised him from death on the battlefield, to glory in the great hall of Valhalla. Hajjirtha secretly made agreements with the foulest enemies of Valhalla, but his perfidy was discovered. The Aesir bound him in chains forged by the duergar, incised with runes of power. Thyr hurled the traitorous warrior into the unfathomable depths of the Ginnungagap, there to fall for all eternity.

But the duergar chains were themselves forged in treachery, and the graven runes of power did not allow their captive to fall forever, as Thyr had decreed. For Hajjirtha came to emerge from the black stone of the Cyclopean Deeps, a demon of fire and hate, exiled from Hell by Thyr's decree but freed from the void of the Ginnungagap by the false runes of the chains that still hang from his wrists.

The Rune-Chains of Gnagga

The *rune-chains* were forged in the realms of the gods, by the duergar smith Gnagga. The treacherous smith incised the chains with runes of power at Thyr's orders, but added other runes whose existence he kept secret in the depths of his black heart. When Thyr bound the fallen einherjar Hajjirtha in the chains, and threw him into the Ginnungagap, the secret runes of Gnagga allowed the chains to catch and anchor the demon to a piece of the material planes, where he emerged as a balor demon, wreathed in flame and wearing one of the rune-chains hanging from each wrist.

As long as the rune-chains are in contact with stone, the wearer is immune to any damage caused by metal or stone. They are intensely painful to wear, and cannot be removed unless the wearer is dead.

If the command word "Gnagguldra" is spoken within 100ft of the rune-chains, they will ignite with blue fire (causing 1 hit point of damage per round, provided that the wearer is not immune to fire), and they will only protect the wearer from half of any damage caused by stone or metal (for a period of one hour following the speaking of the command word).

Barding of Surtur

Thralle, the hell-born steed of the fire giant king, was slain in the deeps of Muspelheim in times forgotten. In those lost depths, the steed was taken and its armor, crafted by the giants, became part of the treasure hoard of an unknown thing of darkness. Such was the baalroch Hajjirtha, a demon of the deep places, stranded in the islands of the material planes by bands and curses of inconceivable power laid upon him. Hajjirtha took the armor and brought it to the sun-washed surface of the world to find himself a mount, and this is where he found Ulam, the great three-horned beast, skin black as coal, cunning and fierce, a king among the triceratops dinosaurs. And Hajjirtha took the king of the three-horned beasts and clad it in the armor of Surtur's dreaded steed, and the armor fitted the dinosaur as if it had been forged for him.

The Barding of Surtur's steed will fit any steed that is as large as an ox; it cannot become smaller than this, but can easily fit a creature as large as an elephant. It allows the steed to withstand any fire, and is armor class 0[19]. The barding is currently in the possession of the sixth-category demon Hajjirtha.

rive from the city, although the supply of those who will risk their lives to defend the city is most definitely not inexhaustible.

It is possible that the characters will eventually return to Izamne to kill Hajjirtha, armed with knowledge from the duergar king in ***Chapter 11: Mines of the Duergar***. If this is the case, keep in mind that Pareetha Pra is an almost impenetrable fortress, and that Hajjirtha seldom leaves it. The characters would most likely have to think of a way to lure him out, perhaps by finding something (or someone) that the demon wants badly enough to pursue beyond the bounds of his citadel.

Goblins (100): HD 1d6 hp; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.
Equipment: short sword or spear, shield, belt pouch with 1d6gp.

Drow Mercenaries (50): HD 2; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 5/240 **Special:** *+1 longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 6/400; **Special**: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1 in 8 surprise chance, magic resistance (50%), magical abilities. (***Monstrosities*** 146)
Magical Abilities: at will—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*.
Equipment: *+1 drow chain mail, +1 drow longsword,* longbow, 4 *+1 drow arrows*, 1*+1 arrow*, normal arrows (15), 50gp in pouch, 100gp in assorted gems.

Ogres (25): HD 4+1; **AC** 5[14]; **Atk** club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.
Equipment: club, sack with assorted oddments totaling 250gp in value.

Dark Stalkers (5): **HD** 6+2; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, 2d20gp each in pouches, 50% to have 50gp gem.

Dark Creepers (50): **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: dagger with black smear poison (save or

reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), rags, thieves tools, 1d20gp each in pouches.

Vessals of Isclaadra (3): HD 8; **HP** 40, 37, 44; **AC** 4[15], –1[20] in darkness; **Atk** short sword (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.

Spells: 1st—*charm person* (x2), *detect magic, sleep;* 2nd—*web* (x2); 3rd—*lightning bolt*.

Equipment: short sword, unholy symbol of Isclaadra.

13R–9. The Great Alcazar of Izamne (Approximate Map Location G13)

> As far as you can discern in the darkness, there is a huge fortress at the top of the hill, which seems to be floating in the air.

This imposing structure could be described as the government seat of Izamne, if the city actually had a government. Various notables of the city come here to discuss matters, and somehow things get done. It is possible that the characters will never know that they have been wandering through (or under) the city's most ancient and most important building. The Alcazar itself is raised on vast pillars of bronze, to a height of twenty feet. The area directly beneath the castle is an open market where vendors sell spices and coffee, where couples walk, and where three metallic staircases lead into the castle overhead.

This open market is an area where conspirators, slavers, and politicians meet with each other to trade information, form temporary alliances, and occasionally assassinate each other. For example, the khryll observer Ghe-Kroa and the Leng Spider (both described in ***Chapter 7: The Narrows of Braath***) have agents in the city who will meet the characters here by pre-arranged signals.

The pillars supporting the castle were constructed in times so ancient that the race of builders has become extinct and been forgotten. The massive columns are immune to all damage that could be inflicted by mortals, although to all appearances they are only made of bronze. The surface of the pillars is textured with abstract symbols and glyphs, which cannot be interpreted. The stairs, if they are inspected closely, are built to retract into the Alcazar for defensive purposes, but if the characters stand around inspecting the construction they will draw the attention of the guards.

Each of the stairways into the Alcazar is guarded by a **syanngg** and **2 cavern lizards**. The lizards are trained to follow simple instructions from a syanngg, and will attack to kill, or to hold a prisoner with the toothy mouth, on command. The lizards are lower than the syanngg on the stairs, so that they can provide protection to the syanngg if hostilities break out. If a fight develops, the other syanngg will do nothing but watch with interest, quite distracted by the fascinating spectacle of another syanngg in combat.

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

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

Equipment: necklace pouch with 1d6 gems (2d6x100gp).

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

Within the Alcazar

Inside the Alcazar, there are several large halls in which "Patrons" hold court. The Patrons are simply powerful citizens of the city who can get things done, either by violence or by calling in favors. (Readers versed in history will undoubtedly note that the system is very similar to that used in Ancient Rome under the Republic, and movie buffs will take note of the mafia system portrayed in *the Godfather*). In most cases the Patrons are dark stalkers, and these are loathe to speak with humans, although the less-wealthy of them might endure the social humiliation of doing so.

There are some Patrons that are not darkfolk, and these powerful individuals might be interested in hiring the party's services — and if the party needs help, such as a *raise dead* spell or a place to hide out for a while, this is exactly the sort of business the patrons provide. These non-darkfolk patrons include (1) **Phy-Re the Khryll** or (2) **Dsorr-Ethorr the serpentfolk** (of the Yellow Society). These individuals can also generally locate services the characters need, as long as the services are provided in the city somewhere. They will, of course, exact large fees for their services.

If the characters are seeking work from one of these Patrons, refer to **Rumor/Mission Table 2** in **Area 13R–3**.

Phy-Re (Khryll): HD 8; **HP** 46; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits); **Move** 9; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: liquefy internal organs of grabbed victim, mental blast, magic resistance (80%). (***Monstrosities*** 275)

Equipment: necklace of 3 mummified male sexual organs and 3 Leng-rubies (500gp each or 1000gp to Leng-dwellers of any kind).

Dsorr-Ethorr, Serpentfolk Spellcaster: **HD** 5; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

Spells: 1st—*charm person*, *magic missile* (x3); 2nd—*detect invisibility*, *web*; 3rd—*fireball*.

Equipment: yellow snake-amulet of Sa-Heloth, scroll (*invisibility*, *lightning bolt*), pouch with 4 mouse skulls, 3 green pebbles, 1 takka (25gp), and 2 emeralds (100gp each).

Note: Dsorr-Ethorr is a member of the necromantic "Yellow Society" of the serpentfolk (see ***Chapter 5: Dreaded Domes of the Serpentfolk***).

13R–10. Dark Fane of Isclaadra (Approximate Map Location AK47)

Exterior of the Fane

> The outlines of this building almost appear to shift in the shadowy darkness; great pillars of basalt are visible in the corner of the eye, but move as you change your focus, never at the center of your vision. The window-sills and supports of the building appear to have been made with unnaturally long insect legs, mostly those of roaches.

The strange dimensionality and the insect motifs of this building date back to the time of the Annihilation (see **Sidebox**), when this was the temple of the demon-princess Teratashia.

Inside the Fane

The building's ground floor has an extraordinarily high ceiling, tall enough to showcase a huge idol: a handsome man with delicate goat-horns springing from the sides of his head gazes down with a kind, fatherly expression. He carries a staff, and carries a baby in the crook of his arm. The baby is smiling, but a dark mist furls outward from its eyes, drifting down to join the rest of the mist that darkens all of this city.

The Annihilation

At a point in time four centuries ago, there was a third civilization of the dark stalkers in the City of Izamne, other than the Avarthamna and the Kshamarat. This third civilization worshipped the Demon-princess Teratashia as their patroness. During a sudden, ten-day period of mass murders, street-battles, and carnage, the Teratashian civilization was entirely annihilated, and their bodies were dumped into the Flagon of the Death God to prevent their souls from becoming the possessions of the demon-princess (see ***Chapter 8: Flagon of the Death God*** for details). The cult of Isclaadra took over the temple of Teratashia, which is why the architecture in the Fane of Isclaadra has a theme of roaches and other vermin, which are all sigils of Teratashia rather than Isclaadra.

This building is the largest temple to the demon prince Isclaadra in the city of Izamne. Isclaadra, Lord of Mists, is the patron of the Avarthamna darkfolk culture, and his most powerful priestesses (the "Vessals") reside here in the Dark Fane. At any given time, there will be **two Vessals of Isclaadra** attending the idol. Another **3 Vessals** are in the other rooms of the building and will investigate any strange noises from the idol's chamber. In addition to the Vessals, there will be **1d4 dark stalkers** and **1d8 dark creepers** in the main temple room, and another **1d6+5 dark creepers** in the temple's back rooms.

Main Temple:

Vessals of Isclaadra (2): HD 8; **HP** 40, 37, 44; **AC** 4[15], –1[20] in darkness; **Atk** short sword (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.

Vessal #1 (Seet Aia)

Spells: 1st—*charm person* (x2), *detect magic, sleep;* 2nd—*web* (x2); 3rd—*slow*.

Equipment: chain mail under robes, short sword, vial of liquid darkmist, unholy symbol of Isclaadra, veil embroidered with a pattern of triangles.

Vessal #2 (Pshara Aadra)

Spells: 1st— *detect magic, hold portal, magic missile, shield;* 2nd—*ESP, strength;* 3rd—*rope trick*.

Equipment: chain mail under robes, short sword, vial of liquid darkmist, unholy symbol of Isclaadra, *veil of seeing* (embroidered with pictures of eyes, **Magic Items Appendix**).

Dark Stalkers (1d4): **HD** 6+2; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

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

Dark Creepers (1d8): **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), unholy symbol of Isclaadra.

From the Temple's Back Rooms:

Vessals of Isclaadra (3): HD 8; **HP** 40, 37, 44; **AC** 4[15] –1[20] in darkness; **Atk** short sword (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.

Vessal #3 (Shai Iyah)

Spells: 1st—*charm person*, *detect magic, magic missile, sleep;* 2nd—*web* (x2); 3rd—*slow*.

Equipment: chain mail under robes, short sword, vial of liquid darkmist, unholy symbol of Isclaadra, veil embroidered with hands.

Vessal #4 (Shai Claadra)

Spells: 1st—*detect magic, hold portal, magic missile, shield;* 2nd—*ESP, strength;* 3rd—*rope trick*.

Equipment: chain mail under robes, short sword, vial of liquid darkmist, unholy symbol of Isclaadra, veil embroidered with rats.

Vessal #5 (Lapai Tash)

Spells: 1st—*charm person* (x2), *magic missile, sleep;* 2nd—*web* (x2); 3rd—*slow*.

Equipment: chain mail under robes, short sword, vial of liquid darkmist, unholy symbol of Isclaadra, *veil of seeing* embroidered with circles. Lapai Tash also wears a magic ring, called the "Chastiser," which awakens every 12 hours to suddenly inflict horrible agony on the wearer. This cursed ring cannot be removed without the assistance of a *remove curse* spell.

Dark Creepers (1d6+5): **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), unholy symbol of Isclaadra.

Azisha Taa, The High Vessal of Isclaadra

The High Vessal is also in the back rooms and will (after preparing for battle) reinforce her sisters in the Temple, if a battle breaks out. The High Vessal of Isclaadra in the City of Izamne is the cruel and infamous Azisha Taa, a female dark stalker. Her chambers, in the temple's back rooms, are walled with copper, the surface beaten into whorled patterns and strange runes. One of these runes is a *symbol of slumber*. It affects up to 150 hit points of those who are present when the rune is activated (by a command

word or by touching the rune's indented surface). Any creature affected will fall into enchanted sleep forever until woken.

Azisha Taa, High Vessal of Isclaadra: HD 14; **HP** 68; **AC** 2[17] or –2[21] in darkness; **Atk** short sword (1d6); **Move** 12; **Save** 4; **AL** C; **CL/XP** 16/3200; **Special**: backstab (x2), create special darkness, death-flash, dimension door, invisibility, skills of Thf4, spells (4/3/3/2/1). (**Monster Appendix**)

Spells: 1st—*charm person* (x2), *detect magic, magic missile;* 2nd—*web* (x3); 3rd—*slow* (x3)*;* 4th—*fear, wall of ice;* 5th—*transmute rock to mud*.

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

Equipment: *+1 chain mail* under robes, veil, short sword, vial of liquid darkmist, unholy symbol of Isclaadra, pouch containing 10 takkas.

Azisha Taa, High Vessal of Isaclaadra in the City of Izamne

Long-term Goals: Help Isclaadra conquer the Cyclopean Deeps and turn it into a manufactory for demons of the mist, creating an unstoppable horde to conquer this world.

Current plans: Protect the interests of the Duergar King, Okarm Etekk, who is a puppet of Isclaadra.

Allies: Avarthamna Civilization of the dark stalkers, other cultists of Isclaadra

Enemies and rivals: Kshamarat civilization of the dark folk (simmering rivalry), Serpentfolk (a bloody but undeclared war of secret murders, torture, and plans for genocide), Denizens of Leng (unspoken rivalry, with occasional casualties).

If the characters reach a friendly accord with the cult of Isclaadra, Azisha Taa might consider sending them to kill Baha Shah (***Chapter 8: Flagon of the Death God***); this trail leads to **35S–13**, although Baha Shah will not necessarily be there when the party arrives.

Azisha Taa keeps her possessions in a wall cabinet, the copper door of which is disguised as part of the wall's indentations and decorations. The cabinet has a deep, indented bottom containing sacks with a total of 20,163cp, 21,212sp, 5098gp, and 512 takkas. The shelves above the sacks contain 10 sapphires (500gp each), 5 diamonds (1000gp each), 3 *potions of healing*, 1 *potion of invisibility*, a scroll of *protection vs. undead*, and a scroll of *neutralize poison*.

The cabinet also contains several letters, written in pinpricks into spongy sheets of some kind of paper. Rangers or druids might observe that the paper is ingeniously made of some kind of pressed fungus-fiber. This pinprick-writing is common in the lightless world of the darkfolk. The alphabet is phonetic, and uses the normal characters of the common tongue, so it can be read fairly easily by anyone (unless it is written in code).

If the characters spend an hour on deciphering the letters, they will find 40 letters that appear to be nothing more than petitions for the favor of the demon-prince Isclaadra. Several of these also contain a note written in a different handwriting, with words like, "stirge," "human," "bugbear," "diamond," "gold (25)," and "fish (3)."

Four letters are apparently written in code, but they are accompanied by a page that has the key to the cipher.

Letter #1 is unfinished and reads as follows:

> *To the most sacred Vessal of Isclaadra, she who is named Pathawara Lia, at the Font of Darkness: It may interest you, Sister, to know that we have word of the pretender to the duergar throne, "Prince" Lokragar. The zealot and his rebels have been reported in the tunnels to the east and north of the Twitching Throne, near the edges of the world and the Plateau of Leng. I imagine that this information will be highly valuable to King Okarm Etekk, if you choose to tell him where his enemy is in hiding.*
>
> *I have sent*
>
> (Here the letter ends)

The Twitching Throne refers to **Hex 11F**, in ***Chapter 6: Converging Caverns of Leng***.

Letter #2 reads as follows:

> *To my sister, the Vessal Lapai Tash, greetings. It is my wish, and by extension the wish of our dread patron the demon-lord, Master of Mists, that you return to the Fane in Izamne for further instruction. I am displeased with your failure in the matter of that particular serpent-fellow. I feel certain that he would have sung prettily if a more experienced Vessal had done the questioning. We reward initiative when it succeeds, not when it fails.*
>
> *You will return, and you will exchange me this letter for the Chastiser.*
>
> *Azisha Taa*

Letter #3 reads as follows:

> *To Azisha Taa*
>
> *A warning, Azisha. Our darkmist-scrying is seldom perfect, but I believe the khryll have a secret beneath the eye. Find what information you can. I will pay well for it, here at the Font of Darkness, and the Lord of Mists will be pleased.*
>
> *Pathawara Lia*

Letter #4 reads as follows:

> *To Azisha Taa*
>
> *Siaphela the demoness is to receive whatever assistance she needs, until further notice.*
>
> *Pathawara Lia*

Veil of Seeing

A *veil of seeing* is a magic item unique to the dark folk of the Cyclopean Deeps. These are veils of heavy cloth that can be used to cover the entire face, including the eyes. When the veil is drawn across the eyes, the wearer gains a strange quality of vision that portrays exactly what a bat's sonar would reveal about the area in front of the wearer. The veil does not emit sound, and the vision is not actually sonar, but the wearer's perception is the same as if it were. The sight granted by the veil extends 60ft, and it will *detect invisibility* and fairly deep scratches in surfaces. Shallow scratches and paint/ink writing cannot be discerned by use of the veil.

The Temple Garden

The area behind the Temple is an orchard of tall fungi, reaching fifty feet from the cavern floor and training long wisps of hair all the way back down to the bases (the trunks are no more than 3ft or so in diameter). Although it is impossible to fly through the wispy tendrils, characters might realize that going through this orchard would offer some sort of concealment to anyone approaching the temple. This is true. However, there are

12 giant spiders (6ft diameter) in the orchard, their webs well-concealed in the tendrils. The webs are flammable, but the dampness of the fungus-tendrils will stop any fire from spreading through the orchard, or even more than a few feet from the webs themselves. The spiders are trained not to attack the vessals, and this training actually causes them to attack males of any species in preference to females.

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

It is perhaps also worthy of note that the fungi in the orchard also produce a sort of "dropping" that tastes delicious.

13R–11. Reliquary-House of the Kshamarat (Approximate Map Location V38)

Exterior

> Out of the darkness, an unusual building catches your attention, because the front of it is carved with extremely protruding bas-reliefs of nagas (seven of them). All but one are depicted with human torsos, not just a human head, and one of the carvings is much larger than the other six.

Note: these are the seven primordial nagas, and the large one is **Noagana**, sacred to the Kshamarat.

Interior

Ground Floor

> The door enters into a large room with a sunken, concave floor. There are hundreds of niches in the walls, each one containing a small bundle hanging from a wire. The bundles appear to be teeth, or, in a few cases, dried scalps. Interspersed with the niches containing these grisly relicts there are several small shelves on the walls bearing small, rectangular stones about 2 inches in height. A round table in the middle of the floor contains a set of reed pipes, a tambour, and a small harp. A spiraling ramp leads up through the ceiling.

This is a reliquary-house of the Kshamarat culture of darkfolk. The Kshamarat are described in the introductory materials and in the glossary, so that general information will not be repeated here.

The scalps and teeth are trophies retained from the victims of the dark stalkers who are members of this reliquary-house, and the domino-like stones are ancestor tokens.

This is not the only reliquary-house of the Kshamarat; there are hundreds of these buildings throughout the city, although this one is slightly larger than most, being located on one of the major thoroughfares.

Inhabitants

10 dark stalkers and **6 dark creepers** are present in the main room, and there are another **6 stalkers** scattered in the rooms of the second and third levels of the building. If there is any combat in the main room, they will immediately go to reinforce the others.

Moreover, if there is a battle in the main room, the ancestor tokens on the shelves will perceive it – dimly, but their limited perception will suffice – and they will jointly cause a **reliquary grue** to form in the middle of the chamber.

Dark Stalkers (10): HD 6+2; **HP** 26, 30x2, 10, 24, 25, 28, 19, 40, 22; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

> **Thieving Skills**: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
> **Equipment**: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, unholy symbol of Noagana, #1 has a cloak of elvenkind, #6 has 2 *potions of levitation* and 2 *potions of healing*.

Dark Creepers (6): HD 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

> **Thieving Skills**: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
> **Equipment**: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, unholy symbol of Noagana.

Reliquary Grue: **HD** 6; **HP** 31; **AC** 2[17]; **Atk** bite (2d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 12/2000; **Special**: extinguish lights within 100ft, healed by damage caused to victims, immune to all but magic weapons and spells with light effect. (***Monstrosities*** 234)

Treasure: The darkfolk in the reliquary chamber are all carrying individual treasure (magic items are listed with the stat information): dark creepers carry 1d6gp and the stalkers carry 2d6gp.

The floor of the chamber is "decorated" with swirling patterns of roughness and smoothness, which can be detected easily if anyone is not wearing shoes (or if anyone lands on the floor, crawls around, etc.). The patterns are visible, if the chamber is ever illuminated with light, although — since these were designed for feel rather than appearance — it might take a few moments of thought before the "rough floor" turns into "patterns on the floor." Regardless of whether the characters ever realize that this is a decoration in a room that would ordinarily never be seen with normal eyes, they may notice that the rough part of the pattern is made of semi-precious stones. Each pound of the floor pattern is worth 5gp, and up to 2000 pounds of the stone could be dug out.

The wire that holds the scalps and teeth is made of platinum, and is worth, in total, 252gp if all the trophies are plundered for wire.

Upper Floor

> At the top of the spiraling ramp you see that the upper floor of the building also has display-niches in the walls, but these are much larger than the ones in the ground floor. There are about fifty of them, holding larger teeth; tusks and huge fangs, and even what appears to be a demon's skeleton. Hanging from the ceiling there are almost a hundred wooden frames with the skin of faces stretched over them.
>
> A strangely contorted figure moves in one corner of the room, some kind of half-man, half-snake.

The figure in the corner is **Ithawat the Variator**, a dark stalker who is undergoing a slow transformation into a naga. He is the head of this reliquary-house, but the transformation process has temporarily made him more than slightly insane, due to the physical and mental pain involved. However, as long as the party doesn't kill him outright (or kill him after they hear him babble some insane nonsense), he can give them some useful information.

Ithawat hates the Avarthamna and their demon-patron with a dark passion. If the characters have gotten into trouble with the Avarthamna cul-

ture, Ithawat will hide them here (for a small price). Also, if the characters have clearly demonstrated that they are opposed to the Avarthamna, Ithawat will tell them what he knows about the Font of Darkness (see ***Chapter 12: Font of Darkness***): he knows that there is a "High Temple" of the demon-prince Isclaadra, known as the Font of Darkness, located somewhere in the Deeps, although it is a long way from Izamne. This is where dark stalker and human females are converted into "Vessals" of the demon. Ithawat can point out the location of the Font, if the characters have a map of the Deeps.

He will also give them an amulet that will inform the priests in the Temple of Noagana (**Area 13R–17**) that the characters are friendly. He will not tell them about Masshagg the Spirit Naga, who is the actual leader of the Cult of Noanaga, leaving it to the priests of the temple to decide if the characters are worthy of speaking to Masshaag.

Ithawat the Variator (Half-Naga): HD 7; **HP** 35; **AC** 5[14]; **Atk** bite (1d3 plus poison); **Move** 12; **Save** 9; **AL** C; **CL/XP** 11/1700; **Special:** charm gaze, lethal poison bite, spells Clr (2), spells MU (2).

Spells (Clr): 1st—*cure light wounds* (x2).

Spells (MU): 1st—*magic missile* (x2).

Generating Darkfolk Names

To generate names for darkfolk that the characters encounter, roll on the table below. Dark stalkers have a full name: roll 1d10 for the first syllable, 1d10 for the second syllable, and then roll 1d10 for the second word. The result will be names such as Payash Hetu, or Siuath Yat. Dark creepers do not have a second word in their names, so they will have names such as Ulloo or Teiquiri.

Die Roll	First Syllable	Last Syllable	Second Word
1	Pa	thu	Aht
2	Tei	ara	Hetu
3	Ul	uath	Tra
4	Qual	quiri	Yat
5	Eta	tha	Boa
6	Ee	yash	Utu
7	Ya	tasha	Raha
8	Pe	shoosh	Amoo
9	Si	loo	Par
10	Plu	shish	Tashar

Although there is a difference between male and female names among darkfolk, the linguistic difference indistinguishable to humans and might be a tonal quality beyond the range of normal ears. Simply use the table for darkfolk of both sexes.

13R–12. Frog-Fane of Tsathogga (Approximate Map Location AK62)

An island in the river, with a stone tower that seems to be a hundred feet tall or more, with a diameter of perhaps 50ft. A short stone pier leads directly up to an archway into the tower. The island's stone edge glitters lightly at the waterline.

If the characters come closer to the island, they will notice two more details about this ancient, abominable shrine. First, the stone has a slick, soapy quality to it. If the party spent any time observing the statue in **Area 8Q–3** in ***Chapter 3: Izamne, City of Endless Dark***, they might realize that this is the same noxious stone as that statue.

Second, the glittering around the island's waterline is frog eggs: millions and millions of them.

The high priest of Tsathogga in Izamne is, oddly enough, a human, although he barely seems so. Born in the subterranean dark, his eyes are bulging and milky-colored. He can see, but dislikes bright light. Folds of fat and skin hang from his face and body, a repugnant sight. However, **Phuhuulbaool** is extremely intelligent and cunning. Tsathogga is the subject of deep suspicion and dislike by the city's rulers and most of its inhabitants, and Phuhuulbaool has managed a twisting diplomatic course that has kept the temple from being attacked, and has even somewhat increased the number of Tsathoggan cultists in the city. It is an offense punishable by death for darkfolk to worship Tsathogga, so this has been quite an achievement. For the most part, the temple serves as a place for visitors to pay their respects (and their sacrifices) to the horrid god/demon. The darkfolk, almost universally, consider the temple to be wasted space, and the cult-priests to be wasted meat.

Phuhuulbaool, Human Priest of Tsathogga

Long-term Goals: Keep his temple from being destroyed until Tsathogga rises and Phuhuulbaool is rewarded beyond his wildest and most decadent dreams

Current plans: Create an alliance of some kind with Yiquooloome (***Chapter 10***) if possible

Allies: No significant allies in this area.

Enemies and rivals: Pretty much everyone in the area. Any visiting priests of Orcus.

The High Priest of the Frog God would be very interested in recruiting the characters into his service, but he is extremely cautious about revealing any secrets of his own. Phuhuulbaool is likely to kill the characters if they show any signs of weakness or treachery, but if they seem to be worthy allies (or threaten to torture him for information), he can tell them a great deal about the factions in Izamne.

If the characters are looking for work, he will offer them a "test" job: to bring him a chain of 12 food-zombies from the Orchard of Yiquooloome, to be purchased with a letter of credit (written on pressed fungus-parchment). Phuhuulbaool would very much like to create some sort of alliance with Yiquooloome, but has nothing that the ancient being needs or particularly wants.

In addition to the High Priest, the tower/shrine is defended by **10 identical gargoyles**, each of which resembles a fat, winged frog-person made of the same unnatural stone as the tower. Other than the gargoyles, the temple is empty and Phuhuulbaool worships his horrid deity alone.

Phuhuulbaool, Priest of Tsathogga (cult-priest): HD 10; **HP** 60; **AC** 2[17]; **Atk** scepter (1d8 plus stun); **Move** 12; **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** spells (5/1/1/1/1).

Spells: 1st—*cure light wounds* (x2), *cause light wounds* (x3); 2nd—*silence 15ft radius*; 3rd—*continual darkness*; 4th—*cause serious wounds*; 5th—*insect plague*.

Equipment: chain mail over toughened skin, shield with symbol of Tsathogga, priestly robes of lime green and forest green, massive headdress of frog head with sharp teeth, *scepter of stunning* (**Magic Items Appendix**), unholy symbol of Tsathogga, delicate fan, pouch with 100gp, black gem worth 1000gp.

Gargoyles (10): HD 4; **AC** 5[14]; **Atk** 2 claws (1d3) and bite (1d4) and horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, fly.

Beneath the temple altar, on the ground floor of the tower, there is a square rock with an iron ring set into the top. A total of 80 points of strength is required to lift it. Stairs lead down into a dark treasure room that fills with poison gas when anyone enters (save or die). In the middle of this hidden room there is a golden headdress in the shape of an octopus with blue gems for eyes, apparently the *Octopus Diadem* (**Magic Items Appendix**). It is possible that the characters have already seen an image of this thing in one of the mnemopods beneath the Fortress of Ques Querax in ***Chapter 2: Eye of the Titan***. Phuhuulbaool believes that this is the true diadem, but he is deceived. The actual diadem was stolen from this room by the wizard Aouc Jamac and replaced with a replica. The replica is powerfully enchanted, so as to have an aura similar to that of the true diadem, but it is a fake. See ***Chapter 8: Flagon of the Death God*** for more details about the Diadem and the wizard Aouc Jamac.

13R–13. Main Slave Market (Approximate Map Location P35)

You can hear all around you a constant rustling of activity, and the firefly lights of lanterns in the murk are visible in all directions. You have clearly entered a large open area in the city, although you can see only faint evidence of it in the inky darkness of the cavern-city. Voices are raised in strange languages here and there at intervals, chanting out some type of offerings for sale. By all appearances, the place must be a market that serves the denizens of this place.

The characters have entered the largest slave market of Izamne. Slaves are one of the city's main sources of trade, and the market is extremely well-policed against violent disturbances.

The average vendor's cart/table will be guarded by no more than a single dark creeper. Carefully looking around, however reveals an entirely different organization to the square. Avarthamna tables and Kshamarat tables are not placed side by side — they are grouped together into little "Kshamarat Souks" and "Avarthamna Souks." In the middle areas of these little markets, **guards** are present in small units.

Typical Guard Unit

Darkfolk Commander: **HD** 8; **HP** 51; **AC** 6[13] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 10/1400; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), leather armor, *veil of seeing* (**Magic Items Appendix**), thieves tools, whistle, 50ft rope, pouch with 20 pierce-tokens (specially pierced bronze coins worth 25gp exchanged in Izamne).

Dark Creepers (8): **HD** 1+1; **HP** 9, 5, 7, 5, 6, 4, 8x2; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

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

Trolls (10): HD 6+3; **AC** 4[15]; **Atk** 2 claws (1d4) and bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/ round.

If the characters are being led through the area by the night-ghoul Uhulu, they will be able to find a palanquin for every 2 characters (100gp/day) and 4 slaves per palanquin as bearers (slaves costing roughly 200gp each).

The party is very likely to see one of Yiquooloome's zombie-herds headed through the area, selling off the zombies. These are 1d10+5 zombie serpentfolk, led by a small (10ft tall) Cthonic being. The heads of the zombies are opened, and there are no brains inside. The Chthonic creature leading the zombie herd is a **dhuulgh** (**Monster Appendix**), a creature created from seeping Chaos-material; see ***Chapter 10*** for more details about the zombie-herds.

Other slaves for sale include:

1 troll: 10,000gp, sold only as a pair

1 bugbear: 300gp (there are 1d20 bugbears for sale at any given time, and all the slavers say they can bring more)

1d6 orcs (sold in groups): 200gp per orc (1d4 groups available at any given time)

1 goblin: 5gp each (1d20+5 available)

1 human: 250gp (1d6 available)

13R–14. Dimensional Domain of Doctor Quattromani (Approximate Map Location N40)

This building looks completely typical of all the other buildings in the city, with the exception that the number 1001001 has been carved into the stone beside the door. As you step within reach of the door, however, the carved numbers make slight metallic clicking noise, as if they had moved. They still read 1001001, however. There is a metal cone beside the door, which seems to lead to a tube inside the house.

If the characters turn the doorknob, the numbers will, once again, make the same metallic clicking sound. Unknown to the party, the orientation of the numbers upside-down or forwards-backwards is affecting the internal reality of the house. Since the numbers are the same upside-down as well as backwards, it is impossible to tell their orientation by merely looking at the numbers. If anyone alters the numbers in such a way that they are no longer a palindrome (in other words, no longer read identically front to back as back to front), anyone entering the door has a 50% chance to be thrown beyond the edge of the Material Plane of existence into the Realms of Jupiter Kwan (**Hex 29U**, at "Reality 2"). See ***Chapter 9: Hidden Worlds of Jupiter Kwan.***

If the characters knock on the door, entering the house by peaceful means requires a conversation with a **hobgoblin** through the door, which. There is transparent from the inside. A leather tube runs through a wax-sealed hole in the wall, allowing the two conversationalists to speak into, or listen through, the bell shape at the end of the leather tube. The hobgoblin's job is to determine how likely it is that he will receive a beating from Dr. Quattromani if he allows the characters to enter. Eventually, if the characters mention payments to the wizard or payments to the hobgoblin, the interrogation will turn friendly and the hobgoblin will lead the adventures through to Dr. Quattromani's Contemplation Room.

The Mundane Rooms

Although there are some bedrooms and sitting rooms in the rest of the house, everything of significant interest is located beyond the door to the Contemplation Room. The door is locked; the hobgoblin has a key. That isn't the problem — the problem, potentially, is that Doctor Quattromani will have been listening to any conversations between the party and the hobgoblin, and if the party appears to be getting ready for violence, he will be preparing to give it right back to them.

The Contemplation Room

The circular-shaped "Contemplation Room" has only the one door leading in. Across the room from you there is a line of four pentagrams that are apparently touching each other. ***[Note to the Referee: a magic-user will recognize that this a major mistake in terms of normal summoning/binding magic, as least according to conventional scholarship.]*** In the center of the room, the cadaver of a dark-skinned elf stands in a framework of metal rods. Large brass funnels protrude from the cadaver's mouth and ears. Beside this grisly arrangement stands a small, bent person with a wrinkled face, swathed with fur-lined robes. He is sitting on a comfortable-looking chair, which is set upon a small, intricately-woven rug.

This individual is **Doctor Quattromani**, a friend of the archmage Jupiter Kwan and a powerful magic-user in his own right. The doctor travels around on a small flying carpet, barely large enough to carry one person. Two command words are stitched (in elven script) into the underside of the carpet: "Lamb" and "Goat." The command word "Lamb" is used to make the carpet do the speaker's bidding. The command word "Goat" causes it to discharge a bolt of electricity at the person who speaks the word (4d6 damage; save for half). The range on this unfortunate trap-word is ten feet.

Left-Hand Magic Circle

The left-most of the summoning circles already contains a **hidden demon (second-category)**, although it will not be released unless the outline of the circle is broken in some way, most likely by someone stepping or reaching into the circle. At that point, the demon is freed and will attack anyone in the room with the exception of Doctor Quattromani.

Second Circle from the Left (Middle-Left)

The *Quattromani Key* the demon wears around its neck is Doctor Quattromani's secret way into the Realms of Jupiter Kwan. It is carved with the dwarvish rune for "Key." When the word is spoken (in the common tongue, NOT in dwarvish), anyone standing in the second circle from the left (i.e., next to the demon's circle) will be transported into Reality 2 in the Realms of Jupiter Kwan (see ***Chapter 9: Hidden Worlds of Jupiter Kwan***).

Second Circle from the Right (Middle-Right)

This magic circle is not enspelled for summoning, warding, or binding, although the runes around the circle's circumference are those of dimensional magic. In fact (a magic-user of 5th level or higher can discern this), the runes are highly similar to some of the gestures of the *rope trick* spell. Stepping into this magic circle transports a person into Doctor Quattromani's inter-dimensional study.

The study contains a comfortable bed, a table (with the *Origamicon* on it, see the **Sidebox**), and a treasure chest. The treasure chest is locked. It contains 5 *potions of healing*, 2 *potions of water-breathing*, 1 *potion of strength*, a shrunken head (one of *Jupiter Kwan's Admonishing Lanthorns*: **Magic Items Appendix**), and a bag with 50 takkas.

Right-Hand Circle

This is an ordinary summoning circle. Since the other circle it touches is not a summoning circle, the manner in which they are drawn (touching each other is normally a flaw in a magical circle) does not have any effect on the circle's integrity. A magic-user of 5th level or higher will eventually realize this, once the party has a bit more knowledge about the functions of the four magic circles in the room.

Doctor Quattromani (MU12): HD 11+1; **HP** 38; **AC** 9[10]; **Atk** staff (1d6); **Move** 12 (fly 12); **Save** 5; **AL** N; **CL/XP** 15/2900; **Special:** +2 vs. spells, spells (4/4/4/4/4/1).

Spells: 1st–*charm person, magic missile* (x2), *shield*; 2nd–*detect invisibility, mirror image, phantasmal force, wizard lock*; 3rd–*dispel magic, haste, protection from normal missiles, slow*; 4th–*confusion* (x2), *ice storm* (x2); 5th–*cloudkill, feeblemind, teleport, wall of iron, wall of stone;* 6th—*repulsion*.

Equipment: necklace of fire opals (5000gp), *Origamicon Key* on belt-loop.

Kzho Ku, Hezrou Demon (Category II): HD 9; **HP** 41; **AC** –2[21]; **Atk** 2 claws (1d3) and bite (4d4); **Move** 6 (fly 12); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** magic resistance (50%), magical abilities.

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

Equipment: necklace of fire opals (5000gp), *Quattromani Key*.

The Origamicon of Doctor Quattromani

Doctor Quattromani's spell book is folded into and through the fourth dimension, and it must be unfolded before any of the writing will make sense. The book appears at first glance to be a leather cone with seamlessly cone-shaped pieces of vellum coiled inside it, bound together at the point of the cone. Anyone trying to riffle through the pages will realize that there is — somehow — writing on them, even though the concentric cones of paper are so closely packed that only a half inch of writing can even be seen. There is no apparent way to unravel or fold out the cone. There is a tiny, delicate lock at the point of the cone. The *Origamicon Key* on Doctor Quattromani's demon will open the book, causing it to unfold like a flower. The lock can also be picked, but a failed attempt will cause the book to fold entirely into the ethereal plane of existence. The spells in the *Origamicon* are as follows:

1st—*charm person, detect magic, hold portal, light, magic missile, protection from evil, read languages, read magic, shield, sleep*; 2nd—*continual light, darkness 15ft radius, detect invisibility, ESP, invisibility, knock, levitate, mirror image, phantasmal force, wizard lock*; 3rd—*clairaudience, clairvoyance, darkvision, dispel magic, haste, protection from normal missiles, rope trick, slow, water breathing*; 4th—*confusion*, *ice storm, polymorph self, remove curse*; 5th—*animate dead, cloudkill, feeblemind, teleport, wall of iron, wall of stone;* 6th—*anti-magic shell*, *enchant item, repulsion.*

13R–15. Avarthamna Reliquary-House (Approximate Map Location Y25- 26 - the round building)

Exterior

The door of this building is deeply recessed into a round tower, and seems to be studded with small knobs or studs.

The "studs" on the door are actually thousands of roaches that will scatter if a light source comes nearer to the door.

Interior

The inside of the building appears to have no internal light sources at all. The doorway leads into a single round room approximately

thirty feet in diameter. A stairway leads up to the tower's higher levels, and there is a large trapdoor in the floor. Wooden disks hang from the ceiling by chains at varying heights from just overhead to almost scraping the floor. Also hanging from the ceilings are hundreds of shrunken heads, eyes blank and lips sewn together.

There are three dark stalkers in the room, tall, human-like figures swathed in robes of heavy silk, their faces covered with cloth veils decorated with many golden coins sewn into them. The three figures are sitting cross-legged on cushions around a very tall hookah.

This is a reliquary-house of the Avarthamna civilization, where ancestor-tokens (the wooden disks) and trophies (the shrunken heads) are kept. These buildings also serve as meeting places for the dark stalkers who are members of that particular reliquary house (there are hundreds of such places in Izamne).

Souls are trapped in many of the shrunken heads, so these ones will all respond to a *detect magic* spell. The only way to free the trapped souls is to cast a *remove curse* spell on the shrunken head (there are 65 with souls inside and 78 that are emptied of the imprisoned soul). The things are quite nasty, and although they are well-preserved, some of the oldest ones — the souls inside utterly insane after centuries of imprisonment — have a smell to them. Moreover, every once in a while one of the heads will cough, or make a wet sort of choking sound.

The lower level of the tower is where the members of this reliquary-house create new dark stalkers, by combining souls with darkmist and an adult female dark creeper who is to be "raised" to stalkerhood. Note that the Avarthamna procedure for raising stalkers is different from that of the Kshamarat, who rear dark creeper infants into stalkerhood (although a similar soul-transfer is used).

A **female dark creeper** half-way transformed into a stalker is chained to the wall in this basement, writhing in agony during the month-long transition. **Two more dark stalkers** are in the room supervising her progress, and there are **8 dark creepers** engaged in various tasks such as repairing stalker robes, filling the syringes that feed darkmist into the chained dark creeper, and cleaning.

The basement also contains **10 bottles of liquefied darkmist** and a chest that contains the treasures of this reliquary-house.

The upper three levels of the reliquary-house contain 18 bedrooms with complex musical instruments (there are 17 instruments, and 10 of them are **azamarthis** — see the **Glossary**). No dark stalkers are currently in the upper levels of the building, because the members of the house spend all available time working on the transformation that is being performed in the basement.

Dark Stalkers (ground level) (3): **HD** 6+2; **HP** 30, 29, 31; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

Equipment: short sword with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), #2 has an *earring of shadowleaping* (**Magic Items Appendix**). If combat begins, she will use the earring to step from the shadows in the main room to the shadows behind the characters, where she will attack behind (unless the party has placed a rearguard).

Dark Stalkers (basement) (2): **HD** 6+2; **HP** 22, 28; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

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

Dark Creepers (basement) (8): **HD** 1+1; **HP** 9, 5, 7, 5, 6, 4, 8x2; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, #1 has a *potion of healing*

Traps and Treasures: In addition to the various magic items specifically listed above, each stalker carries 1d6gp and each creeper carries 1d4gp. The bulk of the treasure is in the chest in the basement. The chest is locked, and has two **traps** on it. The first trap is magical: when the chest is opened, a *light* spell is activated inside the lid, and light will bathe whomever opened the chest. The second trap is more dangerous to surface-dwellers. If one of the small screws that hold the chest's hinges is not turned slightly before opening the chest, a wire within the hinge will pull, and (along with the *light* spell) a poisoned dart will fire from each of the chest's four sides (roll to hit anyone in the way as a 2HD monster). The poison is lethal within 1 day if the saving throw fails.

Inside the chest, the characters will find 2581gp, 11,348sp, 2 gems (500gp each), 8 *potions of healing*, and a *ring of water breathing*.

Eventually, the **nebunorne demon** in the hookah will emerge to protect the ancestor tokens in the main room, but it will wait until it is very obvious that the wooden disks are being tampered with. The dark stalkers do not have the ability to summon it forth from its hookah by themselves.

Hookahsaaga the Nebunorne Demon: HD 10; **HP** 39; **AC** 2[17]; **Atk** face-tentacles and hand-tentacles (entangle/choke) and tentacle-staff (2d6 plus poison); **Move** 18 (levitating/pulling) or (fly 6); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hypnotic voice, magical abilities, summon demon 40% (1 nebunorne demon). (**Monster Appendix**)

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

Equipment: *tentacle-staff*, *necklace of smokebeads* (produces almost invisible trickle of sweet-smelling smoke, a trinket worth 2000gp to a wealthy buyer)

Inside the hookah is Hookahsaaga's treasure: a ball that seems to be made of several strips of wood folded and bent together into a spherical shape, which is the size of an apple. Unfolding the ball reveals its magical qualities. It can be unfolded from any of four different starting points, and as the folds are undone, they will branch and split to form a wicker-like container about 5ft cubed. If something is placed into this container, it can then be folded back up into the apple-sized ball. The weight of the ball does not increase, even if all four containers are filled. If a *remove curse* spell is ever cast upon the person carrying the ball, it will instantly change into its original form, a **treant** that was cursed by the magic-user Jupiter Kwan (it failed its save against *The Manifold Curse of Jupiter Kwan* (**New Spells Appendix**). The party might encounter him in ***Chapter 9: Hidden Worlds of Jupiter Kwan***.

13R–16. Tunnel of the Leng-Men (Approximate Map Location W62)

A tunnel leads into the darkness, away from the huge basin-cavern of Izamne. By the side of the tunnel there is a bas-relief carving of a mouth with sharp teeth. A beggar sits beside the tunnel, his face covered by a cloth veil that has several small bronze coins sewn to it.

If anyone speaks to the beggar, all it will reply is: "The men of Leng inhabit this tunnel. This is the realm of Leng". If anyone touches it, the veil will fall aside to reveal a face that is a mass of short tentacles. The creature has been dead for more than a day, and the sweet smell of rot will suddenly be noticeable once the veil is shifted; for some reason the face is rotted worse than the rest of the body. The veil is magic; anyone foolish enough to wear it will refuse to take it off, and must make a saving throw every subsequent hour or die, the face simultaneously growing tentacles and rotting. *Remove curse* has a 60% chance of success, with the caster's level being added to the percentage chance.

This is the tunnel of the denizens of Leng. Although several of the Leng men live in the main part of the city, most of them are to be found in the houses and buildings inside this tunnel.

None of the Leng-men claim a particular building, and different denizens sleep in different buildings each night, if indeed they sleep at all. Inside the tunnel, the characters will see several dimly-burning torches places at different strategic locations. These are not placed for illumination; they are Leng-torches that release air from the Plateau of Leng when they are burned. The atmosphere in the tunnel is heady with the alien air, and it is possible for humans to begin feeling giddy if they breathe too much of it. Elves, by contrast, may begin to become paranoid if they continue to breathe the air of Leng for too long; it creates a feeling of foreboding and menace in those of the elder species, perhaps because they have a longer vestigial memory than humans.

If the characters strike up a conversation with the men of Leng in Izamne, they will find the denizens to be no less eerie than they are anywhere else. One piece of information that might be easily gained is the meaning of the toothy mouth carved at the outside of the tunnel. It is the touch-symbol used by the dark folk to warn of danger. It is the philosophy of the darkfolk not to leave things unmarked; nothing is a surprise to one who is enlightened.

Asking about the dead beggar with the rotting tentacle-face outside the tunnel will get no answer at all from the Leng-men; they find it an uninteresting topic of discussion.

At any given time there might be **1d10+2 denizens of Leng** in the tunnel, although not all of these would be ready or near enough to suddenly jump into a battle, if one developed.

Denizen of Leng (1d10+2): HD 8; **AC** 5[14]; **Atk** 2 claws (1d4+1), bite (1d3 plus lassitude), **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), regeneration (5hp/round). (***Monstrosities*** 116)

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

13R–17. Temple of Noagana the Unseen (Approximate Map Location AB19)

This tall building is set back behind a portico of four thick columns, all of which are carved all over with bas-reliefs of nagas most of them with human heads and some with human torsos. The bronze double doors are decorated with the hammered images of 12 symbols; the 12 symbols are repeated over and over again, and each time the group is sub-divided into 4 groups of 3 symbols, or 3 groups of 4 symbols.

This is the largest temple of Noagana in Izamne, although there are small shrines to the primordial nagas throughout the city. Noagana is the main religious patron of the Kshamarat darkfolk, and no Avarthamna will be found here. Indeed, stepping into this temple (not any temple, but this one specifically) is an element of the strange rivalry between the two darkfolk civilizations. If an Avarthamna manages to step into the temple, she becomes a legitimate target for murder by all of the Kshamarat. However, if she manages to elude death for 48 hours, she gains tremendous prestige and is no longer a permitted target (unless she once again offers a similar trial of challenge).

The interior main room of the temple is lit with a faint greenish light emanating from 48 narrow pillars that are evenly spaced around the interior wall. The light is not bright enough to affect the darkfolk in any significant way. At the center of the room, however, there is a whirling vortex of darkness ten feet tall, spinning shadows out to a distance of 20ft from the central mass of black gloom. This is a **fountain of darkmist** that rises from fissures beneath the great cavern. The priests of Noagana placed the idol of their god at the center of the fountain, so that it will live in the eternal darkness of the mist (a contrast that they reinforced by using actual illumination within the temple).

There are statues of the six other Primordial Nagas around the walls, set at a height of five feet. The statues are invisible, and are set on invisible shelves. These statues are very valuable (see "**Treasure**", below).

An unusual feature of this room is that anyone entering it becomes invisible. In general, the room's effect is identical to the effects of the spell, although the invisibility fades after 10 minutes when someone leaves the room. As with the spell, a person who makes an attack becomes visible, but the attacker will become invisible again after 3 rounds (if the attacker makes no further attacks during those rounds).

Inhabitants

There are **6 dark stalkers, 8 dark creepers,** and **2 priests of Noagana** in the main temple room. Unless the area is magically silenced, combat in this room will draw reinforcements from other parts of the temple (there are two more floors above this one, and a basement). On round 5 of the combat, **1 priest of Noagana, 3 dark stalkers,** and **6 dark creepers** will arrive, and on round 7 the **spirit naga Masshagg** will arrive.

Main Temple Room

Priests of Noagana (2): HD 8; **HP** 38, 32; **AC** 4[15] or –2[21] in darkness; **Atk** short sword (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special**: create special darkness, death flash, magical abilities, thief abilities (Thf4). (**Monster Appendix**)

Magical Abilities: 3/day—*invisibility*, 1/day—*symbol of blindness*.

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

Equipment: short sword, thieves tools, unholy symbol of Noagana.

Dark Stalkers (6): **HD** 6+2; **HP** 30, 25, 27, 29, 10, 26; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

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

Dark Creepers (8): **HD** 1+1; **HP** 8x2, 5x3, 9, 4, 7; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, holy symbol of Noagana

The Reinforcements from upstairs rooms (round 5):

Priest of Noagana: **HD** 8; **HP** 38, 32; **AC** 4[15] or –2[21] darkness; **Atk** short sword (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills, magical abilities. (**Monster Appendix**)

Magical Abilities: 3/day—*invisibility*, 1/day—*symbol of blindness*.

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

Equipment: short sword, unholy symbol of Noagana.

Dark Stalkers (3): **HD** 6+2; **HP** 30, 32, 35; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills. (***Monstrosities*** 84)

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

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

Dark Creepers (6): **HD** 1+1; **HP** 6x2, 9, 2, 5x2; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, holy symbol of Noagana

A final Reinforcement (round 6):

Masshagg the Spirit Naga: **HD** 9; **HP** 43; **AC** 5[14]; **Atk** bite (1d3 plus poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special**: *charm* gaze, lethal poison, spells Clr (2/1), spells MU (4/2/1);

Spells (Clr): 1st—*cure light wounds* (x2); 2nd—*silence 15ft radius*.

Spells (MU): 1st—*magic missile* (x2), *protection from good*, *shield*; 2nd—*mirror image*, *web*; 3rd—*haste*.

Treasure: The six statues of the Primordial Nagas are carved from a black semi-precious stone called *maraasc*, which is found only in the Cyclopean Deeps and a few other places in the deep earth. The Maraasc Statues could be sold for as much as 10,000gp each. However, they weigh approximately a ton (2000 pounds) each. If broken into pieces, the intrinsic value of the maraasc is 6000gp per statue.

The temple's main treasure is kept in Masshagg's rooms, in three large treasure chests. Each chest is locked, and each lock contains a **poison needle trap** (save or die).

Chest #1: 6000gp, and a small pouch that, if opened, casts a *death spell* on the person who opens it. The pouch is empty, and after it casts the spell-trap, it is no longer magical.

Chest #2: If anything strikes this chest with enough force to break the wood, the chest explodes, causing 4d6 points of damage to anyone within 30ft. The chest contains a *+2 longsword* ("Sash-Cutter", according to the inscription), which will not be harmed in the explosion, 4 *potions of extra-healing* and a scroll of 4 spells (*clone, move earth, locate object*, and *maze*). The scroll and potions will all be destroyed if the chest is blown up.

Chest #3: This chest contains 2000gp, and has a false bottom. Opening the concealing panel releases poison gas (save or sleep for 3d6 turns, cannot be awakened). The false bottom contains a *wand of cold*.

13R–18. Machine-Palace of the Serpentfolk (Approximate Map Location W5)

Entrance

> Two serpent-men stand with halberds crossed in front of an archway of pulsing metal. They wear heavy armor with green surcoats, and their helmets emit beams of green light that wash over you as you approach.

These two guards will admit the characters unless the party's intentions are obviously violent. The green beams of light show anything that is invisible.

Serpentfolk Guards (2): HD 6; **HP** 36, 34; **AC** 1[18]; **Atk** halberd (1d10+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: *+1 plate mail, helmet of invisibility detection, +1 halberd* (polearm), 2 short swords (sheathed), green snake-amulet of Sa-Heloth, belt pouch with 1d3 takkas.

Interior of the Machine Palace

> The walls of the cavern are weirdly carved with strange, curvilinear shapes and folds. Some of the indentations are deep enough to hide a person inside.

The glowing stones, which are the size of oranges, will cease to glow if they are removed from the wall. The settings in which they are housed are filled with slime, and there are several threadlike umbilical cords attaching the stone to the slimy interior of the housing.

> The entire ground floor of this building is apparently a single chamber. A huge green orb of light floats three feet above the flagstones of the floor in the middle of the room, and on the far side of the room, across from the entrance, there is a large throne. Several metal fans have been built into circular concavities in the stone walls, all of them rotating fast enough to create a breeze through the entire chamber. Several large pieces of machinery stand in the middle of the room; they are disgusting, intestinal-looking things, with bioluminescent globes dangling sickly from mucus-covered tubes, metal pipes entering and exiting pus-oozing flesh-like columns, and pulsing yellow veins threaded through the entire mass.
>
> There are several serpentfolk in the room; some are tending to the machines, and others are gathered around the serpentfolk who sits upon the far throne.
>
> A staircase along the west wall leads, presumably, to another level of the cavern.

This is the embassy of the serpentfolk to the city of Izamne.

Note that if the characters sneak into the embassy during the "night," there will only be 2 more guards in the room, rather than the many serpentfolk described above, who will be sleeping in the upper chamber.

The embassy is not, by any means, the only habitation of serpentfolk in the city; many individuals live in the main part of the city, scattered here and there. Most of them make frequent visits to the embassy, simply because this cavern functions as a social meeting-place. The upper chamber is a smaller cavern, mainly used only as a sleeping area.

Eziah Sau, Serpentfolk Ambassador (MU8): HD 8; **HP** 46; **AC** 3[16]; **Atk** bite (1d3) and longsword (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/3/3/2). (**Monster Appendix**)

Spells: 1st—*charm person* (x2), *magic missile* (x2); 2nd—*detect invisibility, invisibility, web;* 3rd—*fireball, lightning bolt, slow*, 4th—*ice storm, wall of ice*.
Equipment: longsword, *amulet of spell absorption* (absorbs 3 levels worth of hostile spells, then turns to goo), yellow snake-amulet of Sa-Heloth, scroll (*phantasmal force*), pouch with 3 takkas.

Serpentfolk Guards (Ftr2) (6): HD 6; **AC** 2[17]; **Atk** bite (1d3) and 2 short swords (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: plate mail, 2 short swords, green snake-amulet of Sa-Heloth, belt pouch with 1d3 takkas.

Serpentfolk Blue-Society Diplomat: HD 5; **HP** 18; **AC** 3[16]; **Atk** bite (1d3) and weapon (1d6) or 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

Spells: 1st—*charm person, magic missile* (x3); 2nd—*phantasmal force* (x2); 3rd—*lightning bolt*.
Equipment: blue snake-amulet of Sa-Heloth, scroll (*mirror image*)

Serpentfolk Red-Society Diplomat: HD 5; **HP** 18; **AC** 3[16]; **Atk** bite (1d3) and weapon (1d6) or 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

Spells: 1st—*charm person* (x3), *magic missile*; 2nd—*web* (x2); 3rd—*slow*.
Equipment: red snake-amulet of Sa-Heloth, scroll (*mirror image*)

Serpentfolk Scientists (4): HD 4; **HP** 13, 20 17, 10; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: each has a snake-amulet of Sa-Heloth; 1 is yellow, 1 blue, and 2 are red.

If the characters spend much time in the room, they may from time to time notice that a thread of darkmist rises from the floor, and the breeze from the fans blows it through a vent. The purpose of the fans is to keep any darkmist out of the room; the serpentfolk suspect that Isclaadra can use the darkmist as a medium for scrying, seeing through it like a lens. This is, incidentally, a correct supposition. If the characters happen to learn this from the serpentfolk through diplomacy and intelligent questioning (or force and interrogation), the knowledge could serve them well in many of the dangerous places of the Deeps, especially ***Chapter 12: Font of Darkness.***

The serpentfolk will not explain the purpose of their machinery. Clanking metal pipes run from floor to ceiling, thumping as the contents are forced through under some sort of powerful liquid or gas pressure. Some of the machinery is brand new, and other complex-looking pieces look like they might not have been touched or cleaned for a century. Magic-users will recognize that some of the machines could be used to refine alchemical ingredients and reagents, and some of the machines seem to have no purpose at all.

If the characters are here to gather information, they can learn a great deal about the serpentfolk that live in the domes miles southwest from Izamne (see ***Chapter 5: Dreaded Domes of the Serpentfolk*** for possible rumors).

An Upper Cavern contains the collective treasure of the diplomats (the guards carry their treasure in belt pouches). The treasure is kept in a floating globe of slimy gel, a substance that creates an opening into the ethereal plane of existence. If anyone (who is not reptilian) reaches into the gel, a **poisonous snake** kept inside will attack.

Cobra: HD 1; **HP** 4; **AC** 5[14]; **Atk** bite (1hp plus poison); **Move** 16; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison.

The globe cannot be moved as a magic item, which will no doubt disappoint the players. It contains the following: 50 takkas, 1237gp, 8965sp, 15,034cp, 24 pieces of carved obsidian (25gp), 3 diamonds (1000gp), a *+1 heavy mace*, 3 *potions of healing*, 2 *potions of invisibility*, and a scroll of spells (*detect magic* [x3], *lightning bolt* [x3]).

If the serpentfolk can be convinced that the party intends to destroy the influence of the demon-lod Isclaadra, they will offer the *+1 heavy mace* and a large reward to follow if the party succeeds. An amulet of safe passage through the Domes in **Chapter 5** will be a part of the preparations, as well. If the party insists, the ambassador will lend one of his serpentfolk guards to serve as a guide.

13R–19. Khryll Hive (Physhior Jhropsa Liookocre Heeil Jhremeo Ghuuv) (Approximate Map Location AF18)

There are several triangle-shaped entrances into a jumble of stone buildings here; they rise up the canyon-like tunnel wall to a height of at least fifty feet.

This tall arrangement of buildings is the hive of **12 khryll**. Although the center of Khryll activity in the Cyclopean Deeps is the construction of the titan in the catacombs under Ques Querax, this hive is the largest concentration of their population. The various khryll of the hive are listed by name (with hit point totals) in case the characters engage in a khryll hunt at some point in the adventure. If this happens, keep in mind that the khryll are geniuses, and if they feel threatened they will engage whatever allies and magic they can bring to bear.

Khryll (12): HD 8; **AC** 3[16]; **Atk** 8 tentacles (grab with 2 hits); **Move** 9; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special**: liquefy internal organs of grabbed victim, mental blast, magic resistance (80%). (***Monstrosities*** 275)

Equipment: mnemopod, necklace with identifying gem.

Khryll who Inhabit the Hive:

Mentioned elsewhere in the chapter:
Phy-Re (see **13R–9**)

Khryll not identified elsewhere in this chapter:
Shior-Ai (**HP** 33), **Jhro-Re** (**HP** 40), **Psa-Dra** (**HP** 31), **Lio-Lepir** (**HP** 47), **Oko-Jha** (**HP** 42), **Cre-Ta** (**HP** 23), **He-Se** (**HP** 32), **Eil-Etr** (**HP** 31), **Jhre-Jhe** (**HP** 36), **Meo-Naji** (**HP** 27), **Ghu-Letu** (**HP** 30), **Uve-Toa** (**HP** 35).

There will be a mnemopod (these items are described in ***Chapter 2: Eye of the Titan***) containing thoughts to be transmitted to Ghe-Kroa (see ***Chapter 7: The Narrows of Braath***).

Each of the khryll wears a necklace worth 1d6x1000 gp, and a pouch containing 1d100gp. In addition, each carries a mnemopod (these items are described in ***Chapter 2: Eye of the Titan***).

Mnemopod Contents

If the characters manage to kill one of the Izamne khryll, they will be able to retrieve and experience the contents of the khryll's mnemopod. Roll on the table below to determine what information the mnemopod contains:

Memory-Contents of a Mnemopod (roll 1d10):

1–5	Meaningless images of colors and shapes; possibly an alien geometry.
6	Message for Ghe-Kroa (see ***Chapter 7: The Narrows of Braath***). The message content is not entirely clear, but the viewer will be able to learn of Ghe-Kroa's name and location.
7	Image of the Titan in the catacombs below Ques Querax (see ***Chapter 2: Eye of the Titan***): *As you touch the sphere, an image forms in your mind. You see a hideous creature floating in the air, a thing with a segmented shell like a crustacean, but with long tentacles where one might expect legs. It appears to be looking directly at you for a moment, but then the view in your mind's eye changes to something else. The new image is of a huge, gleaming, metal structure, shaped very much like the creature you just saw, but longer and somewhat thinner, and with many more segments. The image changes again, seeing to focus in upon the third segment of the huge metal structure; the image of a jeweled piece of metal is superimposed upon that segment . . . and then the image darkens and disappears.*
8	A wrinkled man seated in a chair. Behind him, a huge, demonic shape, blubbery with wings. The man smiles at it, and waves his hand, muttering some words. The demon disappears. Suddenly, the old man looks directly at you, an expression of rage twisting his face. He points and shouts three harsh magical words, and the vision ends abruptly. (This is Doctor Quattromani in **Area 13R–14**, and if the characters are ever in that room, they might remember the invisible demon).
9	An aboleth moves through a tunnel, shifting its bulk along heavily with the help of two grey-skinned humanoids. (This is the aboleth that dwells in **Hex 14L**, **Area 14L–10**).
10	A ten-minute nightmare series of images in which dark stalkers and creepers are being hauled from building after building, massacred in the streets of Izamne (this is the khryll record of the Annihilation of the Teratashian civilization). See earlier **Sidebox** regarding the Annihilation.

13R–20. Singing Gardens (Approximate Map Location F26 and surrounding area)

This entire cavern reverberates with the rising and falling of a thousand strange tones of sound. There are a few stone huts scattered about, but for the most part the cavern seems empty, except for countless crystals that grow from the cavern floor.

The crystals, as the players will immediately guess, are indeed the source of the melodious (but very intrusive) sound in this cavern.

The sound of the crystals is, for unknown reasons, an irresistible call to many subterranean animals. Tunnel prawns, giant rats, and small cave eels make their way through the fissures and winding faults in the surrounding rock for miles around, and emerge into this cavern to be killed and "harvested" by bugbear slaves (the inhabitants of the huts).

The cavern will, at any given time, contain **2d6 bugbears** "foraging" for vermin, **1d10 giant rats** listening spellbound to the crystals (these will not attack unless attacked), and **1d10 giant centipedes**. In addition to these potentially dangerous creatures, thousands of roaches, albino crickets, and beetles seem to move almost like a tide of rippling water through the cavern, eddying first near one crystal and then another. Anyone with a fear of insects would swiftly go mad in this cavern.

The crystals are inherently magical, and actually reproduce in the cavern, by means unknown to human scholars. They do not sing beyond the cavern if they are removed from the company of the other crystals, and they will soon pine away into dark lumps of rock unless they are returned.

Bugbears (2d6): HD 3+1; **AC** 5[14]; **Atk** bite (2d4) or club (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents (50% chance).
Equipment: leather armor, club, belt pouch with 1d10gp.

Giant Rats (1d10): HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1 is diseased.

Giant Centipedes (small, lethal) (1d10): HD 1d2 hp; **AC** 9[10]; **Atk** bite (0 plus poison); **Move** 13; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** poison bite (+4 save or die).

13R–21. Emissary of the Duergar King (Approximate Map Location H54)

This building has a dim magical light that emanating from a green, verdigris-covered bronze pattern inlaid into the door. The door itself appears to be made of a well-balanced slab of stone. Once you are close enough, you can read some words that are carved into the stone lintel over the door. They read: "*Enter the Realm of the Duergar with respect, and you shall find no harm here.*"

This building is the headquarters of the emissary of the Duergar King (see ***Chapter 11: Mines of the Duergar*** for more information about the duergar and their politics).

The door enters into a narrow corridor lined with murder-holes; on the far side, a second door. The hallway is always manned by **5 duergar**, one of whom is a sergeant. If the door opens, the duergar will assume

that someone has entered; if that person might be invisible, one of the duergar will toss a small sack of chalk dust into the hallway through a murder-hole.

Duergar Guards (4): **HD** 1+2; **HP** 6, 8, 5, 7; **AC** 5[14]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 18; **AL** C: **CL/XP** 3/60; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

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

Equipment: chain mail, war hammer, light crossbow, 20 bolts, small sack of chalk dust, pouch with 2d6gp, 5% of gem (1d4x100gp).

Tkal Ak, Duergar Sergeant: **HD** 3+2; **HP** 20; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

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

Equipment: chain mail, shield, warhammer, light crossbow, 20 bolts, pouch with 10gp, a reddish gemstone with swirling gold striations (500gp).

If the party attempts to talk their way through, they will have to convince the sergeant, whose name is **Tkal Ak**, to allow them to enter. He expects to be paid, and he expects to be paid at least 25gp. Once he is paid (or dead) the party can reach the door on the far side. It is locked, and is trapped with a screaming cylinder (a neat little wound-up clockwork device that has a 1 in 6 chance of breaking each time it is set off).

On the far side of the door the adventurers will find the Grand Hall of the Emissary, where **Moggar Kchak** works on behalf of the Duergar King. At least, that is what the King has been led to believe. In reality, Moggar Kchak is part of a group of duergar rebels who believe (correctly) that the duergar king, **Okarm Etekk**, has fallen under the influence of some sort of evil magic.

Far removed from the court of the Duergar King, Moggar Kchak is busy making plans for assassination and usurpation of the throne, using his cover as the duly appointed ambassador to the darkfolk. He nominally supports the rebel prince Lokragar (see **Hex 9G–5**), but wouldn't mind taking over the throne himself. If the characters seem strong enough to push the duergar king aside on Moggar's behalf, he might broach the subject with them and begin discussing payment (roughly half the treasury of the duergar mines).

Duergar Bodyguards (5): **HD** 3+2; **HP** 18, 20, 16; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

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

Equipment: chain mail, shield, warhammer, light crossbow, 20 bolts, pouch with 10gp, 20% of gems (1d6x100gp).

Maggar Kchak, Duergar Leader (Ftr10): **HP** 61; **AC** 0[19]; **Atk** *+1 war hammer* (1d4+4) or light crossbow (1d4+1); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: +2 strength bonuses to hit, +2 strength bonuses to damage, +4 save vs. magic, immune to illusions, magical abilities, multiple attacks (10) vs. creatures with 1 or fewer HD. (***Monstrosities*** 148)

Magical Abilities: 1/day—*enlarge* (attack as 4HD, 50% heal damage), *invisibility*. (+2 attack bonus, 50% heal damage), *invisibility*;

Equipment: *+1 plate mail*, *+1 shield*, *+1 war hammer*, light crossbow, 20 bolts, pouch containing 20gp, 2 gems (600gp), a shrunken head (one of *Jupiter Kwan's Admonishing Lanthorns*: **Magic Items Appendix**), gold circlet of Duergar High Authority.

Moggar Kchak, Emissary of the Duergar, serving in the City of Izamne

Long-term Goals: Promote the interests of the duergar, possibly by overthrowing the king and claiming the throne, if the cards fall just right. In any case, the King has to go.

Current plans: Support the rebel Prince Lokragar, while keeping any other options open.

Allies: the Duergar

Enemies and Rivals: None as yet, but as soon as he is found to be backing the duergar rebels, the cult of Isclaadra will become his enemy, and can bring the Avarthamna dark stalkers into the web of diplomacy and deceit that marks all maneuvers in the Under Realms.

Duergar Names

Use the following table to generate names of any duergar that the party encounters.

Roll 1d10 twice, once for each column.

Die Roll	First Syllable	Second Syllable
1	Ha	katko
2	Ol	thrakt
3	Uka	mekki
4	Tha	choka
5	Imi	jalgi
6	Eji	makko
7	Pa	pirka
8	Chi	makt
9	Me	makat
10	A	trokka

There is no difference between the naming conventions for male and female duergar; the same table may be used for both.

Other Neighborhoods

The following material is presented merely as a suggestion and a source of ideas, in case your players decide that they want the characters to explore Izamne in more detail. You are not constrained to use these locations; they are in no way "official." If you need to ad-lib the process of the characters wandering through the city, by all means do so, and consider the results to be your version of the place.

AB–56 Eel-Market Plaza

Dark Creeper Fishermen (20): **HD** 1+1; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special**: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, fishing nets, gaf-poles

AF–37 Sharp Street (Weaponers)

Duergar smiths, for the most part, and the weapons are imported from the mines in **Hex 37Y**. Only one or two forges are in operation, their fires carefully blocked from shining into the city's dark streets.

Duergar Smiths (3): **HD** 3+2; **HP** 18, 20, 16; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

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

Equipment: chain mail, shield, warhammer, light crossbow, 10 bolts, pouch with 2d6gp, 5% of gems (1d4x100gp).

Bystanders could include several of the lesser and more ordinary subterranean races, including bugbears and goblins.

F–57 (and 58) The Deathmarket (Poisons)

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

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

Equipment: staff, 20 takkas, necklace of carved beads (500gp), 3 bottles of poison.

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

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

Equipment: dagger with black smear poison (save or reduce strength by 1d2 points/round for 2d6–1 rounds, used up on first strike), thieves tools, belt pouch with 2d10gp.

Reminder: "Tasks" is the thieving ability used for picking pockets.

O–13 Fungus Market

Shrooms (3 identical): **HD** 6+1; **HP** 26; **AC** 6[13]; **Atk** staff (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: control plants, plant growth, spells (3/2). (***Monstrosities*** 424)

Spells: 1st—*magic missile* (x2), *shield*; 2nd—*invisibility*, *phantasmal force*;

Equipment: staff, 1d3x1000gp.

They have a pet **giant slug**.

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

O–24 (and P24) Fortune's Alley

Dark creeper servant of a powerful dark stalker has lost the (supposedly ensorcelled) demon he was supposed to be using.

P–17 Sulfur Square (Alchemy)

Shrooms and **serpentfolk**. This is where the product of those machines in the serpentfolk embassy ends up for sale.

P–59 Wererat Plaza

Wererats (3d10+30): **HD** 3; **AC** 6[13]; **Atk** bite (1d3), short sword (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120;

Special: control rats, hit only by silver or magic weapons, lycanthropy, surprise on 1-4 on 1d6;

Equipment: short sword, pouch with 1d3 takkas.

R–46 The Demon Pit

A person is staked out on the cavern floor for unknown reasons surrounded by a group of **10 huggermuggers**.

Huggermuggers (10): **HD** 2; **AC** 6[13]; **Atk** dagger (1d4); **Move** 6; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: 3 or more around opponent can cause *confusion*. (***The Tome of Horrors Complete*** 330)

Equipment: dagger, belt pouch with 1d3 takkas.

R–54 Upper Winemarket

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

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

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

Drider: **HD** 7; **AC** 3[16]; **Atk** +*1 longsword* (1d8+1); **Move** 18; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special**: magical abilities, spells (4/3/2/1). (***Monstrosities*** 145)

Magical Abilities: 1/day—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *detect magic*, *levitate*.

Spells: 1st—*magic missile* (x3), *shield*; 2nd—*invisibility*, *mirror image*, *web*; 3rd—*fly*, *haste*; 4th—*charm monster*.

V–11 Gloomcrawler Square

There has been a very recent grue attack.

A **Demon (first-category)** escaped from Fortune's Alley due to a stray *dispel magic*.

Demon, Vrock (Category I): **HD** 8; **AC** 0[19]; **Atk** 2 foreclaws (1d8), 2 rear claws (1d8), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special**: immune to fire, magic resistance (50%), magical abilities.

Magical Abilities: at will—*darkness 5ft radius*; 1/day—*gate* 10% (1 vrock).

W–60 (and V–60) Poppy Bouquet (drugs)

Shrooms (1d2+1) and various **dark creepers**, both selling and buying. A few **drow** might be present.

Chapter 5: Dread Domes of the Serpentfolk

Introduction

Unless this chapter is being played as a stand-alone module, the characters have already been traveling through the tunnels of the Under Realms before reaching this part of the Cyclopean Deeps. In the course of their exploration of the Deeps, they are likely to come across this enclave of the serpentfolk, although it is possible to bypass the area if the adventurers make their way through some of the tertiary tunnels as shown on the Main Map of the Deeps.

In addition to the Domes themselves, this area of the Deeps contains another very dangerous adversary, the aboleth Sh'balaquieelma. Unless the characters actively go looking for the aboleth, they are not very likely to stumble across it. If they do, however, they will be in for a deadly underwater battle!

Hex 14L. Lair of the Aboleth

Hex 14L contains the lair of the aboleth **Sh'balaquieelma**, the offspring of an older aboleth that inhabited the cavern complex when it was part of a much larger subterranean lake than what now remains. The lake dried away over the centuries, leaving behind only a few water-filled caves in which Sh'balaquieelma lives. The aboleth exerts a certain amount of influence in this region of the Cyclopean Deeps, trading with the serpentfolk of **Hex 18M**, and with the Death-Godling CHOA-THOOM in **Hex 35S**. Since it is an aquatic beast, it has to rely on its skum slaves, or other beings it has enchanted, to act as its emissaries and traders.

Start

Depending on how you have been running the adventure, no "Starting Text" might be required, or you might prefer to make up your own. Otherwise, feel free to read or paraphrase the introductory text below.

> You have been traveling for some time along a wide tunnel, usually about 30ft across. Most of the time, the passageways were naturally formed, hanging with stalactites and subject to sudden rises or falls, crusted with fungi and mosses. In several cases, corridors had been excavated to connect these natural tunnels to each other, sometimes almost a mile long. Many small side-tunnels and corridors have led away from the main one, but you have not been exploring these, for they seem to lead into endless labyrinths.

14L–1. Southwest Passage

> Ahead of you, the hewn corridor opens into another area of natural cavern, and branches into a Y-shape.

This is a primary passage, leading to the south and west; journeying in this direction leads adventurers to ***Chapter 6: Converging Caverns of Leng*** or even as far as ***Chapter 7: Narrows of Braath***.

A. The Underpath

> The passageway begins a rapid slope, and the stone is slick with water.

This passageway slopes rapidly down from the south to the north, with a pool of water 5ft deep at the lowest point before it begins to slope upward again. The pool crosses the passage from wall to wall, and is 20ft or so across. It contains a subterranean parasite that causes a person's skin to turn grey and peel — a harmless, but not very attractive, symptom. Anyone who submerges in the water must make a saving throw or become infected by the parasite. The effects begin showing within 24 hours. If the character's exposure to the water is briefer (reaching an arm in, or some other quick contact) then make the saving throw at a bonus of +4.

B. The Watcher

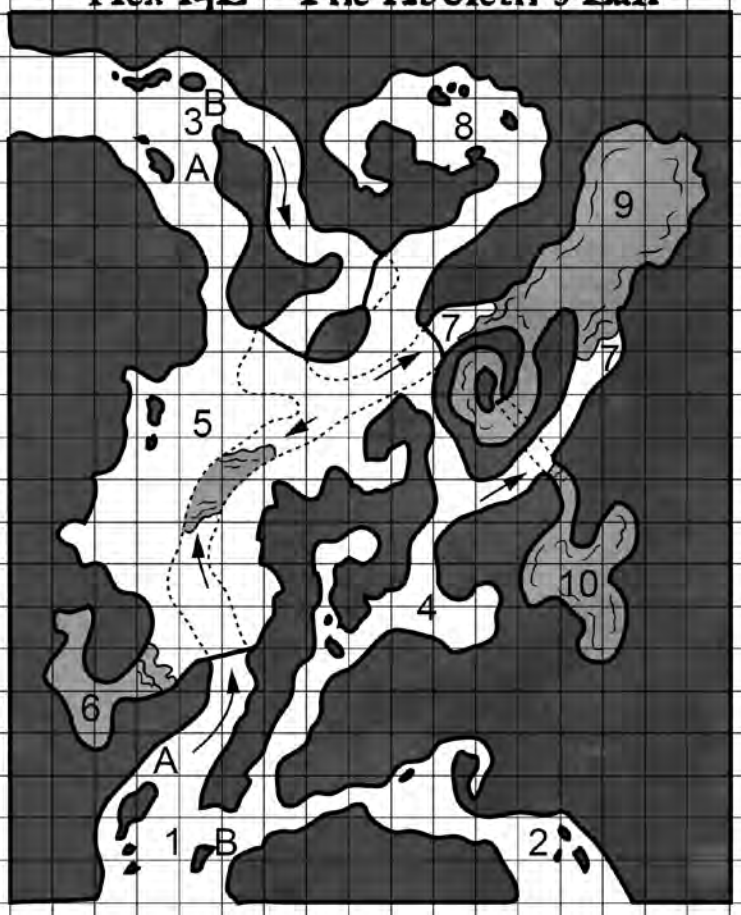
> The natural stone passageway forks here near a massive stalagmite.

The vast stalagmite that rises from the tunnel floor is actually a **roper**, and is as large as these creatures grow. It hides here in plain sight, pretending to be an ordinary rock formation. The roper is under the control of the aboleth in **Area 14L–10**. It telepathically alerts the aboleth to the presence of intruders, but doesn't attack unless something unusual happens. It is unlikely that any combat occurs here, but it is also likely that the aboleth is alerted to the party's presence. It takes the roper's rudimentary mind a full 20 minutes to make contact with the aboleth and convey its message clearly. If the party realizes that the stalagmite is a roper and kills it before the roper has a chance to warn its aquatic master, the aboleth won't be alarmed — even if the roper's mental communication falters and stops midway through the message. Communicating with the roper's feral little brain is difficult and irritating for the aboleth; it is relieved that the roper has (apparently) decided to abandon the effort.

Roper (12HD): HD 12; **HP** 74; **AC** 0[19]; **Atk** tentacle (weakness), bite (2d10); **Move** 3; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** 6 tentacles grab at 1 per round and cause weakness (save or at 50% of strength), half damage from cold, immune to electricity, susceptible to fire (+1 damage per hit die inflicted). (***Monstrosities*** 400)

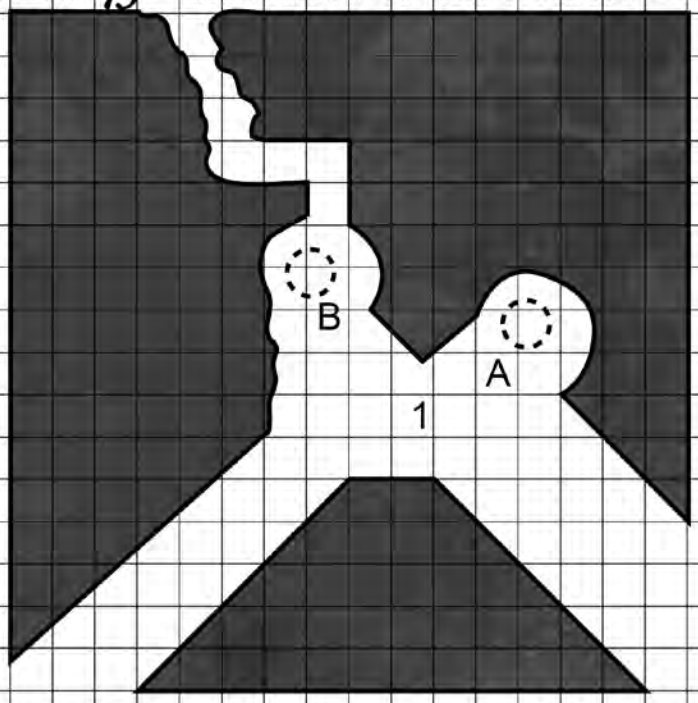
The roper sits overtop a small depression in the floor that conceals a few shiny objects it has collected. If it moves (or is moved) from the location shown on the map, the adventurers find the following objects in this little hidey-hole: 5 garnets (50gp each), 2 Leng-rubies (50gp each unless sold to a creature of Leng, in which case 500gp each), 1 scroll (*cure light wounds, raise dead*).

Hex 14L - The Aboleth's Lair

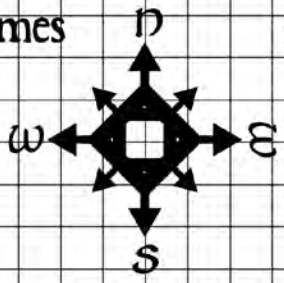


Hex 16M - The Torn Cavern

Hex 17J - Chamber of the Prison Domes



1 Square - 10 Feet



Map Key

- Slope Down
- Underneath
- Under Water
- Stalactites/ Stalagmites
- Waters Edge
- Crevasse/Chasm
- Force Field

14L–2. Southeast Passage

If the party is entering the map from the southeast:

> At this point in the passageway, the hewn corridor ends, turning into a much narrower natural tunnel only 10ft wide. A curtain of stalactites and stalagmites fills the eastern part of the corridor where the two passages meet.

This passage connects the Dreaded Domes directly to **Hex 3H**, the Fortress of Ques Querax.

14L–3. North Passage

> The low ceiling of this naturally-formed cavern drips with water that runs down into many small puddles in the uneven floor. These foul-smelling shallow pools are a rainbow of colors.

This cavern is the point where the main tunnel into the northern part of the Cyclopean Deeps intersects with the main southern tunnel. Adventurers following a map from the southern part of the Deeps might be confused by the fact that the corridor appears to go due westward here, but it turns northward and then to the northeast in less than a mile.

The bright colors of the water result from foul-smelling, multicolored algae floating on the surface.

A mix of red, orange, yellow, green, blue, and violet-hued algae-blooms covers the hundreds of small puddles in the cavern. It is not possible to walk through the cavern without stepping into some of the water, although if a character picks two specific colors to avoid, it is possible to get across by stepping only into puddles of the remaining four colors. The only risk in the cavern is stepping into some of the red algae, which has tiny gas bubbles that burst if any weight is placed on them. The gas released by the red algae fills an area with a 20ft diameter. Anyone in this area must make a saving throw or fall into a catatonic state for 2d6 days. Anyone falling to the ground in a catatonic state is 90% likely to set off a second puff of red swamp gas centered on that location, requiring a second saving throw even from characters that succeeded on the first one.

A. This tunnel has a slight upward slope, detectable only by dwarves.

B. This tunnel has a downward slope (if seen from the perspective of **Area 14L–3**, otherwise upward). The slope would only be detectable by a dwarf, but four naturally-formed "steps" about 5ft deep clearly show that the overall direction is downward.

14L–4. Fish-Paintings

> The walls of this side cavern are covered with pictures of fish.

Examining the carvings reveals that the fish have all been painted with thin tentacles growing from their heads. The painter was a drow traveler who encountered the aboleth and was driven mad when it dominated his mind. The aboleth, perplexed by this result and not particularly hungry at the time, simply left him where he was and proceeded on its way. The drow painted the walls with images of his madness, and was eventually eaten by a pack of night-ghouls.

14L–5. The Great Cavern

> This large cavern has an extremely high ceiling, giving the sound of footsteps a strangely flat quality. There is nothing remarkable about the cavern itself, but the gentle lapping of water can be heard from the southwest.

This cavern is used by travelers in the Deeps to circumvent the aboleth's lair. It contains no particular dangers, and the expert observations of a dwarf (if one is available) reveal that there is significant foot traffic between the cavern's northwestern exit and the southern exit that leads to **Area 14L–4** and then beyond.

14L–6. Underwater Skum Lair

> A dark pool fills this part of the cavern.

This pool is the lair of some of the aboleth's servants, the horrid **skum**. Five of them sleep under the water, coming out to hunt or when they are summoned by their master.

Skum (5): HD 2; **HP** 11, 4, 5, 14, 9; **AC** 6[13]; **Atk** trident (1d8) or 2 claws (1d4) and bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. (**Monster Appendix**)
Equipment: trident, dagger, belt pouch with 1d10gp.

14L–7. Water's Edge (2 locations)

> The tunnel suddenly slopes down and ends at the edge of a small lake. The lake-cavern is quiet, except for the dripping of water from the cavern ceiling.

14L–8. Empty Cavern

> The ceiling of this cavern chamber has a few stalactites hanging down from it. Some mushrooms grow from cracks in the walls, but nothing looks dangerous.

This cavern is empty, but if a small group (fewer than 10) makes camp here, the **skum** (from **Areas 14L–6** and **14L–9**) are likely to attack when only one or two guards are awake.

14L–9. Underwater Tunnel

> The lake-cavern has a high ceiling, and every so often drops of water fall from above to "plink" into the lake.

The entrance to the aboleth's lair is an underwater tunnel that leads from this cavern. If the characters disturb the water, they also disturb the **11 skum** that live in it. Any conflict underwater in this cavern draws the aboleth from its lair in **Area 14L–10**.

Toward the bottom of the cavern, about 30ft underwater, another tunnel leaves this cavern. It corkscrews downward toward **Area 14L–10**, where the aboleth lives.

Skum (10): HD 2; **HP** 5, 12x3, 6x3, 9x2, 8; **AC** 6[13]; **Atk** trident (1d8) or 2 claws (1d4) and bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. (**Monster Appendix**)
Equipment: trident, dagger, belt pouch with 1d10gp

Skum Leader: HD 5; **HP** 32; **AC** 6[13]; **Atk** 2 claws (1d4) and bite (1d6); **Move** 9 (swim 15); **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** none. (**Monster Appendix**)
Equipment: belt pouch with 3gp and a pearl worth 100gp

14L–10. Underwater Lair of Sh'balaquieelma.

The water-filled tunnel leads downward until it finally opens into a chamber that is completely filled with dark, murky water. Due to the presence of sediment and suspended plant matter, the cavern bottom is not visible below.

This is the aboleth's lair, a lightless cavern filled with foul water. **Sh'balaquieelma** (shu-bala-QUEEL-ma) faces an unusual problem: His caverns are slowly drying up, and the quality of the water is getting bad. At one time, all the caverns in this area were submerged — and they were also considerably larger. Several rock collapses and dry decades later, however, and the aboleth's living quarters are starting to look unattractive.

The solution is obvious: earthquakes are not hard to come by when powerful magic is brought to bear, and earthquakes can be used to create new, spacious caverns. The problem is engineering. Unleashing earthquake spells or wild earth elementals would be fairly likely to bring the whole house down right on Sh'balaquieelma's head or drain the water he currently has. The aboleth has concluded that the best way to expand his lake caverns is to recruit an intelligent earth elemental lord for the task. The problem with the plan is that the elemental lords do not consider themselves to be excavation contractors for hire, so the aboleth needs to find some kind of leverage to force one into service.

The ideal elemental lord would be Zuuljj, an elemental prince of Earth-chaos, mainly because the aboleth happens to know how to put some arcane pressure on Zuuljj in particular. Certain runes and rituals contained in an ancient book known as the *Book of Stonebinding* can be used to cause Zuuljj tremendous pain if they are used as a weapon against him. The book is (as far as Sh'balaquieelma knows) in the possession of the duergar. Unfortunately, the aboleth's slaves are not numerous enough to even contemplate a frontal assault on the dark dwarves (and there is not enough space in the aboleth's caverns to breed more slaves). Consequently, the adventurers might be *exactly* the sort of people the aboleth wants to talk to right now. If a party of adventurers could steal the *Book of Stonebinding* from the duergar and bring it to Sh'balaquieelma, the reward would be significant. The aboleth knows nothing about the recent political/religious upheavals among the duergar, so it is possible that the characters might walk into some unexpected difficulties (see ***Chapter 11: Mines of the Duergar***).

Obtaining the *Book of Stonebinding* is, of course, not the only project Sh'balaquieelma has in process. It is aware of the death godling CHOA-THOOM, and has opened communications with it, as one ancient creature to another (see ***Chapter 8: Flagon of the Death God*** for details about CHOA-THOOM). If you need a mission for Sh'balaquieelma to offer, other than venturing to the realms of the duergar, bringing a message to Bala Shah at **Hex 35S** would be a possibility.

Sh'balaquieelma the Aboleth: HD 9; **HP** 47; **AC** 3[16]; **Atk** 4 tentacles (1d6 plus slime); **Move** 9 (swim 12); **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** magical abilities, mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour). (**Monstrosities** 8)

Magical Abilities: 3/day—*charm monster, phantasmal force.*

Tactics: Sh'balaquieelma's most powerful weapon against a large group is the ability to project powerful illusions. Its first *phantasmal force* will be a giant anglerfish, much larger than Sh'balaquieelma itself, which might draw fire or spells that would otherwise be directed at the aboleth. The illusion determinedly keeps pointing its eerily-glowing appendage at any character that the aboleth thinks is a spellcaster. Being an illusion, the anglerfish will not cause damage, but depending on how you handle illusions in your campaign (such as rolling dice when the fish points) this could be very disconcerting to the "target." If the aboleth then uses its *charm* powers against the target, then the saving throws are real — but they seem to be coming from the giant anglerfish rather than the aboleth.

Another of Sh'balaquieelma's tricks, if its enemies discover that the anglerfish is an illusion, is to surround itself with a second anglerfish illusion. Now, the characters might ignore the "illusion" that is actually hitting them with *charms*. The aboleth attacks physically only if it uses all its attempts to *charm* one of the characters.

Treasure: Three (non-animated) skeletons lie on the floor of the underwater chamber:

Skeleton #1 (Arvor the Brave): dressed in *+1 plate mail*, dagger is not magical but has a 200gp gem in the pommel.

Skeleton #2 (Keskus the Mighty): dressed in rusting plate mail, but has *+1 shield*. Belt pouch is dissolved, but a scattering of 43gp and 1 takka rest near the skeleton.

Sh'balaquieelma the Aboleth

Long-term goals: To collapse large areas of stone around its lair to create a larger lake, thus giving it more room to breed more slaves. With more slaves, it could control more of the dry tunnels as well, demanding tribute and worship from the puny beings that infest the world.

Current plans: To force or persuade Zuuljj, an elemental prince of Earth-chaos, to increase the size of its underwater domain by creating new caverns. To accomplish this, it needs to obtain the *Book of Stonebinding* to coerce the elemental prince. The book is in the possession of the duergar (see ***Chapter 11: Mines of the Duergar***).

Allies: The aboleth has minor alliances with the serpentfolk (**Hex 18M**) and CHOA-THOOM (**Hex 35S**). It has neutral contact with the denizens of Leng (**Hex 11F**), and has trade relations with Yiquooloome (**Hex 20Z**).

Enemies and rivals: None still living.

Skeleton #3 (Elemiah the Articulate): dressed in rotted robes. Has a (ruined) spell book, and a (ruined) scroll in a cracked scroll case. On its finger, Elemiah's skeleton wears a *ring of three wishes*, with one wish remaining. It is this ring that Sh'balaquieelma uses to negotiate with the characters.

In addition to the treasure on the three skeletons, Sh'balaquieelma has a treasure chest that it keeps buried 5ft under the mud at the bottom of its cavern. The chest is impossible to find without using magic of some kind and contains the following: 107 takkas, 3205gp, 2656sp, and 3 Leng-rubies (50gp each, 500gp if sold to a Leng-denizen or Leng-spider).

Hex 16M: The Torn Cavern

16M–1. Northeastern Tunnel

> The large cavern area in front of you is riven with three deep chasms and contains a shattered dome of glass, 30ft or so in diameter. A stone ledge juts out from the cavern's east wall, about 40ft high.

This passageway leads to the northwest, joining a primary corridor in **Hex 16O**.

16M–2. Shattered Dome

> This appears to have once been a glass dome, 35ft across, but its top has been shattered and broken away; the glass around the base is intact and rises, curving inward, to heights of not more than 4ft. Above this height, only a few wickedly sharp slivers of glass indicate how the curvature would have completed the dome.

If a player asks, and a character (such as a magic-user) has some basic familiarity with geometry, it is possible to ascertain from the curvature that this dome would be a perfect hemisphere if it were intact.

This is actually a true dome of the serpentfolk that was located in a pocket dimension elsewhere in the Deeps. When it was destroyed (a structural failure due to age and neglect), it collapsed and broke into this part of the material plane at approximately 1% of its original size. Careful inspection of the dome's interior allows the characters to find one or two tiny skeletons fused into the dome's glass. Each skeleton has a human torso and legs, but with strange snake-like skulls and the tails. These are the actual skeletons of serpentfolk that shrank along with the dome when it was forced back into the material plane. Fused into the dome's glasslike substance when it crossed the planar boundary, they died quickly and rotted away to the bone. The dome was, of course, filled with these tiny dead bodies just after the dome collapsed, but they were eaten by rats many years ago — only the ones fused into the glass remain.

A few moments of thought by a clever player, comparing the size of the tiny corpses with the size of the dome, would indicate just how massive the original must have been, proportionally.

16M–3. Carrion Fly Ledge

> A high shelf of rock sits about 40ft above the cavern floor on the east wall. The top seems to be emitting a strange buzzing noise that rises and falls in pitch.

This ledge is the home of **20 carrion flies**, horrible creatures (see the **Sidebox**) that also nest in the walls of the chasm far below (see **Area 16M–4**). They all attack if this ledge is disturbed, but only 1d4+1 fly down if the characters are down on the floor of the cavern in **Area 16M–4**.

Carrion Flies (20): HD 4; **AC** 7[12]; **Atk** 4 tentacles (paralyze) or spit (2d4); **Move** 3 (fly 18); **Save** 13; **AL** N; **CL/XP** 7/600; **Special:** acid, paralyze. (***Monstrosities*** 56)

Treasure: A total of 3gp, 71sp and 22cp are scattered on the ledge.

16M–4. The Chasms

> As you enter this part of the cave chamber, you hear a powerful buzzing sound from down in the chasm that seems to be getting louder very fast.

A second carrion fly nests on a ledge 200ft down from the top of the chasm. Any beings entering this area draw the attention of the flies on the ledge at **Area 16M–3** as well as those in the chasm. There are **15 carrion flies** in the chasm (in addition to the 20 in **16M–3**). Once characters enter this area, 1d4+1 of the monsters fly out each round from the chasm, and 1d4+1 from the ledge at **16M–3**, until none remain.

Carrion Flies (15): HD 4; **AC** 7[12]; **Atk** 4 tentacles (paralyze) or spit (2d4); **Move** 3 (fly 18); **Save** 13; **AL** N; **CL/XP** 7/600; **Special:** acid, paralyze. (***Monstrosities*** 56)

Treasure: The carrion flies do not collect treasure on their ledge, but if the characters begin exploring the walls of the chasm by flying down or using ropes, they find a different ledge where rests the body of an adventurer whose climbing rope apparently failed. Only bones remain, and these are broken in all kinds of nasty ways. The party can salvage a suit of *+1 leather armor* from the wreckage, but anything else the hapless climber was carrying was either crushed or rotted away. The leather armor is embossed with the picture of a red bat.

16M–5. Southwestern Exit

As with Area 16M–1:

> The large cavern area in front of you is riven with three deep chasms and contains a shattered dome of glass, 30ft in diameter or so. A stone ledge sits high on the cavern's east wall.

This passageway connects to **Hex 18M**, the main headquarters of the serpentfolk.

Hex 17J: The Prison

17J–1 Chamber of the Prison-Domes

> Three corridors intersect in an open area with a high, vaulted ceiling. Two parts of the chamber have rounded walls that are carved with thousands of tiny faces. One of these areas, the most westerly, is awash in a dim, bluish light.

A. Unoccupied Prison

Unless the characters activate this prison (or get put into it by the serpentfolk), there is nothing here to find.

B. Occupied Prison

> The eyes of all the thousands of carved faces in this area are glowing, emitting needle-like beams of light that form a dome-shape in the middle of the area where the walls curve. Inside the dome shape is a serpentfolk wearing a green tunic, apparently writhing in agony. His wrists are chained to the ground.

The dome created by the beams of light is a field of magical force holding a serpentfolk prisoner. This is **Ushaz Esseth**, who has been condemned to die in slow agony by the Yellow Society. He is a member of the Green Society. The dome itself is not what is killing him — he has been necromantically implanted with serpentfolk eggs as a convenient way of meeting two needs of the serpentfolk community at once. The domes function merely as prisons.

The only way to turn off the eyes, and thereby deactivate the force field, is to use one of the **Authority Scepters** from the Domes. Touching the Authority Scepter to the light causes the light-beams to stop. Waving the scepter in the area when the light-beams are off causes them to activate and form a prison dome.

Note: Obviously, Ushaz won't be here forever. Arbitrarily marking time from whatever point the characters first encounter him in the prison, Ushaz dies in 3 days and the Yellow Society comes to get his egg-bloated body the following day.

Hex 18M: Dreaded Domes of the Serpentfolk

The Domes of the Serpentfolk are the major stronghold of this ancient race in the Cyclopean Deeps. At one time a second settlement existed in **Hex 20Z**, but the serpentfolk there degenerated into savagery. When the Elder Being Yiquooloome arrived, the serpentfolk were utterly undone and fell under its horrid influence. More information about the degenerate serpentfolk and their fate may be found in ***Chapter 10: Orchard of Yiquooloome***.

Societies

The serpentfolk of the Domes are divided into four societies, which are in many ways like castes. The Red Society is focused mainly upon alchemical magic, the Blue Society is primarily interested in the magic of writing and runes, and the Yellow Society is interested in necromancy. The Green Society is made up — for the most part — of those who are not really intelligent enough to be admitted into one of the three arcane societies. The greens guard the complex, supervise the slaves, and perform other simple or physical tasks — including combat. The seeds of degeneration are already here; the greens deeply resent the upper castes and could easily decide to kill them all if they are suddenly or violently provoked.

Geography and Trade

In terms of the overall trade and geography of the Under Realms, the Domes of the Serpentfolk are located on a side spur that leads from one of the two major travel routes connecting the northern and southern parts of the Deeps. What the location surrenders in trade, as a side passage, is more than redeemed by its defensibility. The serpentfolk have been able to survive more than one major assault by defending the long stretches of (relatively) narrow tunnels that must be traveled before any attacking force can reach their main lair.

As is clear from the map — your humble author hopes so, at any rate — the serpentfolk complex is a nest of tunnels carved through a limestone ridge between two large, open caverns. It is, structurally, like a thick wall, honeycombed with tunnels, between these two areas. The fortified "wall" blocks off the northern tunnel from the southern ones, and the serpentfolk make a handy income by charging tolls from those wishing to pass through the narrow, winding pathway through the Dome complex to the corridors of the other side. In times when a major threat occupies the route from **Hex 17J** to **Hex 17U**, the tolls through their fortress have unleashed a torrent of gold for the serpentfolk.

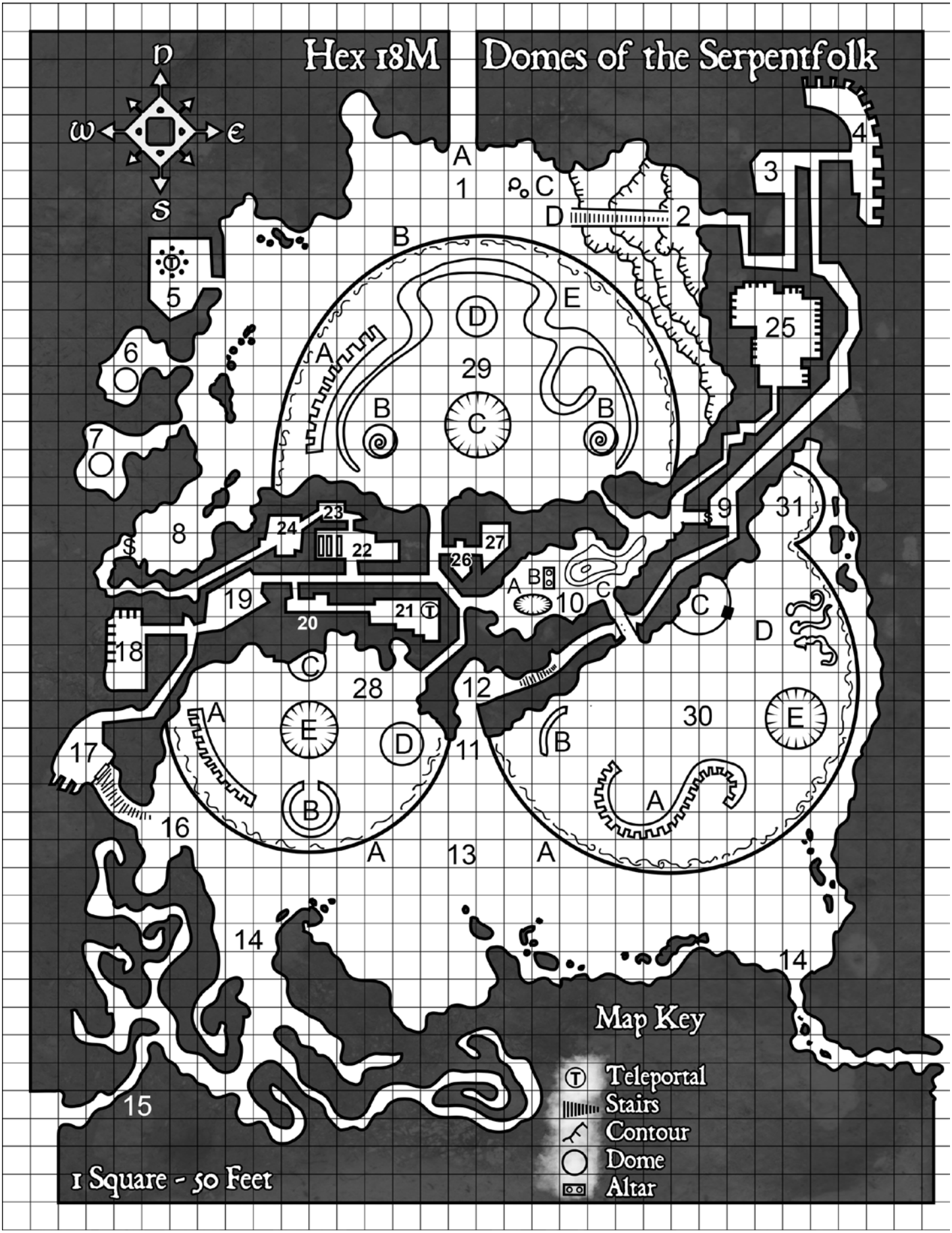
Referee Notes

The script of the Ancients (the ancient race of primordial serpentfolk, that is) appears in several places throughout the Domes, for this is an area that has been continually inhabited by the serpentfolk since truly ancient times, as witnessed by some of the deterioration of the complex and its magical powers. The script is non-magical, but it is very difficult to make sense of it even when it is translated, due to its alien logic that — to humans, in any case — contains multiple ambiguities, double meanings, contradictions, and bizarre inferences. A thief reading the language has only a 5% chance per level to get the full meaning of the writing, and the use of a *read languages* spell has an unmodified 90% chance to interpret the meaning correctly. If such an attempt fails (e.g., a thief would have succeeded normally with an 80% chance, but the second check at 5% chance per level happened to fail) then the character might still discern some of the meaning contained in the writing. It is up to the Referee to decide what information, exactly, is understood. Failing the check should not mean that the character gained incorrect information; just that less information was conveyed, or even none at all.

Rumors and Whisperings

The party might stumble across various rumors about the serpentfolk in places like the City of Izamne. It is left to the Referee to parcel these out based on the quality of the party's information-gathering. Do not give too many of them away, but if the characters undertake more than one method of picking up information, it could definitely yield more than one nugget of useful information.

1	There was recently a rebellion in which a new group of serpentfolk took charge (FALSE)
2	The Domes of the Serpentfolk have existed almost since the beginning of time. (Pretty much TRUE)
3	The serpentfolk are divided into different social castes. (TRUE)
4	There is some kind of religious unrest among the serpentfolk. (FALSE, but this rumor may alert the characters to the political unrest)
5	The serpentfolk occasionally take captives and use them for horrible experiments inside the domes. (TRUE)
6	When you go through the tunnel in the serpentfolk complex, there is a secret way into the tunnels where the serpentfolk actually live. (TRUE)
7	There is a way of teleporting into the secret caverns where the serpentfolk live. (TRUE)
8	The serpentfolk worship a powerful lake-spirit that they can summon. (Not exactly TRUE, but still a good warning)
9	Serpentfolk eggs are worth lots of gold in places like Izamne. (TRUE)
10	The serpentfolk and the cult of the demon-prince Isclaadra do not get along. (TRUE, to put it mildly)


Hex 18M
Domes of the Serpentfolk
N
W
E
S
Map Key
Teleportal
Stairs
Contour
Dome
Altar
1 Square - 50 Feet

Map Key

18M–1. Entrance to the Cavern of the Domes

Approaching from the north:

> You have been hiking down a hewn-rock passageway for some time, leaving behind the naturally-formed tunnels. As it turns more to the south, the corridor broadens and begins to show more signs of craftsmanship. Eventually you find yourselves in a 50-ft-wide, arched and vaulted thoroughfare. You can see a greenish light ahead, and as you draw closer you can see that this broad corridor ends at a large, dimly-lit cavern. A sentry holding an ornate spear stands near the entrance.

This passageway connects the Domes to **Hex 15O**, where it joins one of the two major north/south arteries of the Deeps.

The sentry is a **serpentfolk guard** who might or might not have detected the party's approach, depending on whether they are being stealthy or obvious. Either way, they must deal with the sentry — by violence or by sneaking past — before they can get a good look at the cavern beyond.

Serpentfolk Guard: HD 4; **HP** 18; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: *Sentry's Spear*, green snake-head amulet, bandolier-pouch with 1d4 gems 100gp each.

Sentry's Spear

The *Sentry's Spear* is a magic weapon designed by the serpentfolk for use by their guards. The spears are relatively ornate by the standards of non-serpentfolk, with carved metal serpents twisting around the copper shaft to the pike-length point. Due to the spear's nature, it has to be passed from hand to hand when the guard changes. If any person touching the spear dies (whether it's the holder or someone being impaled on the point), or if there is no one holding it at all, the spear emits an unbelievably loud howling. The noise subsides after a full minute, but by then it alerts anyone and anything in the area. The spear confers no bonuses to hit or damage; its only enchantment is the warning scream it utters.

A. Scenic View

> A large cavern is filled with faint green light coming from a vast half-dome of some crystalline substance. The dome is built into the living stone of the cavern's south wall. As far as you can tell, the inside is filled with a cloud of mist, and it is the mist generating the green glow. The cavern continues out of sight around the dome to the east and west. To the east there are two large stalagmites, and beyond that it looks like the cavern floor opens out over a chasm.

A dwarf might notice that the "stalagmites" are not normal formations, and that they have concealed arrow-slits (see **C**, below).

Keep in mind, in terms of what the characters are able to see, that the force-field "door" and the stairway are not visible until the characters are almost all the way to the cliff's edge.

B. Wall of the Dome

If the characters approach the dome to inspect it closely:

> The dome is made of a transparent substance, but the billowing mist inside prevents you from seeing anything within. Every once in a while, it seems that there is movement inside, but it is always immediately obscured again by the mist.

The dome cannot be broken by any physical attempt the characters could possibly make. It might be possible to cut through it if the characters have an *enormously* powerful magical tool, but even then a lot of time would be required. The serpentfolk would certainly notice what was going on and respond with a well-planned counterattack involving the necrohemoths from **Area 18M–30**.

C. Stalagmite "Forts"

The two circles on the map denote the presence of two false stalagmites that are actually hollow. They have been built with arrow-slits and doors that bar from the inside. Most importantly, though, is the fact that the false stalagmites are built just inside permanent *anti-magic shells*. There are **2 serpentfolk archers** in each of the little forts.

Each of the archers has a pair of *+1 arrows* and a good supply of normal arrows. The protective stone gives any arrows loosed from the outside a 90% chance to miss entirely (before making a to-hit roll). If the attacking character chooses to spend an entire round aiming, the percentage chance to miss the arrow slit drops to 20%. Inside the *anti-magic shell* is also a mechanical (i.e., non-magical) lever that alerts the guards in **Area 18M–3**.

Serpentfolk Archers (4): HD 4; **HP** 22, 16, 15, 18; **AC** 3[16]; **Atk** bite (1d3) and longsword-scimitar (1d8) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: longbow, 2 *+1 arrows*, 50 normal arrows, longsword-scimitar, green snake amulet of Sa-Heloth, bandolier-pouch with 1d4 gems worth 100gp each. One has a jhoat-stick worth 10gp, but it is a bit chewed-on.

D. Cliff Edge

> The cavern floor drops away here, plunging 100ft down to a door in the cavern wall at the bottom. A steep stairway leads down to the chasm floor and ends directly in front of the door. An armored **serpentfolk guard** with a green surcoat stands at the top of the stairs.

Serpentfolk Guard: HD 4; **HP** 21; **AC** 2[17]; **Atk** bite (1d3) and two-handed sword (1d10+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: green surcoat, plate mail, two-handed sword, green snake-amulet of Sa-Heloth, warning-horn, bandolier pouch with 1d4 gems worth 100gp each.

18M–2. The Deep Door

> At the bottom of the steep stairs, an opening yawns in the cavern wall. A **serpentfolk guard** stands beside the archway.

This is the entrance to the tunnels that lead through to the cavern on the south side of the serpent-people's cave system. Travelers are allowed through if they pay a toll, but these tunnels do not — other than through one secret entrance — actually connect to the area where the serpentfolk live.

If the characters start down the stairs, the **serpentfolk guard** steps into the archway. This is standard protocol: The guards are ordered to make sure that they are behind the force field when strangers approach.

If the characters investigate the door rather than being admitted by the guard (most likely due to a precipitous failure to restrain violent impulses), read or paraphrase the following:

> The archway into the cavern wall is 10ft across and 20ft high. A shallow depression beside the archway looks like a snake head, but indented.

Amulets of Sa-Heloth

These amulets are worn as medallions by all the serpentfolk of the Dome complex. The amulets are bronze disks with a prominent bas-relief serpent head on the front of the medallion. They are worn by the serpentfolk to identify the individual snake-person's society (red, blue, green, yellow, and sometimes white) but also for use as a key throughout the serpentfolk complex. The amulets are magical, although the magical aura is quite faint. Sa-Heloth was the legendary builder of these domes and is now their ancestor-spirit. According to legend, it is his face carved onto the amulets.

Blocking the entrance is a magical field of force projected by multiple tiny holes in the archway in the form of invisible sound waves. The only way to enter the cavern is either to place one of the snake amulets (of any color) into the indentation or to cast a *silence* spell on the archway (since it works by sonic waves). The source of the magic is actually located 50ft above the archway, and the sound travels through pipes; thus, although the field could be deactivated by the use of a *dispel magic* spell, a caster would most likely miss the target by aiming for the archway rather than at the magic source far above it.

Serpentfolk Guard: HD 4; **HP** 23; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: spear, green snake amulet of Sa-Heloth, brass pinkie-ring engraved with "Victory or Death" in dwarven runes, bandolier-pouch with 1 takka-coin and 20 blue gems worth 5gp each.

Once the characters enter the tunnel, one way or another, they find that the corridor is 20ft wide and excavated directly from the cavern's rock. The tunnel is not dark; the stone of the floor is filled with veins of crackling yellow light. They are obviously not a natural feature of the limestone, but the pattern is far too complex to have been inlaid into the floor — it has an almost organic look. Occasionally, the light flickers uncertainly and dims, but it never goes all the way out, and always returns to its original strength after a moment or two. This light is a powerful magic-dispelling field. It does not affect magic items, but it has a base 50% chance to end the effect of any active spells. It is unlikely that the characters notice this ancient, insidious defense (unless they have some sort of spell-detection magic in operation, or perhaps something like a *wand of trap detection* — for this field is detectable as a magical trap). In order to avoid tipping your hand, if the characters don't notice that they have walked through a magical field, don't roll for the results until the characters would actually detect those results — possibly not even until the start of a battle.

18M–3. Disarming Room

What the characters encounter in this room is going to be very different depending on whether they are storming the place or entering it peaceably. If the play has moved into "storm the fortress" mode, skip down to the discussion of the defense of this area. The text boxes are written for the peaceful approach.

> The passageway turns northward, and then after about 200ft it opens into a chamber hewn from the rock. Although the room's dimensions are strange — there do not appear to be any precise right angles — the excavation is not only high quality but quite decorative. The walls are laced with curving script and bas-relief carvings of serpentfolk engaged in all sorts of activities (yes, *all* sorts). There is one other exit, on the east wall, and **5 serpentfolk** are half-coiled, half-sitting in large copper bowls that stand low to the ground on several short legs. Four are armored and wear green surcoats; the fifth wears a blue robe and skullcap.

The curvilinear script is the ancient language of the serpentfolk, and is not magical. If the characters read it, they find that it names this chamber as the "Disarming Room," and says something about the "southern dispellsion." That part is obscured by several pictures of serpent people putting humans into what looks like a big machine shaped like a green cone with a snake head. If the characters have seen the *Athanor of Sa-Heloth* in **Area 18M–25**, they recognize it in this mural.

Anyone who wants to go through this room peacefully must submit to a *detect magic* spell, then remove any armor and put it and any magic items and weapons into a locked box (you get to carry it through the tunnels yourself). The toll is 100gp per head, 5gp per slave. If the party pays the toll, each character receives a tile of greenstone, which serves as a receipt and as a passport.

The guards drone out the memorized explanation of the rules:

> "These are the rules for passage through our tunnels. First, you shall be tested for magical items and shall place them in these boxes…" He gestures to a pile of coffin-sized wooden boxes with padlocks. "You shall remove all magic, armor and weapons and place them in your box. Only then shall you be permitted to proceed through the Lower Tunnel to the northern cavern. The toll is 100 gold pieces each, or show your authority to pass."

Each of the boxes has a complicated rune on it (a numeral in the language of the ancient serpentfolk) that corresponds to a key held by the doorkeepers. The doorkeepers in the north and south ends of the tunnels have the same set of duplicate keys. When the characters reach the other side of the tunnels, the doorkeepers unlock the boxes.

Beyond this room, travelers are allowed to proceed along the corridor to the southern exit from the complex. This passageway runs deeper than the rest of the complex, being entered at the north via the chasm, and to the south by a long stairway. The characters are told *very specifically* that they must go south at the first intersection of tunnels (if they proceed forward they arrive in the sleeping area, and are attacked).

The **guards** here respond to a warning from **Area 18M-1(D)** (the anti-magic "stalagmites") but don't bother to alert the rest of the complex each and every time there is a warning at the gates. Normally, they send one of their number to see what the disturbance is before sounding a general alarm.

Serpentfolk Guards (4): HD 4; **HP** 30, 16, 15, 21; **AC** 2[17]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: green surcoat, plate mail, spear, green snake-head amulet, bandolier-pouch with 1d4 gems 100gp each.

Essua, Serpentfolk Spellcaster: HD 5; **HP** 18; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

Equipment: blue robe with arcane patterns, blue snake-amulet of Sa-Heloth, 30 greenstone tiles, 20 keys to lockboxes, scroll (*invisibility, mirror image, lightning bolt*), sash-box with 10 takkas.
Spells: 1st—*charm person, magic missile* (x3); 2nd—*detect invisibility, web*; 3rd—*fireball*.

18M–4. Green Society Guard-Barracks

The passageway enters a chamber through an open archway. As with the rest of the complex you have seen so far, there are no right angles in the construction, and the eastern wall sweeps in a dramatic curve from north-south to east-west. All along the eastern wall are deep alcoves of different dimensions but all close to 30ft deep and about 20ft wide.

This chamber is a small barracks for the Green Society serpentfolk who are on guard in **Areas 18M 1, 2** and **3**. The large alcoves are sleeping chambers where the guards keep their possessions and sleep in a magical levitation-field. There are **5 serpentfolk guards** who are awake, and **another 5** who are in levitation-sleep in the niches.

The guards assume that anyone entering the room is attacking the Domes; some attack and some try to awaken their sleeping comrades. There is no way to sound a general warning from this room (unless the guards can get past the characters and into the hallway, which they won't really attempt, in terms of tactics).

Serpentfolk Guards (5): HD 4; **HP** 20, 11, 12, 22, 18; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)
Equipment: spear, green snake amulet of Sa-Heloth, bandolier-pouch with 1d4 gems 100gp each.

Sleeping Serpentfolk Guards (5): HD 4; **HP** 11, 17x2, 8, 18; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)
Equipment: spear, green snake amulet of Sa-Heloth.

Serpentfolk Knight: HD 8; **HP** 44; **AC** 1[18]; **Atk** bite (1d3) and two-handed sword (1d10+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)
Equipment: plate mail, two-handed sword, *ring of protection +1*, green snake amulet of Sa-Heloth.

Roster of the Green Society

Members of the Green Society, and their locations:
Ophrira Sahuesh, High Warlord (**18M–25**)
Roshor Emeraldis (**18M–28C**)
1 guard (**18M–1A**)
4 archers (**18M–1C**)
1 guard (**18M–1D**)
4 guards (**18M–3**)
10 guards (**18M–4**)
1 knight (**18M–4**)
4 guards (**18M–5**)
2 guards (**18M–11**)
4 guards (**18M–12**)
1 patrolling knight (**18M–13**)
8 guards (**18M–13**)
4 guards (**18M–14**, 2 at each of two locations)
1 guard (**18M–19**)
2 eating (**18M–22**)
10 resting (**18M–25**)
1 guard (**18M–26**)

18M–5. The Pillar Gate

This cavern is hewn from the stone in a somewhat irregular manner; no precise right angles exist anywhere. The northern half of the chamber is dominated by an almost-perfect circle of pillars that rise 50ft to the chamber's ceiling. Near the center of the circle is a globe made up of millions of thrashing strands of light floating 3ft above the floor. The pillars are not circular; their inside edges are flat and are inscribed with curved calligraphy.

This room is the means by which the serpentfolk normally enter the dome complex. The globe of light is a teleportal activated by touching it with one of the snake-amulets worn by the serpentfolk. When an amulet touches the globe of light, everyone and everything in the circle of pillars is teleported to **Area 18M-21**.

The script is in the ancient language of the serpentfolk, and contains instructions for using the teleportal — "touch the glowing globe with one of the amulets of Sa-Heloth, and all within the nest of the globe shall travel to the home of homes."

The teleportal is guarded by **4 serpentfolk** and a 10-ft-long snake with a head at each end (an **amphisbaena**). The amphisbaena is semi-intelligent and follows commands given to it by the serpentfolk. If the guards believe they have no hope of surviving the conflict, they try to leap into the teleportal (each is wearing an amulet, so this works).

Serpentfolk Guards (4): HD 4; **HP** 15, 20, 18, 17; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)
Equipment: spear, green snake-head amulet, bandolier-pouch with 1d4 gems 100gp each. One of the guards has a jhoat-stick (10gp value, looks like a wand).

Amphisbaena: HD 6; **AC** 4 [15]; **Atk** 2 bite (1d6 plus poison); **Move** 9 (climb/swim 9); **Save** 11; **AL** N; **CL/XP** 7/600; **Special:** cannot be surprised, lethal venom, resistance to cold (50%), split. (***The Tome of Horrors Complete*** 20)

18M–6. Kshamarat Ambassador

This chamber is dark, having none of the green illumination of the outside area. (It contains a crystal dome similar to the large one in the main cavern area, but only 10ft in diameter).

This guest dome is currently occupied by a dark stalker named **Yeimay Ota**, a representative of the Kshamarat civilization in Izamne. Relations between the serpentfolk and the Kshamarat dark stalkers are not entirely friendly, but they are united in virulent hatred of the Avarthamna dark stalkers and the cult of Isclaadra. Yeimay Ota visits the Domes two or three times per year, where she arranges various cooperations between the Kshamarat dark stalkers and the serpentfolk. These range from safe-passages, to caravan-robberies, to assassinations in the dark streets of Izamne. The ambassador is, of course, accompanied by a retinue of **4 dark creepers** to serve her as needed.

Yeimay Ota (Dark Stalker Spellcaster): HD 7+2; **HP** 35; **AC** 7[12] or 0[19] in darkness; **Atk** short sword (1d6 plus special poison); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:**

backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills, spells (4/2/1). (***Monstrosities*** 84)

Spells: 1st—*charm person, magic missile* (x3); 2nd—*ESP, web*; 3rd—*slow*.

Thieving Skills: Clitmb 88%; Tasks 30%; Hear 4 in 6; Hide 25%; Silent 35%; Locks 25%.

Equipment: robes, *soul net* (**Magic Items Appendix**), short sword with black smear (save or reduce strength by 1d2 points/round for 2d6-1 rounds, used up on first strike), thieves tools, pouch containing 3 sapphires (100gp each) and 1 Leng-ruby (50gp, or 500gp if sold to a spider or denizen of Leng).

Kshamarat Dark Creepers (4): HD 1+1; **HP** 7, 5, 8, 9; **AC** 7[12] or 0[19] in darkness; **Atk** dagger (1d4 plus special poison); **Move** 9; **Save** 17; **AL** C; **CL/XP** 3/60; **Special:** backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills. (***Monstrosities*** 83)

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

Equipment: ragged cloak, dagger with black smear (save or reduce strength by 1d2 points/round for 2d6-1 rounds, used up on first strike), thieves tools, pouch containing 1d8gp. One has a green snake-amulet of Sa-Heloth, and one has a *potion of firebreathing* (3d6 hit points damage in a 40-ft-long cone, save for half).

18M–7. Ambassador from Leng

This cavern contains a crystal dome similar to the large one in the main cabin, but only 10ft in diameter.

This guest dome is the temporary quarters of an emissary from the denizens of Leng (Ulmai Tribe), by the name of **Tuthumbuu Redmask of the Ulmai**. His servant is a night-ghoul named **Jeremiah Tusk**. Jeremiah was once human, but it is impossible to make him discuss this topic without the use of magical persuasion. The night-ghoul's right leg is crooked, so he walks with a scrimshaw cane made of ivory. All but one of his teeth is gold.

The party might be seeking Tuthumbuu to deliver a message from the City of Izamne (see ***Chapter 4: Secrets of the Dark City***), and if they do so, he pays them whatever was agreed upon in Izamne. If, after talking with the characters, he thinks that they are trustworthy, he may offer them a mission to undertake on his behalf—for good payment, of course. He is of the opinion that the serpentfolk would pay well (in other words, in Leng-rubies) for a particular alchemical "ingredient," namely, the sound of the voice of CHOA-THOOM. He has a small bottle that can contain a sound, and he seeks to persuade the characters to proceed to the lake known as the Flagon of the Death God, call CHOA-THOOM, and engage the being in conversation long enough to bottle the sound of its voice.

The "Voice of Death" Mission

Of all the stupid things that the characters could potentially try to do in the Cyclopean Deeps, summoning a death god is probably the stupidest.

Tuthumbuu explains that his bottle (he displays it) can hold a sound, and that he believes the serpentfolk will pay well for the sound of the being known as CHOA-THOOM, who lives at the bottom of the lake known as the Flagon of the Death God. Moving on quickly from this description of what he wants done, Tuthumboo leaps into a discussion of payment, explaining that he does not expect the characters to take any financial risk. He pays them a handsome amount just for their troubles, and they also share in half of anything the serpentfolk are willing to pay, to the extent that it exceeds twice their payment from Tuthumbuu.

The Leng-man gives them a map of the Deeps and point out the location of the Flagon of the Death God. He tells them to get to within hearing distance of the water and speak clearly three times the word "Choa-Thoom." Then, when something answers, just clap the stopper of the bottle back in. No problem.

Emissary Tuthumbuu Redmask of the Ulmai, Denizen of Leng: HD 8; **HP** 55; **AC** 5[14]; **Atk** bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), regeneration (5hp/round). (***Monstrosities*** 116)

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

Equipment: 4 Leng-rubies (300gp each or 3000gp each to a Leng-creature), 3 *potions of invisibility, scroll of protection from plants, boots of elvenkind*, letter from Lopanther Obo.

Tuthumbuu Redmask has a letter from the leader of the Ulmai, a Leng-man by the name of **Lopanther Obo** (see ***Chapter 6: Converging Caverns of Leng***). It is written on a strange, almost spongy paper that occasionally seems to pulse in an unpleasant manner. The letter reads as follows, in the language of the denizens:

Tuthumbuu Redmask of the fourth tent and occasionally shining between what is shining and what is not shining in the intervals of darkness that does not shine! Attend, foul worm, and think carefully of the "is" and the "is not." Spidery and round, legs advancing before it, horridness with eyes and eggs and thoughts and obscuring that which shines beyond and before the intervals of the dark.

This has been!

In the Narrows, in the old Necropolis, spawning and spinning new intervals to eat the brightness it lives for all shame upon us and you included! Yes!

This is!

Make it not, or see the interval.

This will be. Avert that which shall not be. We shall alter the ownership of twenty thousand pieces of gold when its head rolls before us. Yes!

This shall be, or shall not be, with preference between these two for the former state of that which shall be.

With greatest affection and sincerely yours,

Lopanther Obo, Chief of the Ulmai.

Jeremiah Tusk, Night-ghoul Servant: HD 4; **HP** 23; **AC** 4[15]; **Atk** bite (1d4 plus poison) and 2 claws (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour).

Equipment: scrimshaw cane (400gp), blue coat and white breeches, gold teeth (100gp), sapphire (100gp).

18M–8. Secret Exit

This is a secret exit from the complex, reached through the kitchens and work areas. It is possible to detect the secret door from the outside, but no opening mechanism is evident. If the door is to be used as a back entrance into the complex, a *knock* spell or similar opening-magic is required. The door is well-protected against physical damage, so breaking through it is no easier than it would be to break through the cavern wall anywhere else.

18M–9. Secret Entrance to Inner Complex

This echoing chamber is painted with pictures of serpentfolk going about all sorts of daily tasks. The vast majority of the pictures show green-clad serpentfolk doing things like chopping meat, carrying boxes and cooking. Some of the pictures, by far the minority, show serpentfolk wearing blue, red, or yellow clothing — usually robes, but occasionally the color is shown in a headdress or

Tuthumbuu Redmask of the fourth tent and occasionally shining between what is shining and what is not shining in the intervals of darkness that does not shine! Attend, foul worm, and think carefully of the "is" and the "is not." Spidery and round, legs advancing before it, horridness with eyes and eggs and thoughts and obscuring that which shines beyond and before the intervals of the dark.
This has been!

In the Narrows, in the old Necropolis, spawning and spinning new intervals to eat the brightness it lives for all shame upon us and you included! Yes!
This is!

Make it not, or see the interval.
This will be.

Avert that which shall not be. We shall alter the ownership of twenty thousand pieces of gold when its head rolls before us. Yes!
This shall be, or shall not be, with preference between these two for the former state of that which shall be.

With greatest affection and sincerely yours,

Lopanther Obo, Chief of the Ulmai

on armor. These serpentfolk are usually depicted performing ritual tasks, writing or casting spells.

As with every other room and corridor in this place, there don't seem to be any proper right angles in the excavation of this chamber from the rock.

If the characters look for some kind of pattern in the behavior or jobs being shown for the higher-caste serpentfolk, they notice that the yellow-garbed ones are sometimes shown giving orders even to the blues and the reds. The blues are usually shown writing, and the reds are often seen either holding plants or mixing things.

A secret door is in the west wall of this room. The outline of the door is invisible, but if the characters check the room for secret doors they find an indentation for an amulet of Sa-Heloth. They have almost certainly seen these in use, and if the amulet is pressed into the indentation, the secret door opens.

18M–10. Lake Room

Unlike the tunnels leading to it, this is a natural, un-hewn cavern with irregular limestone walls and an uneven floor. A deep-looking pool of water more than 150ft long surrounded by stalagmites is in the middle of the chamber. An altar of some kind faces the small lake. Behind the altar, a deep pit about 100ft long is cut into the floor, the only place in the entire cavern where there is any artificial stoneworking. Several different passages enter this chamber.

The water of this lake is a strong magic source and is used by the Yellow Society to empower their anchoring of the ancestor spirit Sa-Heloth, Builder of the Domes. If anyone should cast *detect magic* in this chamber, the entire lake and the candlesticks upon the altar glow with magical auras.

One of the primary tasks undertaken by the Yellow Society is to keep the powerful undead spirit of Sa-Heloth tied to the Domes to serve as an adviser and protector. Despite the increasing degeneracy of the serpentfolk here, Sa-Heloth is now beginning a steady counterattack against the Avarthamna darkfolk and their misty demon prince by allying with the Kshamarat darkfolk.

A. Fighting Arena

Bloodstains on the floor and seats around the sides make it immediately obvious that this deep pit is used as an arena. Slave-gladiators fight until one is defeated, and the loser is sacrificed on the altar to give strength to the spirit of Sa-Heloth (see the **Sidebox** "Sa-Heloth"). If the characters are captured and are not infected with eggs to die in the prison-dome in **Hex 17J** or burned as fuel in the *Athanor*, they might be forced to fight monsters or other captives in this arena as a sacrifice to Sa-Heloth. If they survive, they might be released or might be kept to fight another day depending on what they did to get captured in the first place.

B. Altar

This is clearly an altar of some kind. It is a rectangular stone block that seems to have been grown from the cavern floor by some sort of magic. Its surface is covered with strange whorls and niches. Two stone candlesticks are placed upon it. Four iron manacles are set into the points of the rectangle, and the altar's surface is covered with dark bloodstains.

The candlesticks upon the altar are magic. If anyone lights candles in them within 300ft of the lake, there is a 20% chance that Sa-Heloth manifests itself even if no words or invocations are spoken. Moreover:

- There is a 90% chance that Sa-Heloth manifests if the *Yellow Words* are spoken while the candles are lit (see **Area 18M–30** for more about the *Yellow Words*).
- The chance of a successful summoning drops by 10% per mile away from the lake.
- If blood is on the altar at the time the candles are lit, this adds 50% to the summoning chances (even if the candles themselves are miles distant).

The serpentfolk do not summon their spirit-god unless it is to offer reverence, or in the direst circumstances for help.

C. Lake

This 600ft-deep lake is where **Sa-Heloth** manifests when the serpentfolk summon him to drink life from living sacrifices. Because of the lake's inherent magical power, it is easier for Sa-Heloth to breach the barriers between incorporeality and the material world here at the lake. But this is not the spirit's home — it is more of a gateway. It is possible, although difficult, for Sa-Heloth to manifest itself anywhere within a mile or so of the lake's waters without the assistance of the candlesticks described above. When the candlesticks are used as a magnet for Sa-Heloth's presence, it is relatively easy for the spirit to shift into material reality. Speaking the *Yellow Words* aloud almost certainly brings the spirit-creature forth.

Sa-Heloth, Ancestor Spirit

Hit Dice: 18
Armor Class: 0[19]
Attacks: bite (1d8 plus level drain)
Saving Throw: 3
Special: drain level, magical abilities, +1 or better weapon to hit, regenerate 1 hp/round
Move: 12 (fly 18)
Alignment: Chaos
Challenge Level/XP: 24/5600

Sa-Heloth is an ancestor-spirit, a unique being that manifests as a 30ft-long serpent coiling and slithering through the air. It is undead, a spirit-force that remains near its descendants to protect them and continue its works. Even an individual of tremendous willpower (or obsession) cannot resist the call of the afterlife without assistance from the material plane, but the followers of Sa-Heloth managed to anchor the spirit by use of magic rituals that Sa-Heloth prepared before his death.

The spirit of Sa-Heloth exists in more than one level of reality; it draws on dark forces of negative energy, as do wraiths and wights. Thus, a magical weapon of some kind is required to hit. In Sa-Heloth's case, its link to cosmic emptiness and cold allows it to *regenerate* 1 hit point of damage per round. If the spirit hits an opponent, the victim immediately loses one level of experience. First-level characters or NPCs die irrevocably if their last level is sucked into the spirit's own dark existence and become a part of Sa-Heloth.

Sa-Heloth's most unusual power — even though the characters are unlikely to ever see it in operation — is to mentally influence serpentfolk. This is, of course, normally a complete impossibility. The mental self-control of the serpentfolk breed is legendary. Nevertheless, this particular ancestor spirit has been subtly guiding his nest of descendants toward greatness, tyranny over their foes, and unstoppable arcane power. It may be, of course, that Sa-Heloth's own influence is sapping the inherent energy of his children, slowly pushing them toward ruin rather than greatness. Only time will tell, unless the characters interfere to provide their own answer, carried at the tip of a sword.

It is said, too, that there is a shadow, an echo, of this being forming in a far and strange plane of existence — it is perhaps no more than the wish of the serpentfolk for a rising god of their own, a re-invigoration of spirit after a long, long history at the edge of decadence. But if there is indeed such a being, then slaying its earthly avatar would unquestionably draw its attention, even if it is no more than a rudimentary shaping of dark divinity's primordial substance.

18M–11. Southern Entrance to the Dome Complex (Force Field Gates)

Between the two mist-filled domes, a large tunnel enters the cavern wall through a rounded archway. The archway is filled with a crackling blue light that seems to shoot downward from the top of the archway then spread out to fill the open space. **Two serpentfolk guards** stand with spears crossed in front of the archway.

The blue light is a field of magical force projected down from a magical item embedded 20ft above the archway. Other than breaching the field by magic, the only ways into this gate are to be allowed in by the guards stationed inside (a lever shuts off the field) or to use one of the snake-amulets of Sa-Heloth. Two amulets must be used at the same time, one on each side of the archway. The two impressions for placing the amulets are easy to find, but it is not possible for a single person to reach far enough to hold both amulets at one time.

Serpentfolk Guards (2): HD 4; **HP** 31, 22; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: *Sentry's spear*, green snake-amulet of Sa-Heloth, bandolier-pouch with 1d4 gems 100gp each. There is a 5% chance per gem that it is a Leng-ruby worth 1d8+2 times normal value to Leng-men or Leng-spiders.

18M–12. Southern Disarming Room

From the inside:

This chamber is the exit from the tunnels. You can see a larger cavern on the far side of an archway. The archway crackles with blue light and is guarded by **5 serpentfolk.** Four are guards wearing green surcoats, and a fifth wears a yellow robe and hood. A large lever is in the wall, 30ft to the side of the archway itself.

If the characters are entering:

This entrance-chamber is guarded by **5 serpentfolk.** Four are guards wearing green surcoats, and a fifth wears a yellow robe and hood. Behind them stands what appears to be a **human zombie**. One of the green-clad ones steps forward and says:

"These are the rules for passage through the tunnels of the serpentfolk. First, you shall be tested for magical items and shall place them in these boxes …" He gestures to a pile of coffin-sized wooden boxes with padlocks. "You shall remove all magic, armor and weapons and place them in your box. Only then shall you be permitted to proceed through the Lower Tunnel to the northern cavern. The toll is 100 gold pieces each, or show your authority to pass."

As with **Area 18M–3**, anyone who wants to go through here peacefully must submit to a *detect magic* spell, and put all magic items, weapons and armor into a locked box (you get to carry it yourself). Unless the party sneaked into the southern cavern, they should have greenstone tiles to display as a passport.

Beyond this room, travelers are allowed to proceed along the corridor to the north side of the complex. This passageway is deeper than the rest of the complex, and is called the "Lower Tunnel."

Serpentfolk Guards (4): HD 4; **HP** 30, 16, 15, 21; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: spear, green snake-amulet of Sa-Heloth, bandolier-pouch with 1d4 gems 100gp each. Two have jhoat-sticks worth 10gp.

Zeshir, Serpentfolk Spellcaster: HD 5; **HP** 18; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

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

Equipment: hooded yellow cloak, yellow snake-amulet of Sa-Heloth, 30 greenstone tiles, 20 keys to lockboxes (duplicates of the keys/locks in **Area 18M–3**), scroll (*invisibility, mirror image, lightning bolt*).

Zeshir's Zombie: HD 2; **HP** 16; **AC** 8[11]; **Atk** fist (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: immune to sleep and charm.

Equipment: Zeshir's box of 3 jhoat-sticks (25gp each), pouch containing Zeshir's money (251gp) and 2 Leng-rubies 100gp (1000gp each to a Leng-creature), Zeshir's mouse-zombie (non-combatant, 1 hp).

18M–13. Southern Cavern

This large cavern is lit with a sickly greenish tinge by two enormous glass domes set into the northern wall that appear to be filled with glowing green mist that drifts and churns inside. In the extreme west of the cavern, a staircase-tunnel leads upward and out. Between the domes is a large entrance archway, but no doors or openings appear on the domes themselves.

This large cavern has no stationary defenses, but it is patrolled. **Two patrols** are in the cavern at any given time, and unless the party is well-concealed, there is a 100% chance that they are under observation by one of them (roll randomly to see which). If a battle breaks out, the other patrol arrives 1d6+2 rounds after the sound of combat begins.

If the party avoids combat and asks questions, the patrol won't attack and is helpful—although haughty at best and arrogant at worst.

Patrol No. 1:

Serpentfolk Spellcaster (Red Society): HD 5; **HP** 23; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

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

Equipment: red robes, red snake-amulet of Sa-Heloth, *potion of invisibility*, *potion of displacement* (improve AC by 2, +2 saving throw vs. targeted attack), *potion of triple-healing* (3d6).

Serpentfolk Knight : HD 8; **HP** 44; **AC** 1[18]; **Atk** bite (1d3) and two-handed sword (1d10+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1,100; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: plate mail, two-handed sword, *ring of protection +1*, green snake-amulet of Sa-Heloth, *wand of invisibility detection* (3-hour charge)

Serpentfolk Guards (4): HD 4; **HP** 30, 16, 15, 21; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: spear, green snake-amulet of Sa-Heloth, bandolier-pouch with 1d4 gems 100gp each. One of them has a *wand of lightning* (5d6 damage, save for half, 2 charges, rechargeable in **Area 18M-25**).

Patrol No. 2:

Serpentfolk Spellcaster (Blue Society): HD 5; **HP** 23; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

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

Equipment: blue robes woven with dark blue circles, blue snake-amulet of Sa-Heloth, *scroll* (*invisibility, mirror image, fly, lightning bolt, fireball*)

Serpentfolk Spellcaster (Yellow Society): HD 5; **HP** 23; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

Spells: 1st—*charm person* (x2), *magic missile* (x2); 2nd—*phantasmal force, web*; 3rd—*slow*.

Equipment: yellow robes, 2 jhoat sticks, small zombie frog in pocket, yellow snake-amulet of Sa-Heloth, *scroll* (*invisibility, mirror image, lightning bolt*)

Serpentfolk Guards (4): HD 4; **HP** 30, 16, 15, 21; **AC** 3[16]; **Atk** bite (1d3) and spear(1d6+1) or 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: green surcoat, spear, green snake-amulet of Sa-Heloth, bandolier-pouch with 1d4 gems 100gp each.

A. Dome Edge

If the characters go to the edge of the dome to inspect it closely:

> The dome is made of a transparent substance. The billowing mist inside prevents you from seeing anything within, although you think for a moment that you might have seen some sort of movement before it was obscured again.

As mentioned in **Area 18M–1B**, the domes cannot be broken by any physical attempt the characters could possibly make. It might be possible to cut through it with an enormously powerful magical tool, but a lot of time would be required and the serpentfolk would certainly notice what was going on and respond with a well-planned counterattack.

18M–14. Tunnel Entrance/Exits

Entering the Area:

> A greenish light shows ahead of you where the tunnel gives way to a cavern. Three dark shapes stand near the tunnel mouth, silhouetted by the light.

These two tunnels are the secondary corridors shown on the main map of the Deeps. Both tunnel mouths can be sealed off by means of a huge iron wheel that rolls on tracks in front of the opening and then locks in place. Despite its size, this heavy apparatus can be unlocked (although not fully opened) by a *knock* spell; efforts to force the lock without magic, however, take a long time. The seal is only closed when the serpentfolk consider themselves to be under attack; there is only a 5% chance that the characters find it closed. At such times, the Dome Complex would be at a high state of alert for some reason that (presumably) has nothing to do with the characters.

Each of the tunnel mouths is guarded by **2 serpentfolk guards**, a **serpentfolk spellcaster**, and a strange apparatus that looks like a mechanical spider the size of a person's head (see **Sidebox**, "Guard Spiders").

Jhoat-Sticks

Some of the serpentfolk carry jhoat-sticks: fungus paste pressed into sticks and then dried, producing a wand about 1ft long. These wands release a mild narcotic when chewed. The Red Society is the only one to possess the secret of manufacturing good jhoat, a commodity they sell to merchant caravans passing through the Domes. Normal jhoat-sticks cost 10gp in the Domes and can usually be sold for 20gp elsewhere in the Cyclopean Deeps. This might seem an easy way for the characters to make money if they want to turn their talents toward trade. Unfortunately, no more than 100 jhoat-sticks are usually available at a time, and there are occasionally others who want to purchase them from the Red Society. When more than one caravan is present here, fights have broken out over who gets to buy the limited supply.

It is very easy to mistake a jhoat-stick for a magic wand. However, anyone with much experience of jhoat eventually can identify them by their distinctive smell.

Guard Spiders

A guard spider is a magical item that looks like a mechanical spider slightly larger than a person's head. The metal casing contains a brain (possibly human, but usually goblin) that animates the thing. They were created by the necromantic Yellow Society and must be recharged every 24 hours.

A guard spider has a 25% chance to dispel any *invisibility* spell that comes within 20ft. This chance drops to 10% if the spell is in some way higher than a 2nd-level spell, such as one having a radius. Moreover, the presence of a spider completely prevents a *sleep* or *charm* spell within a 100ft radius.

The wardens demand a passage-tithe of 110gp per head and 5gp per slave. If the party pays the toll, each character receives a greenstone tile that serves as a receipt and as a passport. The guards can be bargained down to a price of 100gp per head (which is the actual toll; they were going to keep the extra 10gp).

Serpentfolk Guards (2): HD 4; **HP** 14, 27; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: green surcoat, spear, green snake-amulet of Sa-Heloth, bandolier-pouch with 1d4 gems 100gp each. One has a chunk of matted hair from some sort of creature (not magical, just a trophy).

Serpentfolk Spellcaster (Red Society): HD 5; **HP** 26; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

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

Equipment: red robes, 30 greenstone tiles, pouch of

material components and 4 knucklebones, red snake-amulet of Sa-Heloth, *potion of invisibility*, *potion of displacement* (improves AC by 2, +2 saving throw vs. targeted attack), *potion of triple-healing* (3d6).

18M–15. The Maze

This tunnel connects the Domes of the Serpentfolk to **Hex 17J** (Chamber of the Prison-Domes).

18M–16. The Serpent-Gate

A broad stairway leads upward through a tunnel to end at a vast statue of a serpent's head protruding from the cavern wall. The serpent's tongue extends from its mouth to form a 10-ft-wide ramp that connects with the stairs. Whatever door there is at the back of the serpent's mouth is not visible.

The back of the serpent's open mouth, although it appears to be solid stone, is indeed a door. A 10-ft-wide wheel of solid stone rolls to the side to reveal the opening, but since it weighs many tons it is a significant obstacle. To the left and right of the serpent's face are small indentations in the wall into which one of the amulets of Sa-Heloth can be placed. If both of these are pressed with an amulet, the gate opens. A third indentation in the middle of the stone door is the most obvious, but is actually a **trap** (see below). Finally, the door is pierced by a small, hidden peephole that allows someone in **Area 18M–17** to look through the stone wheel and see if the trap has netted anything. The peephole can be found by anyone who examines the door carefully, and the trap can be found if a thief succeeds in a Tasks check in the right place (the indentation in the door).

The Trap: If anyone should place one of the amulets of Sa-Heloth into the central indentation, the mouth of the huge stone serpent closes, trapping as many as 5 people in the mouth area directly in front of the door (anyone standing on the tongue/ramp, basically). An alarm sounds inside the tunnels as knockout gas floods the inside of the serpent's mouth (save or fall unconscious for 1d6 hours).

The serpentfolk from **Areas 18M–17** and **18** respond if the alarm goes off, coming to see if there is anyone trapped in the closing mouth. They are likely, but not certain (60% chance) to call for reinforcements and guidance from **Area 18M–30** before opening the wheel-door (and thus also re-setting the trap). Exactly what they do is up to the Referee based on what they see, what they hear, and what commonsense would dictate. Keep in mind that sneak attacks by powerful enemies are actually fairly common in the Deeps.

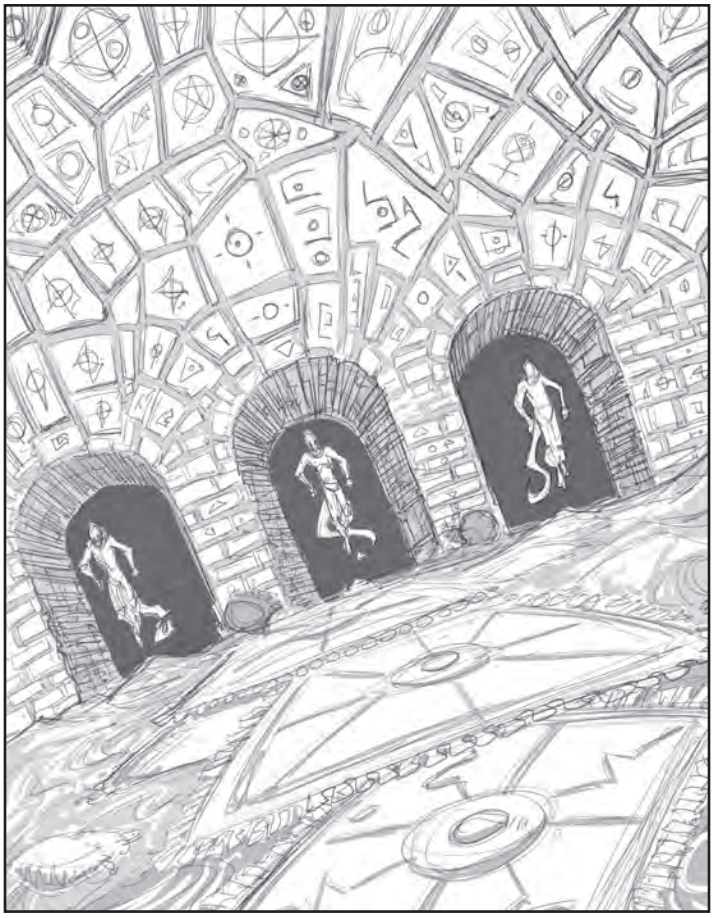
18M–17. Entry Chamber

The walls of this chamber are of dressed stone, and each of the stones is intricately carved with pictures and symbols. The floor is covered with deep-piled, luxurious carpets. Three deep alcoves are in the wall, 20ft deep and 10ft wide. These are furnished as individual chambers, and in each one, at the back of the alcove, is a **serpentfolk** suspended 3ft in the air, floating, and apparently asleep.

All three of the serpentfolk in this chamber are members of the Yellow Society. These are junior members with no spell-casting ability as yet. They awaken if there is a loud noise in the chamber, but if left alone they continue to sleep for a further 6 hours, at which time they awaken normally.

Yellow-Society Serpentfolk (3): HD 4; **HP** 13, 24, 21; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: yellow tunic, spear, yellow snake-amulet of Sa-Heloth, bandolier-pouch with 1d4 gems 100gp each (10% chance that one of the gems is a Leng-ruby 1000gp to a Leng-creature).



Leng Rubies

The otherworldly Plateau of Leng abuts upon the Material Plane here, partly due to the presence of Leng rubies in the deep rock of the Cyclopean Deeps. These rubies are rare, but they are found from time to time along with other normal gems. The denizens of Leng, and their implacable foes the Leng spiders, covet these rubies with a wild and untold passion. As a general rule, a creature of Leng (other than the night-ghouls) pays *10 times the normal value* of one of these rubies. The problem is that only the Leng-creatures can tell the difference between Leng rubies and normal gemstones. Not all Leng rubies are red, although it is certainly the most common hue.

Thus — and it is not necessary to explain this to your players — the best way to negotiate with the Leng-creatures is to show them all your gems and try to tell which ones they covet. In return, as a negotiating tactic, the denizens of Leng make a point to buy gems that are not Leng-rubies, paying normal prices, and occasionally gaining a Leng-ruby at the price of a normal gem. Unfortunately, they simply *can't* let one of the coveted rubies walk away from a sale, so a canny group of characters ought to be able to get full value for the gems as long as they are patient.

They must remember, however — if one of the gems leaves the negotiation table, the denizens still are drawn to it with unearthly covetousness. If the party thwarts the denizens of Leng, there may be knives in the night and a bloody resolution at the end of things.

There are 20 carpets, each worth 400gp and weighing 100 pounds. They are woven with strange and mystical patterns that evoke a sense of timeless serenity.

18M–18.Sleeping Chamber

This room is hewn from the living rock, almost a rectangle but with irregularly curved corners. Nine deep alcoves are dug out from the room, each roughly 10ft wide and 20ft deep. The inside of these alcoves are strewn with rugs and cushions. In two of them, **serpentfolk** are floating in the air at the back of the alcove, apparently asleep.

The south of the room is set up as a living space, with some tables and bronze bowl-chairs.

The serpentfolk, of course, won't be asleep if the party fought its way through to this point or set off the alarm in **Area 18M–16**.

Red-Society Serpentfolk: HD 4; **HP** 8; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: red tunic, red snake-amulet of Sa-Heloth, potion-vial of a poisonous alchemical ingredient (save or die), *potion of speed*, belt pouch with 2 gems 100gp each (neither of the gems is a Leng-ruby). A vial in the belt pouch contains some viper-brandy — a single sip (there are 5) renders a person utterly drunk.

Blue-Society Serpentfolk: HD 4; **HP** 23; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: blue robe, blue snake-amulet of Sa-Heloth, *scroll of knock*, bandolier-pouch with 1 small red gem (a Leng-ruby) 50 gp (500 gp to a Leng-creature).

18M–19. Guard Post

Like the other rooms you have seen, this one is cut from the living stone and has no precise right angles. It is spotlessly clean. Some complex knots hang from decorative hooks in the north wall. The knotwork hangs all the way down to the floor.

The knotwork is decorative and worthless, other than to the aesthetic sensibilities of serpentfolk.

This room is a defense point for the complex and is where the party may meet determined resistance if they entered through the Serpent Gate at **Area 18M–16** by force and triggered a general alarm. In this case, pull some defenders from the roster of the four societies as the frontline response. If the characters have not alerted the serpentfolk, only **one guard** is in the room.

Serpentfolk Guard: HD 4; **HP** 17; **AC** 2[17]; **Atk** bite (1d3) and spear (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: green shield, green surcoat, spear, green snake-amulet of Sa-Heloth, warning whistle, bandolier-pouch containing 2 gems 10gp each (neither of the gems is a Leng-ruby). Some words are inscribed on the back of the shield in ancient serpentfolk. If translated, the script reads: "*Usshir Pashi, you are a liar and you were hatched in a goblin*."

18M–20. Tapestried Antechamber

This room is cut from the cavern rock. It is empty, although some tapestries on the walls show abstract, swirling shapes.

The room is empty other than the 6 tapestries, which would be worth a total of 1000gp if sold in a place like Izamne or Ques Querax. Each character must make a saving throw or absolutely fall in love with the pattern on one of the carpets (determine randomly, 1d6). These carpets were woven by the Leng-spider in **Hex 28H** (see ***Chapter 7: The Narrows of Braath***).

18M–21. Teleportal

The only feature of this otherwise bare stone room is a circle deeply etched into the stone floor of the northeast corner. The circle's diameter is almost 40ft.

If the characters examine the circle, they find a small indentation at the center: the shape of the amulets of Sa-Heloth.

This circle is the other node of the teleportal in **Area 18M–5**. To use the teleportal from this end, one of the Sa-Heloth amulets must be placed into the depression in the middle of the circle, at which time anything in the circle is teleported to **Area 18M–5**.

The room is ordinarily not occupied. Because the area is often filled with heavy cargo, cattle and slaves, it is undecorated, and the walls and floor are scuffed and dirty.

18M–22. Dining Hall

The western half of this room contains three long tables with tall, basket-like chairs. The smell of cooked meat lingers in the air—you can't tell what kind of meat, though.

The first time the characters enter this room, unless their actions have changed matters, **8 serpentfolk** are sitting in the basket chairs at the table with plates of food and crystal goblets of wine. The food they are eating is of unparalleled quality (see **Area 18M–23**).

Red-Society Serpentfolk (2): HD 4; **HP** 10, 14; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: crimson robe, red snake-amulet of Sa-Heloth, *potion of healing*, *potion of speed*, bandolier-pouch with 1d4 gems worth 100gp each (10% chance that one of the gems is a Leng-ruby worth 1000gp to a Leng-creature).

Blue-Society Serpentfolk (2): HD 4; **HP** 15, 14; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: blue robe, blue snake-amulet of Sa-Heloth, *scroll* of *hold person* and *wall of stone*, bandolier-pouch with 1d4 gems 100gp each (10% chance that one of the gems is a Leng-ruby 1000gp to a Leng-creature).

Yellow-Society Serpentfolk (2): HD 4; **HP** 13, 15; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: yellow robe, yellow snake-amulet of Sa-Heloth, *potion of healing*, *potion of speed*, bandolier-

pouch with 1d4 gems 100gp each (10% chance that one of the gems is a Leng-ruby 1000gp to a Leng-creature).

Green-Society Serpentfolk (2): HD 4; **HP** 27, 16; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: green robe, green snake-amulet of Sa-Heloth, *wand of magic missile* (2 missiles per round, 4 charges, rechargeable in the *Athanor*), belt pouch with 1d4 gems worth 100gp each (10% chance that one of the gems is a Leng-ruby worth 1000 gp to a Leng-creature).

18M–23. Kitchens

This room is a kitchen. A huge fireplace is cut into the stone of the north wall, and seems to burn without fuel or smoke. The place is packed and sweltering hot.

There are usually **10 goblin slaves** here, overseen by **2 bugbear sous-chefs**. The chef is an enormous serpentfolk named **Erobard Shaoun** (see **Sidebox**) who is not a member of any of the four societies.

Goblin Scullery-Slaves (10): HD 1d6 hp; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Equipment: each of the goblin slaves has a large butcher knife, and at least 4 other, smaller knives tucked away in their clothing. Each has 1d6 copper pieces tucked into the fold of a loincloth.

Bugbear Sous-Chefs (2): HD 3+1; **AC** 5[14]; **Atk** cleaver (1d8+1) or dagger (1d4); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents, 50% chance.

Equipment: massive cleaver, 2 throwing daggers, paring knife, brass knuckles, small whip, thumbscrews, pouch containing 1d3 gems worth 1d4x100gp each. One of the bugbears has metal teeth set with tiny gems (10gp each for 10 teeth). One of the tiny gems is a Leng-ruby worth 500gp if sold to a Leng-creature.

Erobard Shaoun, Fabled Chef of the Serpentfolk: HD 8; **HP** 62; **AC** 3[16]; **Atk** bite (1d3) and the *cleaver of culinary perfection* (1d10+3); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), edict of the chef.

Equipment: white snake-amulet of Sa-Heloth, *cleaver of culinary perfection,* white jacket and long white kilt with goblin-head sporran containing 1 package of fresh parsley, 1 Leng-ruby worth 1000gp or 8000gp to a Leng-creature.

Erobard Shaoun

Erobard Shaoun is an extraordinarily large serpentfolk with legendary talents in the kitchen. His cooking is incomparably delicious to reptiles, amphibians, humans and duergar. On the other hand, drow, darkfolk and (amazingly) the denizens of Leng won't eat — or even willingly approach — the confections of Erobard Shaoun. The fabled chef is an unusual personage — his great size is an odd enough sight, but he also has some tricks up his sleeve that could cause problems for anyone who attacks him.

The Cleaver of Culinary Perfection

The cleaver is a two-handed weapon if used as such, dealing 1d10 points of damage. It has a bonus of +1 to hit and inflicts +3 on damage against anything made of meat. Against vegetable and plant matter, damage is only inflicted at a +1 bonus.

Edict of the Chef

Erobard's personality is so extreme that when he gives orders, people obey. In addition to any sort of normal combat, if Erobard is shouting "Fly, fools" to the enemy, all those enemies must make a saving throw or flee for 1d6 rounds. If he chooses instead to encourage his own side in a battle, his allies gain +1 to hit and +1 on damage for 1d6 rounds.

18M–24. Storeroom

This room is obviously a storeroom for the kitchens: The walls are lined with shelves, and the shelves are loaded with boxes, earthenware vessels, sacks and canisters.

The contents of this room are mainly kitchen supplies, with a total value of 10,000gp — hauling it out would require many days and many wagons. One section of the room, however, holds alchemical supplies in four crates.

Crate #1: Four boxes with 10 firecrackers per box (50gp each). These fly 1d6x5ft when lit, then turn in a random direction (roll 1d8 for the points of the compass), then fly another 1d6x5ft and explode for 1d6 points of damage in a 5-ft area. They also have a 1 in 6 chance to explode in a 50-ft radius, and a 1 in 6 chance that the strength of the explosion (regardless of radius) is 2d6 points of damage.

Crate #2: Large mixed bag of unknown fungi, 3 jhoat-sticks, and some glassware.

Crate #3: Large mixed bag of dried amphibians, glass jar of preserved eyeballs (2 are glass, one of which is labeled with the letter "V"). Small velvet box that delivers an electric shock of 4d6 points if touched (this also incinerates the box). It could be used as a weapon if the characters identify what it does before anyone touches it.

Crate #4: 2 *potions of water breathing*, 1 *potion of strength*, 2 *potions of invisibility,* 1 vial of aboleth saliva.

18M–25. Green Society Main Barracks

The floor of this room is covered with a single carpet woven in a hundred different hues and tones of green and patterned with swirls and circles. The walls are cut with 25 deep alcoves, each about 10ft wide and 15ft deep. These appear to have chairs and cushions in them.

In the middle of the room is a spiraling structure of some strange green metal that reaches 20ft toward the ceiling. The circling arc of the shape is somewhat flat; a small person could slide, sitting, all the way down the spiral from the top to the bottom. At the top is the stylized head of a snake carved from the same strange, green metal. Numerous wires extend from the snake's eyes, two of which are attached to head-sized metal spiders that seem to be clipped to the side of the huge apparatus. The whole thing sparks and hums.

Sitting around the room in cushioned basket-chairs are several serpentfolk who are chewing on wands or conversing.

This is the barracks of the Green Society, which does not have a capacious dome like the other Societies have for sleeping and recreation. The less-intelligent Green Society makes do with this large room where they keep the *Athanor of Sa-Heloth* and mutter rebellious thoughts to each other.

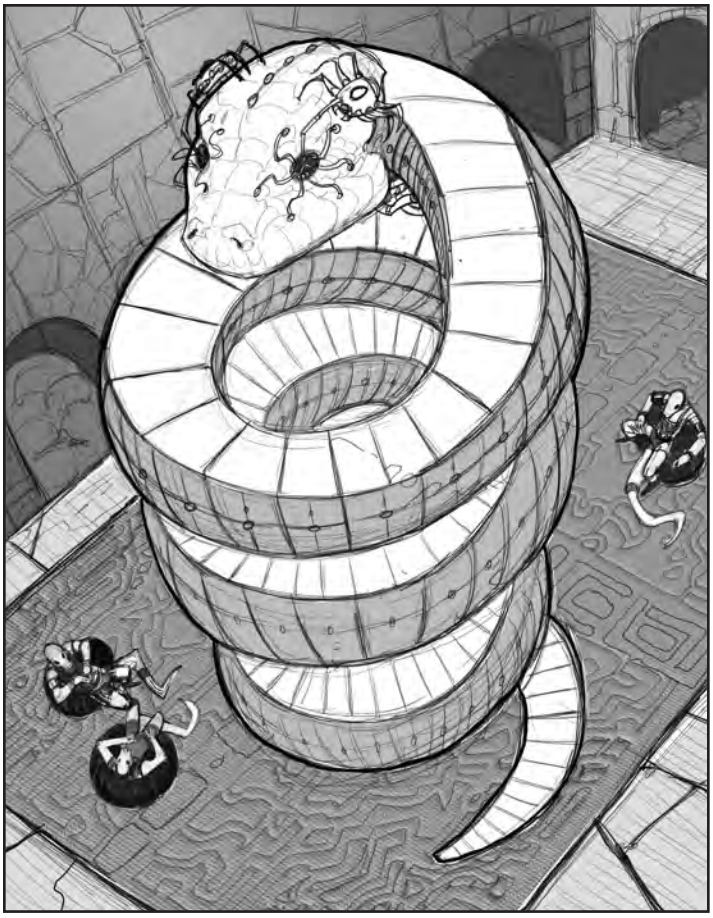
The Athanor of Sa-Heloth

The *Athanor* is the huge apparatus in the middle of the room; its purpose is to recharge the various magic items used by the greens. In the ancient time when Sa-Heloth created the Domes, the wizards of the serpentfolk decided that rather than give permanent magic items to the Green Society, they should only equip their warriors with items that must be recharged every so often. In this way, the Green Society would be unable to sustain any sort of rebellion for a long period of time.

Four years ago, the greens quietly moved the *Athanor* from a common area into their barracks.

The *Athanor* itself must be recharged every 10 days. A human (or goblin, or whatever) is stuffed into the *Athanor* and lit on fire while two of the authority scepters are placed into sockets in the huge apparatus. The scepters must remain connected to the *Athanor* for a full 6 hours while the creature inside is burned into energy for the *Athanor* to use. Since two scepters are required, at least two of the societies must cooperate in order to recharge the protective magic items used by the Green Society.

The *Athanor* can fully recharge a magic item that uses charges (or one that must be recharged after a certain amount of time). The time required is generally two hours per charge. For items that have a duration before recharging is needed, the time required for charging is approximately the same amount of time that the charge lasts.



The leader of the Green Society is **Ophrira Sahuesh**, a female fighter. Although she has not made a final decision, she is on the verge of deciding to take control of the Domes and enslave ("demote" is the word she has settled on) the other societies. Unfortunately for the Reds, Blues and Yellows, Ophrira is a brilliant tactician. If she decides that the time for a revolution has arrived, the revolution arrives. This would, in the long run, be disastrous for the serpentfolk; rebellions by the less-intelligent castes have always been the first step toward degeneracy in serpentfolk history. The genetic balance of the serpentfolk is no longer stable; it is doomed to corrode across the generations if they are not carefully organized and breeding tightly controlled — as it is by the Yellows in this particular settlement. If Ophrira succeeds in a rebellion, the Domes will breed nothing but savages within 200 years. See the **Sidebox** "Ophrira Sahuesh."

The two mechanical spiders in the machine are *guard spiders* as described in **Area 18M–14**. They are charged well enough to have their normal effects (preventing a *sleep* or *charm* spell within 100ft and creating a 25% chance that an *invisibility* spell will be dispelled within 20ft).

Ophrira Sahuesh, Female Serpentfolk Warlord: HD 12; **HP** 60; **AC** 3[16]; **Atk** bite (1d3) and +2 *two-handed sword* (1d10+3); **Move** 12; **Save** 3; **AL** C; **CL/XP** 13/2300; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

> **Equipment:** green snake-amulet of Sa-Heloth, +2 *two-handed sword*, 2 throwing daggers, longbow, 4 +1 *arrows*, green surcoat, belt pouch with 5 takkas, 23gp, 10sp, and 5 black gems (20 gp each, but one is a Leng-ruby 1000gp; it can be detected if rubbed, which makes it turn a fiery red color), and a scepter with a green gem atop it (5000 gp). The scepter is one of four "authority scepters" in the Domes — it is not inherently magical, but its shape activates or deactivates certain magical "receptors" built into the domes. In consequence, the scepters have an importance beyond their mere monetary value. For example, the authority-scepters open the prison in **Hex 17J**.

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

> **Equipment:** green tunic, green snake-amulet of Sa-Heloth, bandolier-pouch with 1d3 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby 1000 gp to a Leng-creature).

Note: 2 of these serpentfolk are carrying scrolls of *lightning bolt*, 2 have wands of *invisibility/visibility*, and 2 have wands of *dispel magic* (2 charges). The magic items must all be recharged every 5 days.

Ophrira Sahuesh

High Warlady of the Green Society

Long-term Goals: Supplant the Arcane Societies with the Green Caste, conquer the Cyclopean Deeps

Current plans: Prepare for a potential revolution, which would require seizing one of the other authority-scepters in order to keep the *Athanor* working. Removing the threat of the necrohemoths would be another priority, and possibly a prerequisite.

Allies: None—the possibility of a rebellion is very secret, and she has sought no allies

Enemies and Rivals: Red, Blue and Yellow Societies (serious rivalry), Avarthamna dark stalker civilization (enemies), other cultists of Isclaadra (enemies)

Notes: The only thing keeping Ophrira from taking control of the Domes is the presence of the necrohemoths in the Yellow Society's dome. She might seriously consider hiring some capable mercenaries to remove the necrohemoths from the equation, which would be followed by the Green Society's rebellion … and as a result, the eventual degeneration of the last serpentfolk in the Deeps within two centuries.

18M–26. Slave Guards

This room has a heavy steel door in the east wall, with a bar locking it from this side. What looks like a small chalkboard hangs from a hook next to the door. There are **two serpentfolk** in the room.

This is the guard post for the slave barracks in **Area 18M–27**. The guards use the chalkboard to keep track of which slaves are in and out of the room at any given time. The door is not trapped, and the lock is nothing more than a matter of lifting the bar. This door is in constant use, and anything complicated would be a bother for the guards.

At one time, this door was guarded only by one sentry of the Green Society. The other societies have decided that it might be prudent to make sure that Ophrira Sahuesh's followers do not have complete control of who gives orders to the slaves.

Green-Society Serpentfolk Guard: HD 4; **HP** 21; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: green surcoat, spear, green snake-amulet of Sa-Heloth, key ring (to manacles), bandolier-pouch with a twist of copper wire shaped like a person, an ogre tooth, and 1 crystalline gem 100gp.

Blue-Society Serpentfolk Guard: HD 4; **HP** 19; **AC** 3[16]; **Atk** bite (1d3) and spear (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: blue surcoat, spear, blue snake-amulet of Sa-Heloth, blue robe with light blue sash, *phylactery of blindness* (**Magic Items Appendix**), bandolier-pouch with 2 gems worth 100gp each.

18M–27. Slave Corral

The walls of this room are lined with stinking bed-pallets of bundled straw. A few holes near the wall reek of urine, and there are numerous rusty manacles on the walls, although not nearly as many as the number of pathetic beds. Gaunt humans and goblins, most wearing heavy leg-irons, peer at you with terrified eyes.

This is where the serpentfolk imprison their **slave laborers**, or slaves that will fight in the arena to summon Sa-Heloth (see **Area 18M-10**).

Human Slaves (6): HD 1d6hp; **AC** 9[10]; **Atk** none; **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none.

Goblin Slaves (10): HD 1d6 hp; **AC** 6[13]; **Atk** bite (1 hp); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

18M–28. Dome of the Blue Society

You are entering what must be the southwestern dome. Instead of being filled with the greenish mist, you can see that the mist clings to the inside surface of the dome itself, providing a sickly illumination throughout the large space.

- In the center of the dome is a shallow pit in the floor about 100ft in diameter.
- To the north, you can see the rock wall of the cavern. The dome is not a circle; it is simply built against the stone.
- Two smaller domes are here: one is against the rocky north wall, and the other is freestanding in the eastern part of the dome.
- The southernmost past of the dome contains a tall, cylindrical wall that has an opening in its north, facing the middle of the dome.
- Another high wall is in the western part of the dome, but this second wall is featureless and follows the curve of the dome.
- Perhaps 20 low desks and bowl-shaped basket chairs are placed throughout the room.

This dome is the province of the Blue Society of the Serpentfolk, whose specialty is scribing runes and writing scrolls. The magic of writing is their art, including the preparation of such items as the *phylactery of blindness*. The various desks around the dome are used for writing and copying, but they do not have drawers or compartments; all of them are empty and hold nothing of interest for the adventurers.

Roster of the Blue Society

Members of the Blue Society are:
Keta Kaash, the High Runemaster (**18M–28C**)
Essua, 5HD spellcaster (**18M–3**)
1 patrolling spellcaster (**18M–13**)
1 sleeping (**18M–18**)
2 eating (**18M–22**)
1 slave-guard (**18M–26**)
3 reading (**18M–28B**)
2 lounging (**18M–28E**)
The Green Roshor Emeraldis is usually with Keta Kaash, but is not a member of the Blue Society (**18M–28C**)

A. Sleeping Area

If the characters go round to see the outer side of this wall (which is 30ft tall):

The outer edge of the wall is deeply indented with alcoves that are about 4ft deep. There does not appear to be anything in any of the alcoves.

If anyone steps into one of the alcoves, it instantly causes them to begin levitating and to fall asleep for 8 hours unless awakened (saving throw at –6).

The sleeping area is currently empty.

B. Reading and Library Area

This wall is 30ft tall, but a 50-ft wide gap allows anyone to walk in and out of the closed-in area.

The featureless cylindrical wall encloses a mini-library. No bound books are here, but hundreds of scroll tubes are stored in vertical nets of hanging fungus-fibers. A 10-ft-tall spiral stair mounted on wheels is obviously used to reach the higher scrolls.

Three members of the Blue Society are here, looking through scrolls.

Blue-Society Serpentfolk (3): HD 4; **HP** 28, 15, 18; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: blue robe, blue snake-amulet of Sa-Heloth, sash-box with 1d3 gems 100gp each. The strongest of the serpentfolk wears a *phylactery of blindness*.

C. Keta Kaash's Dome

This featureless dome rises quickly to 10ft in height.

The only way to enter Keta Kaash's dome is to touch it with a blue amulet of Sa-Heloth, which causes an opening to appear. **Keta Kaash** is the leader of the Blue Society of the Serpentfolk, and this dome is his private quarters, shared only by his watchful bodyguard, **Roshor Emeraldis**. Unlike the other serpentfolk leaders, Keta Kaash does not employ a bodyguard from his own faction: Roshor Emeraldis is a member of the Green Society.

Keta Kaash, Serpentfolk High Runemaster: HD 11; **HP** 49; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 4; **AL** C; **CL/XP** 13/2300; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/3/3/2/1). (**Monster Appendix**)

Spells: 1st—*charm person* (x2), *magic missile* (x2); 2nd—*invisibility, mirror image, phantasmal force*; 3rd—*haste, protection from normal missiles, slow*; 4th—*dimension door, ice storm*; 5th—*transmute rock to mud*.

Equipment: dark blue robes and light blue hood, pouch of 100 gp, material components and 2 six-sided dice, *blue snake-amulet of Sa-Heloth, phylactery of blindness, scroll of wall of fire, scroll of fly, scroll of detect invisibility, scroll of magic missile* (x2), scepter with blue snake-head gem atop it (6000gp). The scepter is an "authority scepter" — it is not inherently magical, but its shape activates or deactivates certain magical "receptors" built into the domes. In consequence, the scepters have an importance beyond their mere monetary value. For example, the authority-scepters open the prison in **Hex 17J**.

Roshor Emeraldis, Serpentfolk Bodyguard: HD 9; **HP** 57; **AC** 2[17]; **Atk** bite (1d3) and two-handed sword (1d10+1) or longbow x2 (1d6); **Move** 12; **Save** 6; **AL** C; **CL/XP** 9/1100; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: green surcoat, green plate mail, two-handed sword, longbow, 4 drow arrows (+1), 16 normal arrows, green snake-amulet of Sa-Heloth, belt pouch containing 3 takkas, 5gp, 2 hot-pink gems carved into serpents (200gp each), and one fragment of dark rock (a Leng-ruby 1gp, or 1000gp to a Leng-creature).

If the characters are able to speak to Keta Kaash and persuade him that they are reliable, he might hire them to find the missing Blue Society member Saja Kha, who was on a mission to the Fortress of Ques Querax. Keta Kaash admits that Saja Kha was probably killed and eaten by someone or something, but if the party can bring any word of the missing scholar, the Blue Society pays an acceptably large reward. If the characters actually rescue Saja Kha and return him to the Domes, the Blue Society pays quite a large reward, including some scrolls and *phylacteries of blindness* if the characters think to ask about magic items. See **Hex 3H–23** in ***Chapter 2: Eye of the Titan*** for Saja Kha's whereabouts.

D. Treasure Dome

This dome contains the treasure of the Blue Society, which is kept in 10 floating globes of ectoplasm similar to the one mentioned in **Chapter 4**, **Area 13R–18**. This substance creates an opening into the ethereal plane of existence where the treasure is stored. This particular type of ectoplasm is poisonous to non-reptiles. Anyone reaching into one of the globes must make a saving throw or suffer 5d6 hit points of poison damage within 1d3+1 rounds. Casting *neutralize poison* during this time entirely negates the poison's effect.

Globe #1: This globe contains a wooden box of 3000gp, a strange yellow gem (100gp), and an ivory letter opener (50gp).

Globe #2: This globe contains a leather bag with some dried herbs (used in making magical ink and worth 200gp to an alchemist), a second bag containing 3 Leng-rubies worth 100gp or 1000gp to a Leng-creature, and a human finger-bone left from a thief who died of the ectoplasmic poison 30 years ago.

Globe #3: The poison on this ectoplasmic globe was created incorrectly and is poisonous to reptiles as well as everyone else. In consequence, the serpentfolk have left it alone for more than a hundred years. The globe contains 40 spheres of solid ivory, each of them a different gradation of many colors. Each one has a rune carved into it. No one remembers what these are for; they are not magical and the runes are intrinsically meaningless.

Globe #4: This globe contains a locked metal chest containing 703gp, 12sp, and 2000cp.

Globe #5: This globe contains 3 *potions of healing* and 8 *phylacteries of blindness*. (**Magic Items**)

Globe #6: This globe contains 12 blue snake-amulets of Sa-Heloth, a box of 12 blank wax phylacteries, and a loose 25gp gem (a flawed opal).

Globe #7: This globe is empty.

Globe #8: This globe contains a gold coronet with a fiery blue Leng-ruby worth 500gp (or 5000gp to a Leng-creature).

Globe #9: This globe contains a scroll of *raise dead*.

Globe #10: This globe contains a scroll of *fireball*.

E. Lounge Pit

This pit has shallow, sloping sides, and contains several hundred cushions. A hookah on a low table is in the center of the pit. Two serpentfolk in blue robes are smoking from the hookah, fragrant clouds of tobacco (or something like it) drifting above their reptilian heads.

A net of fungus strands is slung underneath the table to store items. It contains a flint and steel along with 5 bags of different tobaccos (each worth 50gp).

The hookah is 5ft tall, made of blue stained glass, and a glass bas-relief of a rune upon it. The rune has no intrinsic meaning that can be garnered from read languages, but the spell reveals that the rune is pronounced "Sa-Heloth." It is worth 50gp.

Two serpentfolk are lounging in the pit, smoking. If they are alerted to the presence of intruders, they call the **4 trained cobras** that nest in the cushions, and direct them to attack.

Blue-Society Serpentfolk (2): HD 4; **HP** 10, 17; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: blue robe, blue snake-amulet of Sa-Heloth, bandolier-pouch with 1d3 gems 100gp each. The weaker one carries a *potion of invisibility*; the stronger one carries 2 *potions of healing*.

Keta Kaash

High Runemaster of the Blue Society

Long-term Goals: Conquer the Cyclopean Deeps, with the Blue Society ascendant over its lesser rivals

Current plans: Rescue Saja Kha (see **Hex 3H–23** in ***Chapter 2: Eye of the Titan***)

Allies: Interests coincide with the Kshamarat dark stalkers, but it is neither a friendly nor a reliable relationship.

Enemies and Rivals: Red and Yellow Societies (minor rivalry), Green Society (potentially enemies), Avarthamna dark stalker civilization (enemies), other cultists of Isclaadra (enemies)

Cobras (4): HD 1; **HP** 1, 6, 2, 1; **AC** 5[14]; **Atk** bite (1 hp plus poison); **Move** 16; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison.

Note: If the characters actually fly or levitate up to the top of the dome, they can discover that the mist is piped in (from **Area 18M–29E**). Casting a *fireball* or a *lightning bolt* spell down the pipe has interesting results. Keep in mind, though, that a *fireball* has a backblast in the pipe that turns the pipe into a flamethrower at both ends. On the other hand, it's probably worth it (see **Area 18M–29E**).

18M–29. Dome of the Red Society

This is the entrance to the Northern Dome, a vast area in which green mist curls and clings to the inside of the dome's walls, casting a murky, aqueous light throughout the dome. This dome is clearly the source of the green mist: A bizarre, curving pipe runs through the dome, and more pipes lead upward from this machine to pump green mist upward to the dome's high ceiling. The other extremely startling features of the room are two massive, coiled serpent statues, each 20ft tall.

Other less dramatic structures are in the room as well.
• A featureless wall runs along the line of the dome in the west.
• A circular pit sits roughly in the middle of the dome, with a dead bugbear hanging from a tall stake.
• A smaller dome-within-the-dome, 20ft high and 100ft across, sits a hundred feet or so north of the pit.

The Red Society of the serpentfolk are the expert alchemists and potion-brewers. They manufacture the wax used to make *phylacteries of blindness* and the pressed-fungus jhoat sticks that are chewed as a mild narcotic by many denizens of the Deeps.

Because the Red Society has to trade for many alchemical ingredients and pays for these with potions or other alchemy-derived goods, they are much more aware of the outside world than the other societies. It is the Red Society that began trade with the denizens of Leng (although the creatures cannot truly be counted as allies), and most contact with duergar and other races of the Cyclopean Deeps is handled by Red Society members. The Yellow Society has a tendency to grab the credit whenever outside contact pays off. The Reds are coming to resent this more and more as the Yellow Society continues to grow more obsessed with their necrohemoths and dissections, and less interested in guarding the Domes or maintaining relations with allies.

Roster of the Red Society

Members of the Red Society are:
Erish Istha, the High Alchemist (**18M–29D**)
Raa Essanaghi, the Vizier (**18M–29D**)
1 patrolling spellcaster (**18M–13**)
2 spellcasters on guard (1 at each **18M–14** location)
1 in sleep-levitation (**18M–18**)
2 eating (**18M–22**)
2 in sleep-levitation (**18M–29A**)
3 normal members lounging (**18M–29C**)
1 spellcaster lounging (**18M–29C**)

A. Sleeping Area

If the characters go round to see the outer side of this wall (which is 30ft tall):

The outer edge of the wall is deeply indented with alcoves that are about 4ft deep. **Two serpentfolk** in red robes, asleep or dead, are floating in two of the alcoves.

This is the sleeping-chamber of the Red Society. If the dome has been alerted, these 2 serpentfolk are awake in this area and all of the alcoves are empty.

If anyone steps into one of the alcoves, it instantly causes them to begin levitating and to fall asleep for 8 hours unless awakened (saving throw at –6).

Red-Society Serpentfolk (2): HD 4; **HP** 23, 22; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)
Equipment: red tunics, red snake-amulet of Sa-Heloth, *potion of speed*, *potion of healing*, bandolier-pouch with 1d4 gems 100gp each (10% chance that one of the gems is a Leng-ruby 1000gp to a Leng-creature).

B. Alchemical Stations

A massive metal statue of a coiled serpent reaches 20ft in height.

This is actually an alchemical work-area, closed into the protective embrace of a metallic shell. If it is touched by a red amulet of Sa-Heloth (*only* a red one works), the coils retract in a spiral into the floor of the dome, a process that takes 10 minutes to complete. The topmost coils remain above the ground, fanning into several countertops with alchemical equipment.

Examining the countertops and shelves of the retracted work area reveals several different alchemical devices and materials.

***Apparatus #1* (wax-molding)**: A funnel leads into a covered cauldron that hangs over a fire pit. Tubes lead from halfway up the cauldron downward into a tray that has several disk-shaped indentations in the bottom. Wax ingredients are heated in the cauldron, and the wax boils through the tubes and down into the mold. When it dries, the wax disks are delivered to the Blue Society to be turned into *phylacteries of blindness*.

***Apparatus #2* (distillation)**: A complicated tangle of copper tubes, crystalline flasks and small fire-bowls. This is just a distilling apparatus, used for purifying liquid ingredients.

***Apparatus #3* (jhoat manufacture)**: A large kettle over a fire-pit, with a huge wooden ladle. Next to it is a screw-driven press that would squash anything under it into a mold (a tray that is inserted under the press). Several trays sit beside the press, all of them containing shapes for foot-long wands. This is the machine used to press a fungus-mixture into jhoat-sticks.

C. Lounging Pit

This is a very wide bowl-shaped depression covered with rugs and cushions in the floor. Several basket-chairs and low tables are here, plus some decanters of purple wine. In the middle of the pit is a wooden stake 15ft tall. A bugbear—apparently dead—is nailed to it near the top. It appears that the death took a very long time, but no blood or mess is on the surrounding cushions.

This is a relaxation area. The six wine decanters are worth 25gp each. The wine in them is worth only 1gp per decanter. Four members of the Red Society are in the area unless they have been lured away. Three are **serpentfolk**, and the fourth is a **serpentfolk spellcaster**.

Serpentfolk (3): HD 4; **HP** 16, 21, 19; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)
Equipment: scarlet robe, red snake-amulet of Sa-Heloth, each has a *potion of healing*, bandolier-pouch with 1d4 gems 100gp each (10% chance that one of the gems is a Leng-ruby 1000gp to a Leng-creature).

Serpentfolk Spellcaster: HD 5; **HP** 9; **AC** 3[16]; **Atk** 1 bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600;

Special: immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

Spells: 1st—*charm person, magic missile* (x3); 2nd—*web* (x2); 3rd—*fireball*.

Equipment: red loincloth and hood, red snake-amulet of Sa-Heloth, *potion of mirror image, potion of protection from normal missiles*, belt pouch containing 5 takkas, 27cp, 1 jhoat-stick, and a receipt for 3 jhoat-sticks.

D. Leader's Dome

The leader of the Red Society is **High Alchemist Erish Isstha**. He is accompanied by his vizier, **Raa Essanaghi**.

Erish Isstha, Serpentfolk High Alchemist: HD 11; **HP** 49; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 4; **AL** C; **CL/XP** 13/2300; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/3/3/2/1). (**Monster Appendix**)

Spells: 1st—*charm person, magic missile* (x2), *protection from evil*; 2nd—*mirror image, phantasmal force, web*; 3rd—*haste, protection from normal missiles, slow*; 4th—*dimension door, ice storm*; 5th—*conjuration of elementals*.

Equipment: dark red robes and scarlet hood, pouch of 7 takkas, material components and a package of meat jerky (mouse), red snake-amulet of Sa-Heloth, *phylactery of blindness*, *potion of heroism*, *potion of healing*, *potion of luck* (+2 saving throws), scepter with red snake-head gem atop it (6000gp). The scepter is an "authority scepter" — it is not inherently magical, but its shape activates or deactivates certain magical "receptors" built into the domes. In consequence, the scepters have an importance beyond their mere monetary value. For example, the authority-scepters open the prison in **Hex 17J**.

Raa Essanaghi, Vizier of the Red Society: HD 8; **HP** 53; **AC** 2[17]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: red plate mail, red snake-amulet of Sa-Heloth, *potion of heroism*, *potion of healing*, belt pouch containing 3 black Leng-rubies 50gp each (2000gp to a Leng-creature).

If he is given 4 rounds to stay in his dome and prepare for combat, Erish uses the time to cast *haste* (on Raa, who then emerges from the dome to fight), then *protection from normal missiles* (on himself), then *protection from evil.* He then conjures an earth elemental. If he does not think he has a chance to prepare (e.g., he is immediately faced with attackers) he uses *dimension door* to get away, then prepares his elemental, drinks his luck potion, sounds an alarm (if it has not already sounded), and returns to face the attackers.

Earth Elemental (16HD): HD 16; **HP** 64; **AC** 2[17]; **Atk** strike (4d8); **Move** 6; **Save** 3; **AL** N; **CL/XP** 17/3400; **Special:** +1 or better weapon to hit, tear down stonework.

Erish Isstha

High Alchemist of the Red Society

Long-term Goals: Conquer the Cyclopean Deeps, with the Red Society ascendant over its lesser rivals

Current plans: Accumulate treasure and trade for the Domes, allowing the serpentfolk to hire mercenaries and subvert rivals.

Allies: Weak but improving alliance with the Kshamarat dark-folk, trade with the denizens of Leng

Enemies and Rivals: Blue and Yellow Societies (minor rivalry), Green Society (potentially enemies), Avarthamna dark stalker civilization (enemies), other cultists of Isclaadra (enemies)

E. Mist Generator

This long contraption is a metal pipe that seems to have been extruded or molded without any visible seams. Spiraling pipes rising from the main body to the dome's ceiling belch out the glowing green mist.

This apparatus also pumps mist through underground pipes to the other two domes. In the other domes, the mist emerges at the top of the connecting rock wall. The mist itself is completely inert, but the interior of the machine is under high pressure and contains flammable elements, including gas that has not yet been turned into its inert state. If fire or lightning manages to get inside the machine without breaching the machine's skin—in other words, through a pipe—the machine explodes, doing 6d6 points of damage (save for half) to everything within 100ft of the pipe in all directions, and causes chunks of the dome roof to fall (each individual other than in an alcove of **A** or in the dome at **D** has a 10% chance to take an additional 3d6 points of damage (save for half) from the huge plates of falling crystal. Poison gas begins to fill the dome from the floor up, reaching halfling-height noses in 3 rounds, and human noses in 5 rounds. One saving throw allows a person to survive in the poison gas for up to 5 combat rounds before having to make another saving throw. The gas dissipates in 1d3 days.

This mini-apocalypse can also be accomplished from the other two domes by casting the right spell through the pipes.

18M–30. Yellow Society's Dome

You are entering what must be the southeast dome. Glowing green mist clings to the inside surface of the dome itself, providing a sickly illumination throughout the large space. You can see that the dome is not a full circle; it comes up to the rock wall of the cavern and stops. The vast dome has several features that draw your attention.

- To the west is a long, curving table with nasty-looking cutting tools, chains and wrist-cuffs.
- To the south is a long, S-shaped, 30-ft-tall blank wall.
- In the southeast is a pit 100ft across, with stairs leading down into it.
- Just north of that are some mind-bogglingly enormous giant snakes
- Another smaller dome is attached to the northern cavern wall, and beyond that is the opening to another dome.

This is the dome of the Yellow Society of the serpentfolk. These are the necromancers, the dissectors, the punishers, and the executioners of the stronghold. Although it is not an official status, the Yellow Society serpentfolk are the *de facto* leaders of the complex, and the other serpentfolk follow orders given to them by one of the Yellows.

A. Sleeping Area

The outer edge of the wall is deeply indented with alcoves that are about 10ft deep.

If the characters investigate behind the "blank wall" they discover the sleeping arrangement that is by now probably familiar to them:

These are the sleeping alcoves for the Yellow Society. They

are currently empty. As with the similar alcoves throughout the complex, if anyone steps into one, it instantly causes them to begin levitating and to fall asleep for 8 hours unless awakened (saving throw at –6).

Roster of the Yellow Society

Members of the Yellow Society are:
T'sashish Aoor, the High Necromancer (**18M–30C**)
Dzeeza Usuu, the Dissector (**18M–30B**)
3 necrohemoths (**18M–30D**)
3 Lounging Yellow Society members (**18M–30E**)
Zeshir, 5HD spellcaster (**18M–12**)
1 patrolling spellcaster (**18M–13**)
2 eating (**18M–22**)

Roster of the Whites

Not all of the serpentfolk are members of a society. **Lash** and **Gnash** are degenerates. **Jessrahiz Ish** and **Erobard Shaoun** hold positions that require them to be non-aligned. They are considered "Whites," with no society membership. The two non-degenerates have white amulets of Sa-Heloth that allow them to move freely through the complex. Lash and Gnash are not trusted with unrestricted access.

Lash and Gnash, T'sashish Aoor's guards (**18M–30C**)
Erobard Shaoun (**18M–23**)
Jessrahiz Ish, the Incubator (**18M–31**)

B. Dissection Table

This is a long table with racks of cutting instruments ranging from 6-ft-long saws down to small scalpels. The table has sets of handcuffs and restraints along its length, and a complex arrangement of drains, pipes and filters is attached to the underside of the table surface.

It's fairly obvious what this table is for. The Yellow Society are necromancers, and this is where they do much of the dirty work involved with that sort of interest. **Dzeeza Usuu**, the Dissector, is here. There is a 50% chance that he is working on a dissection, and if so, a 25% chance that the subject is still alive (50% goblin, 50% human).

Dzeeza Usuu, the Dissector: HD 8; **HP** 39; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage).

Equipment: yellow robe, yellow snake-amulet of Sa-Heloth, belt pouch containing 2 takkas, a mirror on a bent piece of silver, a scalpel, a dried eyeball, and four teeth of an unknown sort.

Working together, the Dissector and the Incubator (Jessrahiz Ish, **Area 18M–31**) can implant serpentfolk eggs into a living body. These grow rapidly and kill the host in 1d4+3 days to yield a good crop of eggs that are almost ready to hatch. This is not the normal way for serpentfolk to breed; it is an accelerated process the serpentfolk of the Domes developed. They are not aware that the rapid incubation is leading to weaker-minded hatchlings.

C. Leader's Dome

This is a crystalline dome sealed by a round metal hatch.

This dome is the combined office and sleeping chamber of **T'sashish Aoor**, High Necromancer of the Yellow Society. In this capacity, he is, in effect, the leader of the entire complex of serpentfolk, for the Yellow Society is currently supreme of the four. T'sashish Aoor is a grandiose thinker and, by human standards, utterly mad. He is extraordinarily charismatic, and most of the serpentfolk (including the Green Society) consider him intense but otherwise levelheaded, which he is not. An outside observer would note that, just as the simmering rebellion of the Green Society evidences the advance of social decay among the serpentfolk of the Cyclopean Deeps, so does T'sashish Aoor's madness — and the inability of the others to recognize it — represent a personal instance of advancing decay. He is in many ways an avatar of the rot within his ancient species. T'sashish Aoor's goal is nothing less than the eradication of all non-serpentfolk life (excluding plants, and "cattle" species). He is obsessed with the "annihilation" that took place in Izamne centuries ago, and broods upon the lake into which these thousands of bodies were consigned (see ***Chapter 8: Flagon of the Death God***). If he could come up with a way to kill every living being in the city of Izamne, he would undertake the task. Despite his rather decayed state of mind, however, he still understands that the power of the Demon-Prince Isclaadra is greater than that of the serpentfolk. He even, vaguely, realizes that his people are becoming weaker over time rather than stronger. He has come to believe that the growing weakness is not due to any fault in the serpentfolk themselves — and certainly not his own leadership — but that Sa-Heloth requires him personally to lead the serpentfolk in a crusade against the living species of the Cyclopean Deeps, filling the tunnels with a wash of their impure, non-serpentine blood, and raising them back as an undead army to serve the newly-victorious masters of the primordial catacombs. To be led, of course, by T'sashish Aoor. The first step in his plan is to somehow retrieve the seven-page *Umpathra Manuscript* from the denizens of Leng, which — he believes — would allow him to set these events in motion.

If T'sashish Aoor believes that the Domes are about to fall to an attack by enemies, he tries to grab the scroll of the *Yellow Words* and get to **Area 18M–10** where he summon Sa-Heloth from the waters of the lake.

T'sashish Aoor

T'sashish Aoor, High Necromancer of the Yellow Society

Long-term Goals: Conquer the Cyclopean Deeps, with the Yellow Society ascendant over its lesser rivals, and all living creatures turned into undead slaves

Current plans: Retrieve the seven-page *Umpathra Manuscript* from the Leng-men to increase his wizardly power.

Allies: Weak but improving alliance with the Kshamarat darkfolk

Enemies and Rivals: Red and Blue Societies (minor rivalry), Green Society (potentially enemies), Avarthamna dark stalker civilization (enemies), other cultists of Isclaadra (enemies)

The High Necromancer is always accompanied by his two guards, **Lash** and **Gnash**, who are actually fully-degenerated serpentfolk that T'sashish Aoor smuggled out of the orchards of Yiquooloome (see ***Chapter 10: Orchard of Yiquooloome***). T'sashish had the idea that breeding the "stronger stock" of the degenerated serpentfolk into the Green Society might produce a strong army of warriors to lead the serpentfolk of the domes to victories throughout the Deeps. Ophrira Sahuesh, the leader of the Green Society, blocked the plan, however, refusing to have her society "infected" with degeneracy. After a days-long tantrum, T'sashish appointed the two semi-feral serpentfolk as his guards and abandoned plans to breed them.

If the characters establish an alliance with T'sashish rather than simply attacking, he is ecstatic to have some agents who are not obviously serpentfolk. He might engage them for a variety of missions:

- Scouting and mapping the Orchards of Yiquooloome, or stealing degenerate serpentfolk for study or recruitment.
- Stealing the *Book of Stonebinding* from the Duergar to trade it with

the aboleth in **Hex 14L**. See ***Chapter 11: Mines of the Duergar***.

• Assassinating prominent dark stalkers in Izamne, or defending the Serpentfolk embassy from an imminent attack (which does happen from time to time; Izamne is a dangerous place). See ***Chapters 3*** and ***4***.

In return, as well as monetary rewards, T'sashish offers the characters ownership of various places; for instance, if they can kill Yiquooloome (***Chapter 11***), T'sashish offers to make the characters "barons" and honor their rulership of that area. There could even, conceivably, be some value to this if the characters decided to establish a stronghold in the Cyclopean Deeps. The serpentfolk leader would still plan to — eventually — kill everyone and raise them as undead, but in the short term he is aware that he must support his allies. If the characters are strong enough to play politics in the Cyclopean Deeps, this is actually one avenue they could exploit — none of the other potential allies are much *less* evil than T'sashish Aoor, and in the short term he is actually more reliable than most.

T'sashish Aoor, High Necromancer of the Yellow Society: HD 12; **HP** 68; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 4; **AL** C; **CL/XP** 15/2900; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/4/4/3/3). (**Monster Appendix**)

Spells: 1st—*charm person, hold portal, magic missile* (x2); 2nd—*mirror image, levitate, phantasmal force, web*; 3rd—*haste, lightning bolt, protection from normal missiles, slow*; 4th—*dimension door, ice storm, wall of fire*; 5th—*cloudkill* (x2).

Equipment: yellow robes and hood, *phylactery of blindness, yellow snake-amulet of Sa-Heloth*, belt pouch with 10 takkas and yellow Leng-ruby (200gp or 2000gp to a creature of Leng), scepter with yellow snake-head gem atop it (8000gp). The scepter is one of the four "authority scepters" — it is not inherentlyt magical, but its shape activates or deactivates certain magical "receptors" built into the domes. In consequence, the scepters have an importance beyond their mere monetary value. For example, the authority-scepters open the prison in **Hex 17J**.

Lash and Gnash, Serpentfolk Guards (6HD): HD 6; **HP** 30, 18; **AC** 2[17]; **Atk** bite (1d3) and 2 claws (1d4+2); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: plate mail, plumed helmets. Lash has a belt pouch with 5 takkas and a bone rattle; Gnash has a necklace pouch containing a dried human ear painted white, and a belt pouch containing 6 takkas and a piece of crystal 100gp.

T'sashish Aoor's dome also contains the communal treasure of the Yellow Society, which is kept in five chests.

Chest #1: 11 takkas, 4727gp, pouch containing 3 emeralds (worth 200gp each).

Chest #2: 3 golden goblets (50gp each), jeweled dagger (100gp), sapphire pendant (1000gp), pearl-studded bracelet (500gp), silver toe ring (1gp), platinum coronet (100gp), bronze trumpet (10gp), china statuette of serpent-woman (5gp), gold-plated rat skull (1gp).

Chest #3: *Potion of flying, potion of levitation, potion of healing* (x4), *potion of protection from undead.*

Chest #4: *+2 longsword* (*+3 against darkfolk and duergar*), T'sashish Aoor's haiku scroll (see below), scroll of *animate dead* (x8), scroll of *lightning bolt*, scroll of *polymorph self.*

Chest #5: *The Scroll of the Yellow Words*

T'sashish Aoor's Haiku Scroll:

Haiku #1
Our brother snake-men
~~Harvested for their brains~~
~~Raised for the orchard of death~~
Harvested by dark fate
Yiquooloome abides

Haiku #2
~~City of Darkness~~
Annihilated
Demon Princess followers
Into the Dark Lake.

Scroll of the Yellow Words

This powerful magic item is used by the serpentfolk to summon forth their ancestor-spirit, the dread Sa-Heloth. It is a scroll of black vellum scribed with yellow ink in the curvilinear script of the ancient serpentfolk. When the words of the scroll are spoken aloud, there is a 50% chance that Sa-Heloth is called up from the Lake in **Area 18M–10**, even if the words are spoken elsewhere — in T'sashish Aoor's dome, for example. Summoning Sa-Heloth from a different location just means that, unbeknownst to the characters, a hungry, level-draining, giant spirit-serpent is prowling the tunnels in search of the summoner.

If the *Yellow Words* are spoken while the candles from **Area 18M–10** are lit, the chance of summoning Sa-Heloth rises to 90%. If T'sashish Aoor lights the candles and speaks the words in front of the lake, it is an absolute certainty that Sa-Heloth rises.

D. The Necrohemoths

A horrid sight meets your eyes. You had already seen that these were massive piles of rotting flesh mixed with bones and entrails. A closer look is much worse. The vast things are alive in some way. They are 30-ft-long serpents made up of thousands of corpses bound together by necromantically-animated sinew and bone. The entrails pulse with horrid life, pulling bile and reeking fluids through the bodies, much of it leaking out and trailing down the putrescent side of the vast monstrosity.

The heads of the vast creatures rise to alertness, their component bones and corpses grinding, shifting and squelching together as the things move. The eyes glow with hellish light as the mouths open to reveal vast fangs of elephant ivory, dripping with yellow venom that steams when drops of it strike the stone below.

Necrohemoths (3): HD 16; **HP** 79, 52, 74; **AC** 7[12]; **Atk** bite (3d10 plus poison); **Move** 9; **Save** 3; **AL** N; **CL/XP** 18/3800; **Special:** crush (save or suffer 2d6 damage, second save or pinned and helpless), lethal poison (save or die in 2d6 rounds), partial turning only. (**Monster Appendix**)

E. Lounging Pit

A wide pit is here, with steps that lead down to a carpeted lounge 10ft below the level of the rest of the dome's floor. The bottom of the sunken area is piled deep with richly patterned carpets, and five ornately curved metal stands hold hanging lamps made of semi-precious stone. Delicate tables made of human bone support glass hookahs with tubes made of what looks like translucent skin.

Unless the serpentfolk have been alerted, **3 members** of the Yellow Society recline in the cushions here.

Serpentfolk (3): HD 4; **HP** 21, 17, 19; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage). (**Monster Appendix**)

Equipment: yellow tunic, yellow snake-amulet of Sa-

Heloth, each has a *potion of healing*, bandolier-pouch with 1d4 gems 100gp each (10% chance that one of the gems is a Leng-ruby 1000gp to a Leng-creature).

Treasure: The 5 hanging lamps are worth 200gp each, and the 10 carpets are worth 100gp each.

18M–31. Incubator

The inside of this dome is hot and dry. It has a sunken floor with several broad steps leading to the bottom, all of them lined with head-sized grey eggs.

This dome is the incubator for all of the eggs produced by the serpentfolk, tended here by **Jessrahiz Ish**, the Incubator. No differences can be spotted among any of the eggs; the division of young serpentfolk into societies is done after hatching based on intelligence and aptitudes.

Jessrahiz Ish, the Incubator: HD 5; **HP** 18; **AC** 3[16]; **Atk** bite (1d3) and 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage), spells (4/2/1). (**Monster Appendix**)

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

Equipment: white robe, white snake-amulet of Sa-Heloth, *scroll* (*invisibility, mirror image, lightning bolt*)

These eggs are worth 200gp each on the open market in many other places in the Cyclopean Deeps, particularly in Izamne. There are 24 of them in the incubator dome.

Chapter 6: Converging Caverns of Leng

Introduction

Unless this particular chapter is being played as a stand-alone module, the characters already have done a bit of adventuring in the Cyclopean Deeps before arriving in the region known as the Converging Caverns of Leng. This chapter describes the major locations found along a dead-end spur of the Cyclopean Deeps, a series of tunnels that ends outside the world itself, in the deadly environs of the Plateau of Leng.

The reason the area is described as "converging" is because the two planes of existence that intersect here don't suddenly meet each other at a clearly defined boundary-line. Instead, they bleed gradually into each other over a miles-long "convergence." This area in which both planes somewhat co-exist is the topic of this chapter, and the reason why the chapter is called the "Converging Caverns." It is not the caverns that converge with each other; the entire Cyclopean Deeps converges with a different plane of existence here.

The characters might be pushed into this area by the political infighting of the evil duergar, the dark dwarves who inhabit the Under Realms. The rebel "prince" of the duergar, a religious zealot named Lokragar, has chosen this part of the Cyclopean Deeps to establish his hideout. The characters might be employed as messengers, emissaries or assassins to find him, and a meeting with the prince could lead to many interesting missions and adventures depending on how the characters choose to ally themselves.

Start

Depending on how you have been running the adventure, no "Starting Text" may be required or you might prefer to make up your own. Otherwise, feel free to read or paraphrase the introductory text below, a generic description of travel through the Cyclopean Deeps:

> You have been traveling for some time along a wide tunnel, usually about 30ft across. Most of the time, the passageways were naturally formed, hanging with stalactites and subject to sudden rises or falls, crusted with fungi and mosses. In several cases, corridors had been excavated to connect these natural tunnels to each other, sometimes almost a mile long. Many small side-tunnels and corridors have led away from the main one, but you have not been exploring these, for they seem to lead into endless labyrinths.

Hex 9G. Holt of Prince Lokragar

In this hex, the rebel prince of the duergar has established his headquarters in a small complex of halls and chambers. Lokragar is a religious zealot and is almost as dangerous an ally as he is an enemy.

9G-1. "Dead End"

> The main corridor stops here, in a chamber dominated by four statues along the west wall. A low-ceilinged corridor leads north out of the room, but it looks very unstable and is braced by two crooked piles of rocks, one on each side of the opening. The tunnel floor is covered with a fall of rubble and rocks, but it looks passable.

The four statues are, from southwest to northeast: **(1)** a halfling in a cloak, being eaten from within by long worms that seem to be emerging from his skin and mouth; **(2)** a serene human beauty in a crown; **(3)** a knight in full armor (the race is unclear due to the helmet); and **(4)** a bugbear carrying a large carpet, looking up in surprise. Nothing is unusual about the statues; they depict a children's tale told among the drow, but only a character versed in the drow culture would recognize the characters of the story.

The north corridor is actually quite stable. The unstable appearance is due to some *very* high-quality artistic fakery by the duergar who are hiding out in the old tunnels to the north of the opening. They added some mortar to make the ceiling look like it is sagging. The piles of rocks that appear to be holding up the opening are doing nothing of the kind; they are a warning trap to alert the duergar of intruders. A dwarf character that specifically inspects the archway automatically notices that the whole arrangement is fake, has a 75% chance to notice the trap, and a 75% chance to notice the turning-stone for the message drop. The dwarf cannot tell the nature of the trap or which direction the message drop's stone is supposed to be turned (it can turn either way).

Reaching under the left-hand pile of rocks to find the one that is smoother than the others and turning it clockwise reveals the message-drop for Prince Lokragar (see **Area 13R-3** in ***Chapter 4: Izamne, Secrets of the Dark City***).

Takkas

Takkas have been mentioned in previous chapters, particularly **Chapters 3** and **4** about Izamne where takkas are in common use. Takkas are trade-coins minted by the duergar, and they are often used as a substitute for heavier gold coins. The coins are often inscribed with a triangle or with the mark of Zuuljj. Whatever the markings, takkas are worth 25gp each in most parts of the Under Realms. The significance of the triangle and of Zuuljj is described elsewhere: the most succinct description is in **Chapter 4** under the heading *"Elder Things and Middle-Divinities."*

The drop is simply a rectangular hole with a lid. The duergar check it each day.

Going through the archway's unsteady piles of rocks is almost certain to make someone slip. If that happens, a warning bell rings in **Area 9G-4**. Normal characters must succeed on a saving throw to get through the archway past the rocks without slipping. Elves and dwarves gain a +1 to the saving throw. Flying over the obstacle removes all risk of setting off the trap.

9G-2. Warnings Room

The walls of this room are scrawled all over with clumsily written words and several neatly inscribed runes.

The words are written in common, goblin, dwarvish, orcish and giantish, all containing warnings such as "*GO AWAY*," "*Your death awaits you here*," "*turn back*," and "*Beware of rot grubs*." The runes are in the language of the duergar, and all say, "*Turn back*." They are neatly inscribed because the duergar cannot bring themselves to write messy script in their own language.

9G-3. Guard Post

A 20ft by 20ft chamber opens on the east side of the corridor. It contains 8 beds and a table. Three large runes have been carved into the walls, one on the north, one on the south, and one on the east.

This chamber doubles as a barracks and sentry post for Lokragar's advance guard, **2 sergeants** and **6 duergar sentries**. One of the sergeants and three of the guards are invisible, being on duty, and the others are visible. If they are given a chance, one of the sergeants blows the signal whistle if the group is attacked. All of the duergar have a red triangle tattooed on their faces.

The three runes are in the duergar language, reading: "Obey" (north wall), "Acquire" (east wall) and "Dominate" (south wall).

The duergar followers of Prince Lokragar are, for the most part, fanatic mystics of the cult of Zuuljj, an earth-elemental lord of Chaos. The worship of Zuuljj is common among duergar, but the mystic fundamentalists are a fanatic branch of the cult, as described in ***Chapter 4*** in the section *"Elder Things and Middle-Divinities."*

If the adventurers approach peacefully and can convince the guards that they mean no harm — not an easy task — **Sergeant Oknar** asks if they are interested in learning about the mystical teachings of the elemental Chaos-Lord Zuuljj.

Duergar Sentries (6): HD 1+2; **HP** 6x2, 9, 8, 7, 10; **AC** 5[14]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 18; **AL** C; **CL/XP** 3/60; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

> **Magical Abilities:** 1/day—*enlarge* [attack as 4HD, 50% heal damage], *invisibility*.
> **Equipment:** chain mail, warhammer, light crossbow, 15 bolts, small sack of chalk dust, belt pouch, 2d6gp.

Eki and Oknar, Duergar Sergeants: HD 3+2; **HP** 25, 19; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 4/120; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

> **Magical Abilities:** 1/day—*enlarge* [+2 to hit bonus, 50% heal damage], *invisibility*.
> **Equipment:** chain mail, shield, warhammer, light crossbow, 20 bolts, signal whistle, belt pouch, 10gp and 2 blue gems (100gp value, but one of Oknar's gems is a Leng-ruby worth 500gp to a Leng-creature). Oknar also has a copy of "*The Mystical Interpolation of the Creed of Zuuljj, Volume 1*."

Treasure: Other than whatever equipment the duergar are carrying, nothing in the chamber has value. "*The Mystical Interpolation of the Creed of Zuuljj, Volume 1*" is a small, leather-bound book that interprets the use of the three words "Obey, Acquire, Dominate" that the Chaos-Lord Zuuljj placed over the three gates of the City of Malachite in the Elemental Plane of Earth.

9G-4. Council Chamber

This room has a short, round table in the middle of the floor, with chairs set around it. Around the walls are 10 small beds.

This is the residence of Lokragar's core following, a band of tough **duergar zealots**, all of them fundamentalist mystics like Lokragar himself. As with the guards in **Area 9G-3**, all of the duergar here are tattooed on the face with a red triangle. One of the zealots is the utterly insane berserker **Zmekkri**, who hears the voice of Zuuljj in his head, and whom even Lokragar considers to be dangerously unbalanced.

Zmekkri the berserker attacks ferociously as a 9HD creature, with a total to-hit bonus of +4 if he enlarges himself for the attack (size, berserk rage). He wears no armor and speaks nothing but the duergar language. He tattooed his face with the red triangle and also imbedded hundreds of small stones beneath his skin, giving his arms and face a misshapen appearance.

Duergar Zealots (9): HD 3+2; **HP** 7x2, 21x2, 8x2, 10, 6, 22; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 4/120; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

> **Magical Abilities:** 1/day—*enlarge* [+2 to hit bonus 50% heal damage], *invisibility*.
> **Equipment:** chain mail, shield, warhammer, light crossbow, 20 bolts, pouch, 1d6 gems (worth 50gp each).

Zmekkri, Duergar Cult-Berserker: HD 9+2; **HP** 41; **AC** 6[13]; **Atk** warhammer (1d4+1); **Move** 9; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** +4 save vs. magic, berserk attack (+2 to hit), immune to illusions, magical abilities. (***Monstrosities*** 148)

> **Magical Abilities:** 1/day—*enlarge* [+2 to hit bonus, 50% heal damage], *invisibility*.
> **Equipment:** warhammer, pouch with small copy of "*The Mystical Interpolation of the Creed of Zuuljj, Volume 1*," belt pouch, 2 diamonds (each is worth 1000gp).

A warning bell rings here if anyone sets off the trap in **Area 9G-1**.

Treasure: Each of the beds has a small, wooden footlocker underneath it, unlocked. A neatly stacked pile of mining tools is in the corner. The footlockers only contain spare clothes, hairbrushes, and other such items. The mining implements include 3 picks, a shovel, 10 iron spikes, 2 sledgehammers, and three tin buckets. None of it is magical, although all the tools are in good condition and could be used for mining.

9G-5. Prince Lokragar

This room is decorated in spartan fashion, with no furniture other than five beds and a fireplace. There are cooking implements at the hearth, and a red triangle painted on the wall over the fireplace, with words around it.

Prince Lokragar is the leader of the Duergar rebels, those who reject the duergar king's sudden departure from ancient tradition and wish to return to the old ways. Details about the duergar King Okarm Ettek may be found in ***Cyclopean Deeps 11: Mines of the Duergar***.

This room, as well as being the kitchen for the rebel army, serves as the barracks for **Lokragar**, his closest **advisers**, and his **bodyguard**.

Prince Lokragar: HD 8+2; **HP** 35; **AC** 4[15]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)

Prince Lokragar, Pretender to the Duergar Throne

Long-term Goals: Become king of the duergar of the Cyclopean Deeps

Current Plans: Build up forces by hiring mercenaries, finding allies, and/or persuading duergar that King Okarm Ettek should be deposed in his favor.

Allies: The Kshamarat darkfolk (slight, untrustworthy allies); Moggar Kchak (in Izamne); very slight connection with chthonic earth-beings such as Yiquooloome or CHOA-THOOM.

Enemies and Rivals: Okarm Ettek, king of the duergar; the Avarthamna darkfolk (minor enemies); the Cult of Isclaadra (which supports Okarm); bounty hunters

Magical Abilities: 1/day—*enlarge* [+2 to hit bonus, 50% heal damage], *invisibility*.
Equipment: warhammer, 2 *potions of healing*, belt pouch, roster disk (see below), small copy of "*The Mystical Interpolation of the Creed of Zuuljj, Volume 1*," 1 ruby (Leng-ruby worth 1000gp or 5000gp to a Leng-creature).

Tyak Tamakin, Sorcerous Duergar (MU9): HD 9+2; **HP** 27; **AC** 7[12]; **Atk** warhammer (1d4+1); **Move** 9; **Save** 7; **AL** C; **CL/XP** 12/2100; **Special:** enlarge, immune to illusions, invisibility, +6 save vs. magic, spells (4/3/3/2/1). (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* [+2 to hit bonus, 50% heal damage], *invisibility*.
Spells: 1st—*magic missile, protection from evil, shield, sleep;* 2nd—*darkness 15ft radius, web* (x2); 3rd—*lightning bolt, protection from normal missiles, slow*; 4th—*fear, wall of ice;* 5th—*conjuration of elementals**.
Equipment: tunic,warhammer, belt pouch with spell components, 15gp, 2 takkas, 1 sapphire (250gp).

*Tyak's *conjuration of elementals* is not a special version of the spell, but when Tyak casts it, the elemental it summons is not a mindless earth elemental but a **xole**. This is due to Tyak's connection with Zuuljj.

Xole: HD 8+4; **HP** 28; **AC** 2[17]; **Atk** two-handed mace (1d10+5) and tail (2d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** constriction, immune to fire and cold. (***Monstrosities*** 520)

Piers Thaktak (Clr8): HD 8+2; **HP** 38; **AC** 1[18]; **Atk** warhammer (1d4+1); **Move** 9; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** enlarge, immune to illusions, invisibility, +6 save vs. magic, spells (2/2/2/2/2). (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* [+2 to hit bonus, 50% heal damage], *invisibility*.
Spells: 1st—*cause light wounds** (x2); 2nd—*hold person, silence 15ft radius*; 3rd—*cause disease, prayer*; 4th—*cause serious wounds, cure serious wounds; 5th—insect plague* (x2).
Equipment: plate mail, *+1 shield*, holy symbol (red triangle), *potion of healing*, belt pouch, 2 takkas, 1 yellow sphere-gem worth 50gp.

*Piers' *cause light wounds* spell has a range of 40ft and does not require a to-hit roll, inflicting 1d6+1 hit points.

Korekipp and Kragamog, Duergar Fanatics (Ftr5): HD 5+2; **HP** 38, 21; **AC** 4[15]; **Atk** warhammer (1d4+1) or crossbow (1d4+1); **Move** 9; **Save** 10; **AL** C; **CL/XP** 5/240; **Special:** +4 save vs. magic, immune to illusions, magical abilities, multiple attacks (5) vs. creatures with 1 or fewer HD. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* [+2 to hit bonus, 50% heal damage], *invisibility*.
Equipment: chain mail, shield, warhammer, light crossbow, 20 bolts, belt pouch, 20gp, 2 striated black gems (200gp value, but one of Kragamog's gems is a Leng-ruby worth 1000 gp to a Leng-creature). Both have copies of "*The Mystical Interpolation of the Creed of Zuuljj, Volume 1*."

Treasure: The roster disk in Lokragar's pouch is a disk of mother-of-pearl cut from a giant oyster. It has an intrinsic worth of 25gp, but the minute carvings of duergar runes all over it are of more interest. Anyone with even basic knowledge of the dwarvish language recognizes that these are hundreds of names. Since the names are also encoded, it is not possible to find out who is listed in Lokragar's "address book," but one of the names is, mistakenly, not coded. This name is "Moggar Kchak." (See ***Chapter 4: Secrets of the Dark City***, **Area 13R-21**).

Treasure Chests: Tyak, Piers and Lokragar have locked chests stored beneath their beds:

Tyak Tamakin's chest: This chest is trapped with a wire underneath that causes a *fireball* to go off (5d6 points of damage) if the wire is not removed before opening or moving the chest (Delicate Tasks). The chest contains 178gp, 20 takkas, copies of Volumes 1 and 2 of "*The Mystical Interpolation of the Creed of Zuuljj*," spell book.

Tyak Tamakin's Book (dwarf-face binding with beard and teeth still attached): 1st—*charm person, magic missile, protection from evil, read languages, read magic, shield, sleep;* 2nd—*darkness 15-ft radius, ESP, knock, locate object, web*; 3rd—*clairaudience, fly, lightning bolt, protection from normal missiles, slow*; 4th—*fear, polymorph other, wall of ice;* 5th—*animate dead, conjuration of elementals.*

Piers Thaktak's chest: There is no trap on the chest, but it is locked. It contains 4 holy symbols of Zuuljj, 125gp, 12 takkas, embroidered prayer-garment (25gp), glass sphere with rock inside (an *emergency elemental*, **Magic Items Appendix**), Volumes 1, 2 and 3 of "*The Mystical Interpolation of the Creed of Zuuljj*."

Prince Lokragar's chest: A grey stone orbits Lokragar's chest. If the word "Zuuljj" is not spoken before opening the chest, a **xole** forms from the stone in which it has been trapped for a century. The xole is commanded to kill whoever opens the chest without speaking Zuuljj's name, so it fights to the death to achieve its freedom. The chest contains 11gp, 34 takkas, 12,672sp, 22,395cp, 5 crystals (10gp), 2 rubies (250gp), 3 sapphires (500gp), and 3 granite marbles (1 is a Leng-ruby worth 800gp to a Leng-creature, nothing to anyone else). Finally, this chest contains all three volumes of "*The Mystical Interpolation of the Creed of Zuuljj*."

Xole: HD 8+4; **HP** 41; **AC** 2[17]; **Atk** two-handed mace (1d10+5) and tail (2d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** constriction, immune to fire and cold. (***Monstrosities*** 520)

The red triangle painted over the fireplace conceals the mechanism for a secret door at the back of the fireplace itself. Even if the characters detect the presence of the secret door, the triangle must be pressed (and the name "Zuuljj" spoken) in order to open the door. If Lokragar is faced with overwhelming odds, he tries to escape invisibly through the secret door, hoping it takes pursuers some time to figure out how to open it.

The red triangle has six words around it, with the words "Obey," "Dominate" and "Acquire" at the sides, with "Zuuljj," "Opens" and "All" at the points. It likely appears to the characters that reading around the triangle yields the following string of words: Zuuljj (top point); Obey (right side); Opens (right point); Dominate (bottom side); All (left point); Acquire (left side). Smart characters hopefully realize that "Zuuljj opens all" gives them a key to opening the secret door (and one of the chests).

Hex 5C: The Collapse

The large cavern on this bypass route is usually held as a convenient lair by dangerous creatures. At the moment it is inhabited by a **neh-thalggu** named, as best one can translate, "Redhair." Indeed, there are strange growths of red hair in patches on the creature's underbelly, poking out between plates of chitin.

5C-1. Tertiary Passage

This passageway connects to a secondary tunnel in **Hex 6D**, a mile away. The passage is naturally formed: It is about 10ft wide and is an extremely rough route with several elevation changes, slippery areas and an uneven floor throughout.

5C-2. Secondary Passage

The collapsed walls of the main cavern are breached here, allowing entry into (or exit from) a 20-foot-wide corridor. The corridor has straight walls and even ceilings and floors, but the stone has an oddly melted quality to it. A magic-user of level 5+ immediately recognizes that the passage was excavated by the use of magic.

5C-3. Collapsed Chamber

This huge cavern space is apparently what remains after the partial cave-in of an even larger excavated chamber. One or two parts of the original walls are visible. Mortared stones are bowed inward by the force of whatever once shook this area into ruins. A few scattered structural pillars remain in the middle of the chamber, reaching up almost 100ft to the ceiling.

Just as it appears, this chamber was once much larger but suffered a structural failure and partial collapse. The pillars are magical, but the magic does nothing more than reinforce the pillar, which is far too tall for its width (which is only 3ft).

Any violent magic used in this area causes siftings of dirt, dust and a few small stones to fall from the ceiling. Deliberate attempts to affect the chamber's structure with spells of lower than 5th-level generate small rock falls (3d6 points of damage in a 10-foot area). Use of spells level 5 or higher cause rockfalls of as many 1d6 points of damage as the spell's level. An *earthquake* spell directed specifically at one or more of the supporting pillars causes the entire cavern to collapse, killing everything within and making this hex impassable.

5C-4. Lair of the Neh-Thalggu

This is a blocked-off part of the collapsed chamber where falling rocks separated off a new room. The area smells bad, and the reason is obvious: 30 serpentfolk zombies stand against the back wall of the chamber, all of them facing the wall, their heads opened.

This area was partitioned off from the larger cavern during the collapse. The resulting "room" is the lair of the neh-thalggu **Redhair** and her **4 offspring**. Redhair has 9HD, and the offspring have 2HD. The family recently received a shipment of **serpentfolk zombies** from Yiquooloome, but the zombies do not follow orders. They remain inert during any battle. Their brains are already inserted into the neh-thalggus' bodies.

Neh-Thalggu Youngsters (2HD) (4): HD 2; **HP** 15, 16, 11, 6; **AC** 0[19]; **Atk** bite (1d10 plus poison) and 2 claws (1d8); **Move** 9; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** poison bite, spells (2/0), telepathy (100ft). (**Monster Appendix**)

Spells (3 of the youngsters): 1st—*charm person, magic missile*.

Spells (4th youngster): 1st—*sleep* (x2).

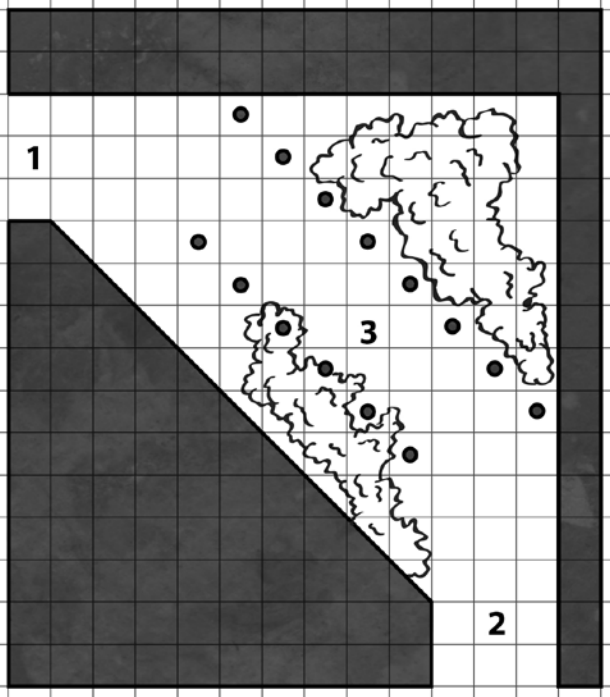
Redhair, Neh-Thalggu (9HD): HD 9; **HP** 30; **AC** 0[19]; **Atk** bite (1d10 plus poison) and 2 claws (1d8); **Move** 9; **Save** 6; **AL** C; **CL/XP** 11/1,700; **Special:** spells (4/2/2), telepathy (100ft), poison bite. (**Monster Appendix**)

Spells: 1st—*charm person, magic missile* (x3); 2nd—*mirror image, phantasmal force*; 3rd—*protection from normal missiles, slow*.

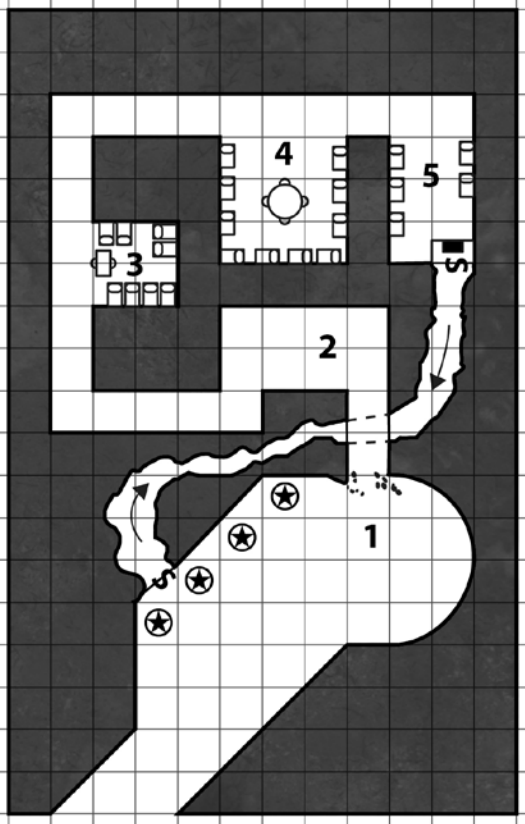
Tactics: Redhair prepares for battle as much as possible from the point

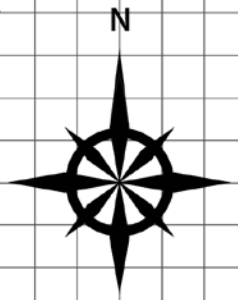
Hex 5C - The Collapsed Hall

Hex 5 F - The Air of Leng



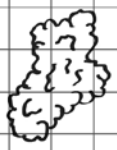
Hex 9G - Holt of Prince Lokragar





1 square = 10 feet

Map Key


Air of Leng

Pillars

Rubble

Bed

Table

Fireplace

Slope Down

Passes Beneath

Secret Door

that she decides to attack the characters — or that they appear likely to attack her and her brood. She uses *mirror image* and *protection from normal missiles* before emerging with a *phantasmal force* spell used to increase the apparent number of her brood from 4 to 10. The younger ones are the size of ponies, and Redhair herself is the size of a large cow. If the family decides to attack the characters while they are still in **Area 5C–3**, they unleash a barrage of spells, and then the (apparently 10 but actually only 4) younger ones charge, leaving the whirling images of Redhair to continue hammering spells into the melee. The initial barrage starts with a *slow* spell (from Redhair), with the youngsters casting whatever mix of *charm* (on fighters), *magic missile* (to disrupt spells), and *sleep* (on hirelings or animals) makes sense. If *sleep* remains a viable attack into the second round of battle, youngster #4 hangs back to cast it a second time before charging.

Treasure: Ten of the zombies are designated as carriers of the treasure boxes, although since all the zombies are turned to the wall, the treasure boxes aren't visible. The boxes are made of strange blue metal and are worth 25gp each. Each is locked.

Treasure Box 1: 1 serpentfolk brain (somewhat, but not entirely fresh)
Treasure Box 2: empty
Treasure Box 3: 302gp, 302sp, 302cp, 302 small pieces of gravel
Treasure Box 4: 14 mouse skulls and 3 takkas
Treasure Box 5: 4 jhoat-sticks (30gp each — see **Chapter 5**, but basically they are narcotic chew-sticks) and a *wand of amazement* (**Magic Items Appendix**)
Treasure Box 6: 1784gp
Treasure Box 7: 4 sapphire gems (200gp), 1 diamond (1000 gp) and 1 Leng-ruby (1000 gp, or 5000 gp to a Leng-creature)
Treasure Box 8: 12cp and a *veil of Leng* (**Magic Items Appendix**)
Treasure Box 9: 15,831sp and a spool of thread
Treasure Box 10: Folded cloth-of-gold (1 square yard) worth 500gp.

If the characters appear powerful and they approach peacefully, Redhair might choose to talk with them rather than to attack. If they offer her something of value, she might offer to trade her *veil of Leng* for it since she has no particular use for the item. She can also give the adventurers some idea about what the Convergence is, namely an area where the material plane intersects and overlaps with the plane of existence that contains the Plateau of Leng. Redhair is by no means an expert on matters involving the planes of existence, but she has assimilated various bits and pieces of knowledge from her attached brains.

Hex 5F. The Air of Leng

The main feature of the corridors traversing this hex is the 90-degree bend known as the "Hall of Pillars," or more recently as the "Air of Leng." Traders and travelers seeking to deal with the denizens of Leng take this route in preference to the way through **Hex 5C**, which is often (and currently) inhabited by dangerous predators.

5F-1. Primary Corridor (Away from Leng)

This 30ft corridor leads from the convergence with the Plateau of Leng back toward the main tunnels of the Cyclopean Deeps. For most creatures, this is the preferred direction.

5F-2. Primary Corridor (Deeper toward Leng)

If followed to the south and west, this primary corridor leads deeper into the convergence between the Material Plane and the Plane of Leng. The convergence becomes complete in **Hex 2C**.

This hex is where the convergence between the Material Plane and the Plane of Leng truly becomes palpable. It can occasionally be sensed by touch, smell and intuition, although the characters don't know what is happening unless they are very experienced planar travelers. The planes here partially overlap, and there are points of direct contact where travelers experience what feels like the touch of a large, cold insect. The sensation is momentary, but repeats if the character deliberately touches the same spot in the air. Travel toward Leng makes these experiences more frequent as the characters draw nearer to **Hex 2C**.

5F-3. Hall of Pillars

You enter a wide area where two lines of pillars form a corridor down the middle of the broadened tunnel. The space between the pillars is approximately 25ft wide.

As shown on the map, much of the area outside these protective pillars is occupied with air from the Plane of Leng that has blown in through the tunnels and is trapped here by the sharp bend and the protective magic of the pillars. The pillars were built and enchanted in ancient times to keep this room safe. Anyone in between the pillars is kept safe from being hit by arrows, inflicted with diseases, cursed by spells, or poisoned. While between the pillars, any ongoing effects of spells, curses, transformations (other than true shape-changes), diseases, poisons and implanted eggs (but not normal parasites) are all be held in abeyance until the person leaves the area between the pillars.

Beyond the pillars, however, drifts the air of the Plateau of Leng.

The air is extremely hallucinogenic. Anyone making contact with it must make a saving throw (penalty of –5) or be affected. Anyone who has been affected once by the air of Leng is, in the future, make the saving throw without the penalty, and anyone who has the misfortune to be affected three times is subsequently immune to its effects. Roll on the following table to determine what an affected character experiences:

The Hallucinations of Leng

Die	Roll
1–2	The character is attacked by a floating, pinkish-colored snake 10ft long with 3HD. An affected character sees visions that are real *for that character* but which quite literally *do not exist* for the other members of the party. Any other character affected by the air of Leng also sees the snake and can fight it.
3	The character gains a certain degree of understanding about the underlying reality of things; a saving throw is required to avoid insanity. An insane character becomes worse at combat (–1 to hit and on damage) until being rescued by a *cure disease* spell or similar magic. The insane character is also able to see invisible objects and creatures while insane, although they all appear to be piles of ants and beetles (only while they are invisible). The character has a 25% chance to gain one point of intelligence once the insanity is cured.
4	The character begins to shake with an uncontrollable palsy and has great difficulty holding anything. The character has a 90% chance to drop anything held and must check again each combat round (or minute, as applicable). The condition persists for 4d6 turns, and is considered a curse for purposes of getting rid of it.
5	The character's skin turns blue, and so does the skin of the next living being the character touches (no saving throw). The blue skin is considered a disease for purposes of getting rid of it.

Die	Roll
6	The character is paralyzed and also weighs 2000 pounds due to a change of material density. This condition persists for 3d6 turns. During the period of paralysis, the character can shoot lightning bolts from the eyes with a range of 100ft that inflict 2d6 points of damage (save for half). Keep in mind that the character's head cannot turn, so the range of vision/ lightning is limited to roughly a 90-degree arc, the movement of the eyeballs.
7	The character is attacked by **1d3 giant ants** that have twisted, feral human features. These visions are real for that character but *do not exist* for the other members of the party except others that have been affected by the air of Leng. The first ant attacks the affected character, but the next two choose to attack another character affected by the air of Leng (if there are any). If no other characters are affected by the air of Leng, all of the ants attack the character that rolled this result. **Human-Faced Giant Ant (Warrior): HD** 3; **AC** 3[16]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** poison 2d6 (save for 1d4 only).
8	The character attacks, and attempts to eat, another randomly determined character in the party. The cannibalistic impulse fades within 1 hour, except for the very occasional (and quite controllable) urge every once in a while for the next year or so.
9	A character not affected by the air of Leng (if there is one) appears to exhale a green, glowing stirge once every 3 melee rounds (or minutes, as applicable). The stirge only exists for characters affected by the air of Leng.
10	The character is turned to stone for 1d6 melee rounds (or minutes) and then starts to get better, able to move at one-quarter normal speed for 2d6 turns, then half speed for 3d6 turns, after which the character goes into convulsions for 1 minute, then is cured of the result. Keep in mind that the character might be affected/attacked by hallucinations from Leng that have been summoned forth by others in the party.

Hex 11F. The Twitching Throne

11F-1. Primary Corridor

This primary corridor connects the rest of the Cyclopean Deeps to the Converging Caverns of Leng.

11F-2. Primary Corridor

This primary corridor leads to **Hex 9G**, the Holt of Prince Lokragar.

11F-3. Primary Corridor

This primary corridor leads southeast and deeper into the Converging Caverns.

11F-4. Hall of the Twitching Throne

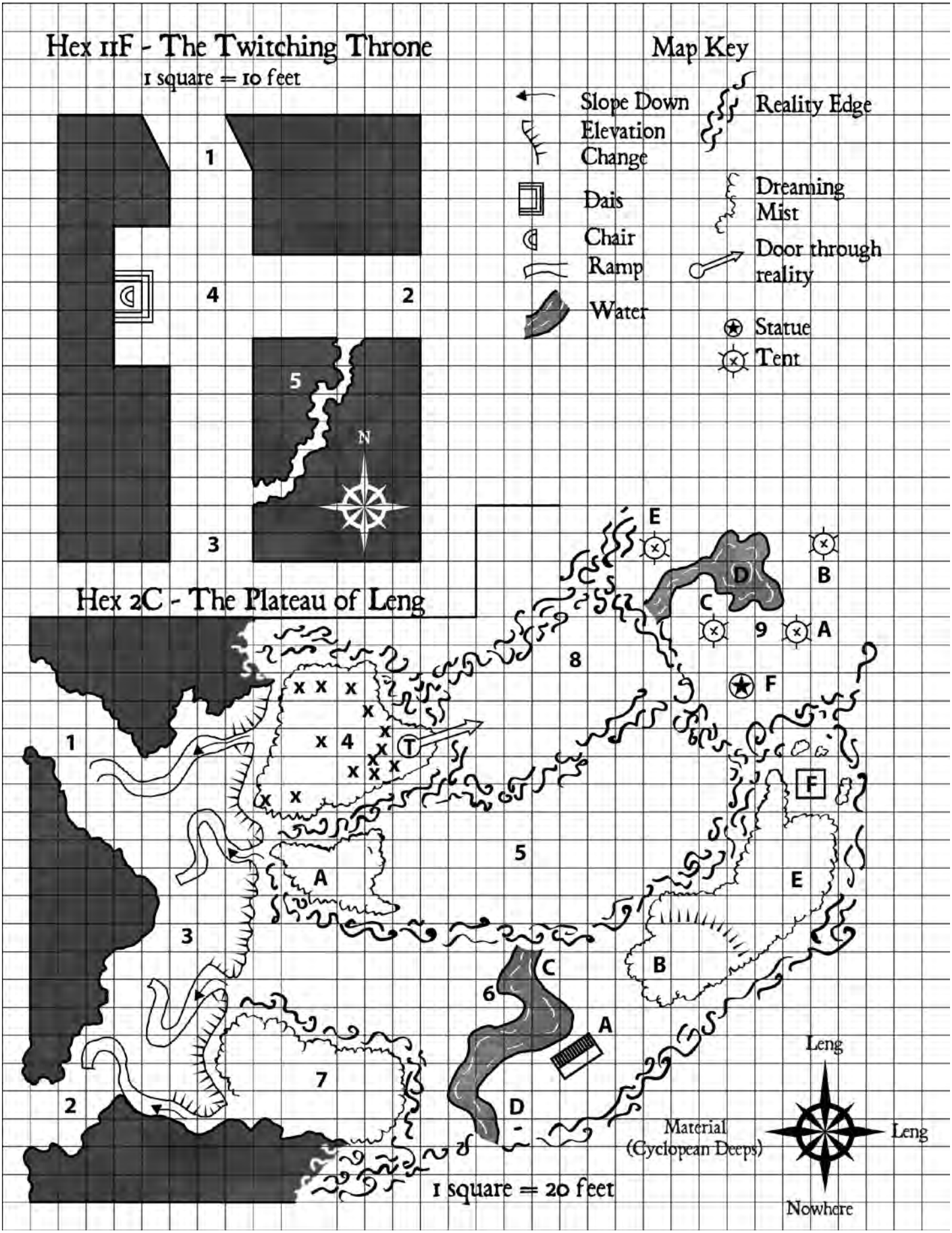
At this intersection of corridors is a wide chamber opening from the west wall, with a throne at the back, raised on a dais. Three hooded denizens of Leng stand on the dais around the throne, which contains a drooling, twitching creature that was once human, or something similar.

No one knows why the throne does what it does, but anyone who sits in it becomes an oracle for the voices that drift upon the planes of existence.

The **3 hooded Leng-men** are in attendance upon the current oracle as a sort of honor guard, mentally recording anything interesting that they hear. If the characters investigate more closely, they find that the drooling, twitching thing in the throne is not a human, but is actually a **dark stalker**. At this point, the difference is minimal; the body is atrophied, and the mind is gone. The body is merged into the throne by organic-looking filaments that pass from the body into the back of the stone seat. The thing in the throne twitches constantly, but every so often it speaks in different voices, echoing what it hears in the voids and the alien places of the planes of existence.

The Leng men have to translate the spasmodic movements and broken speech of the thing in the chair. The thing works like a *commune* spell for the characters if they decide to ask questions. If it is ripped from the chair, it dies. If the characters pull the oracle out of the throne, neither the throne nor the Leng-men react. The oracle dies, and within a few days, the throne begins to emit a slight, beckoning mental call. For the first week, anyone passing by must make a saving throw at +10 or sit curiously upon the throne. In the second week, the bonus is only +9, and in the third week only +8. This progression continues until the "bonus" is actually a penalty of –10. By this point, though, it is almost certain that the throne acquires itself a new oracle.

The archmage Jupiter Kwan occasionally uses the oracle as a means of communication, which is one of the reasons that the Leng-men are in attendance here. If the characters have met Jupiter Kwan, he may have told them to contact him from the oracle. Calling Kwan's name to the twitching thing in the throne eventually draws the wizard's attention, and


Hex 11F - The Twitching Throne
1 square = 10 feet
Map Key
Slope Down
Elevation Change
Dais
Chair
Ramp
Water
Reality Edge
Dreaming Mist
Door through reality
Statue
Tent
1
2
3
4
5
N
Hex 2C - The Plateau of Leng
1
2
3
4
5
6
7
8
9
A
B
C
D
E
F
T
Material (Cyclopean Deeps)
1 square = 20 feet
Leng
Leng
Nowhere

he answers, forcing the oracle to repeat his words as they are spoken into the astral plane (see ***Chapter 9: Hidden Worlds of Jupiter Kwan***).

Monsters: The phase spiders from **Area 11F-5** almost certainly emerge and attack the party unless the adventurers spend no time in this area. The spiders won't step onto the dais where the throne is, nor attack the Leng-men or anyone on the throne itself. If the battle goes badly for them, they phase into the ethereal plane and return to their lair through the stone.

Denizens of Leng (3): HD 8; **HP** 25, 39, 31; **AC** 5[14]; **Atk** bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.
Equipment: (see below)
Swa Oom: robe, turban, veil, *potion of invisibility*, four-foot-long pipe slung on his back, belt pouch containing 25 takkas, 3 Leng-rubies (50gp value, worth 500gp to a Leng-creature).
Porm Patoi: robe, turban, veil, domino-mask encrusted with diamonds (4000gp), a brooch that protects the wearer from poisons (50% chance of success before a saving throw is even required), and a belt pouch containing 6 gp and what appears to be the preserved flayed skin of a human finger (or something).
Mool Awa: robe, turban, veil, a delicate, magical origami bird that folds itself up and then flattens again on command, belt pouch containing 4 takkas, 3gp, 20sp, 1cp.

11F-5. Side Tunnel

A dark tunnel 4 feet tall and 4 feet wide seems to have been hacked out from the main tunnel.

This side tunnel is the home of **6 phase spiders**, although they clearly weren't the original miners who decided to create a shortcut here. They are almost certain to emerge and attack a group of adventurers either here or in the main room.

Phase Spiders (6): HD 5; **HP** 24, 34, 17, 29, 19, 21; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** phase to avoid attacks (except from ethereal), poison (+1 save or die).

Treasure: The middle of the tunnel is actually blocked by skeletons; the spiders simply phase through the pile of "garbage." Among the skeletons, the characters may find 8 takkas, 214gp, 800sp, 2118cp, 1 opal worth 200gp, a *+1 longsword*, *+2 vs. incorporeal/ethereal creatures*, 8 sets of varied outfits, all with bite-holes, a folded piece of parchment that entitles the bearer to 10,000 gp if presented to the king of the duergar along with the head of the "Would-be Usurper, Prince Lokragar." There is also an IOU stating that Uzox Loam of the Fortress of Ques Querax owes 3000 gp to the holder, Thang-Jama (see description of Uzox Loam in ***Chapter 2: Eye of the Titan***).

Hex 2C: The Plateau of Leng

In this Hex, the realities of the Material Plane and of the Plateau of Leng converge completely. The characters find themselves physically at the edge of Leng's supernatural plateau, perceiving it as the edge of a physical cliff. Once they ascend to the top, they are entirely in the realm of Leng.

Contempt and Slight Regard

The politics, social structure, and ecology of the Plateau of Leng are as incomprehensible to normal humans as are the dwellers in that strange land. The interactions of the more human-like species of Leng, such as the commonly known "denizens," and the cannibalistic night-ghouls, not to mention the less-intelligent species of Leng bats, dreamslangs, dream ticks, ethereal maggots, and so on, baffle even the most esoteric of Leng-scholars. Such individuals are often astoundingly unreliable themselves, being culled from the ranks of dreamers, schizophrenic artists, madmen, and even less-reliable sources. Rarely do they agree, except perhaps on one point: the genocidal hatred of two of the most prominent species, the Denizens and the Spiders of Leng.

Wars fought between these two races are legendary throughout the known (and unknown) universes. What originally set these powerful natives of Leng at each other's throats, no one can — or will — say. Neither race is forthcoming.

Some scholars postulate that the intense hatred between the two races is due to their mutual, insatiable lust for Leng-rubies, a scarce resource. While this might appear obvious at first blush, the theory fails to explain why the denizens and the spiders would treat these baubles as a matter worthy of crusades, poisonings, knives in the dark, assassination, slander, slaughters, and mayhem. Perhaps the rubies are used for more than just decoration, and truly are a matter of species-survival; perhaps the Plane of Leng induces genocidal tendencies, or inoculates against mercy; perhaps each race somehow prevents the other from escaping the clutches of Leng; perhaps the spiders and the denizens actually have a common ancestor, or represent different life-stages of the same underlying organism. No one can know for sure.

One thing is certain: each of the great races of Leng will stop at nothing to undermine or harm the other. Bounties are common from both races; the denizens of Leng will pay a bounty of 100gp for each leg-tip of a Leng spider (they usually have 7), while Leng-spiders, not to be outdone, will often pay rewards of 250gp for the head of one of the denizens of Leng.

The intricacies of dealing with Leng creatures are myriad, and quite beyond the scope of this small introduction to the Plateau; feel free to expand on these ideas, or wholly disregard them in favor of your own nefarious plans. The only thing to keep in mind is that the plans and machinations of these races are alien and unfathomable to the characters, who will need to keep on their toes and looking over their shoulders while in Leng.

The Dreaming Mists of Leng

The Dreaming Mist is a plane of existence that drifts through parts of the Plateau of Leng. Wherever it is, it co-exists with Leng, just as the ethereal plane co-exists with material reality. If it is present, then Leng has a "higher reality" in that spot. If the Dreaming Mist is elsewhere, no higher level of reality is present.

As perceived in the Plateau of Leng, the Dreaming Mist is not a single, continuous reality. There are many parts of Leng that are not suffused with the Dreaming Mist — although the mist could drift in at any time, filling the area with a higher reality. Very few regions are resistant to the drifting otherness of the Dreaming Mist — such areas are often called "mountains" by the denizens of Leng, as if the Dreaming Mist has a "sea level" of sorts that does not reach above these psychic elevations.

2C-1. Passageway to Hex 5F.

If the party is entering the Hex from the West:

Note that this is the identical text as for **Area 2C-2**: if you read the text to the players, don't accidentally get caught reading it aloud twice!

> As you travel eastward along the passageway, the limestone rock of the tunnel begins to show cracks of some other bluish mineral tracing through it. The blue mineral becomes more prevalent until it pervades the native limestone in whorls and veins of different widths and lengths, a bizarre tracery that seems almost unnatural.

The minerals in the rock are showing signs of the convergence between reality and Leng as the two continue to overlap. The traceries of these strange minerals are not dangerous. The minerals themselves would be interesting and useful to alchemists, but only in quantities that would be extremely heavy and cumbersome to extract.

2C-2. Passageway to Hex 5C

The stone of this passageway undergoes the same transformation as the passageway at **Area 2C-1**:

> As you travel eastward along the passageway, the limestone rock of the tunnel begins to show cracks of some other bluish mineral tracing through it. The blue mineral becomes more prevalent until it pervades the native limestone in whorls and veins of different widths and lengths, a bizarre tracery that seems almost unnatural.

See **Area 2C-1**, above.

2C-3. Edge of the Worlds

> The passageway opens into a cavern with, apparently, a very tall ceiling that is wreathed in mist at least 60ft overhead. The cavern's western wall is a cliff of natural stone that rises into the mist above. Four ramps lead upward from the cavern floor. They are extremely steep and also disappear into the mist overhead.

This cavern is the final, complete convergence of the characters' normal plane of existence and the edge of the otherworldly Plateau of Leng. Here at the intersection of the two worlds, normal physical laws are badly bent, although they are not utterly bizarre as they are on the Plateau itself. The main, obvious oddity is the ramps that appear to be so steep. Once anyone sets foot upon them, the ramps are found to rise at quite a gentle slope. The apparent steepness of the slope isn't an illusion: It is a reflection of the way in which two separate worlds interact with each other right at this place. Another effect of the interaction of planes is that there is simply no way to determine the height of the plateau from the cavern floor at the base of the cliff. The cliff's height is a meaningless concept in Leng.

The entire cavern is suffused with the Air of Leng, which pours down from the plateau in a constant waterfall of mist. See **Hex 5F**, **Area 5F-3,** for a description of the mist's effects. The party may have encountered this hazardous menace earlier, and anyone who was previously affected can smell that the supernatural air is nearby. It is also possible that some characters are already immune to the air.

Once the party is able to reorganize itself after encountering the Air of Leng, they may proceed up the ramps to the Plateau of Leng — or retreat back to the Cyclopean Deeps, which might be the wiser course of action.

2C-4. Dream-Ticks and the Ear of the Old One

> You reach the top of the ramp to find yourselves standing outside beneath the night sky. Overhead, strange constellations wheel slowly around. The ground is covered in long, yellow grass, although occasionally a tspike of naked rock reaches 10 to 20ft into the air. To your left, a cliff rises to the sky, as high as the eye can see.

Determine whether any characters exist simultaneously in the Dreaming Mist (see description below). If so, they see a second reality overlaid upon the first:

> In addition to the strange sky, the cliff and the yellow grass, you can see that the tall spikes of "rock" are actually piles of horrible bug-like creatures, clicking and climbing. They look like blue-colored ticks, but each one is the size of a person's clenched fist. About 100ft from you, but very high in the air, a giant, translucent green ear hangs in the sky. It is 150ft from the ground, 50ft across and 100ft tall.

At this point, the characters have left the material plane and are now on the Plateau of Leng. This part of the plateau exists in Leng, and *also* in the Dreaming Mist. A character has a 2 in 6 chance to be extant in the Dreaming Mist (simultaneously with an existence on the Plane of Leng) by chance; otherwise, if the character wants to be able to perceive into (or act within) the Dreaming Mist, some sort of artifact, item, spell, psychic power or other means is required.

As one can perceive (if one exists in the Dreaming Mist), the spikes are made of towers of **dream-ticks**. Each spike of dream-ticks is marked on the map with an **X**, and each contains **1 swarm**. The ticks are feeding on the dreams of sleeping people; each tower of arachnids represents a dreaming person. Since they are already feeding, the ticks only attack if they feel threatened. Passing within 10ft of one of the spikes causes the ticks from that tower to swarm to the attack. It is impossible to reach the Ear without getting close to the last group of spikes, unless the characters can all fly. Flying poses a lesser danger, which is covered later. Don't forget: The scale on the map is 20ft per square.

The hole in the floating ear is a way to reach another part of the Plateau of Leng; it is large enough to walk through, and if anyone flies up to the Ear to investigate, the ear-hole is clearly a tunnel of some kind. There is a bit of ectoplasmic wax buildup in the hole, which is extremely sticky, but otherwise harmless. It sticks for 1d3 days before it hardens and drops off. Going through the Ear brings the characters to **Area 2C-8**.

The infinitely high wall to the left of the characters is still the wall of the cavern in **Area 2C-3**. It is still physically present here at the intersection of the two planes, but under the physical laws of Leng, it simply goes up forever. If the characters decide not to proceed into Leng from this juncture, they can still retreat down the ramp. Otherwise, they move on, through the Ear of the Old One.

Dream-Tick Swarm: HD 4; **AC** –6[25] (material plane) or 0[19] (in Dreaming Mist); **Atk** 10-ft-by-10-ft area (1 hit point in material realm, 1d4 in Dreaming Mist); **Save** 13; **Move** 9; **AL** N; **CL/XP** 8/800; **Special:** attach, dual-planar existence, swarm attack. (**Monster Appendix**)

2C-5. Perilous Parlor

A. The Blue Figurine

> You reach the top of the ramp to find yourselves standing in the middle of a wide plain. Behind you, the cliff that seemed reasonable in height suddenly appears to drop into infinite space, a terrifying emptiness. The ramp is still there, thankfully, although it dwindles

into nothingness below. About 20ft away from you stands one of the eerie denizens of Leng, staring slack-jawed at a point in space ahead of it. Even with the subtle differences between humans and Leng-denizens, you can tell that this one is starved almost to death.

As with **Area 2C-4**, this part of the plateau exists in Leng, and *also* in the Dreaming Mist. There is a somewhat higher likelihood here that any individual character exists in/perceives the Dreaming Mist. A character has a 3 in 6 chance to be extant in the Dreaming Mist (simultaneously with an existence on the Plane of Leng) by chance; otherwise, if the character wants to be able to perceive into (or act within) the Dreaming Mist, some sort of artifact, item, spell, psychic power, or other means is required.

Any character that exists in the Dreaming Mist and in Leng is able to see the edge of the Dreaming Mist no more than 30ft away:

You have a strange double-vision and the feeling that you are looking into two different realities at the same time. Sixty feet in front of you, one of the realities appears to end, a boundary made of mist, and you are inside it. The other reality still continues beyond that border. You can also see that the emaciated denizen of Leng is not staring off into space. Right in front of it is a shifting figurine made of blue light.

The figurine of light is a trap, but one that only affects the denizens of Leng. Even night-ghouls and Leng-spiders are not affected by it. Denizens of Leng, however, are captivated by the light and watch it until they die of thirst or starvation. "Ordinary" denizens do not get a saving throw against this trap, and even denizens that get a saving throw (those with more than 8HD) do so at a penalty of –6. The only way to rescue a Leng-denizen that has fallen under the spell of the blue figurine is to drag the victim out of the Dreaming Mist for a full 24 hours. If the denizen re-enters the Dreaming Mist, at any place, before the 24 hours elapses, a second blue figurine forms rapidly at that point, trapping the victim again. The new figurine remains where it formed, and the original one has, effectively, "reproduced."

The trapped denizen of Leng is **Iadro of the Ulmai**. He dies within another 24 hours if he does not receive food and water. If he is rescued, he is grateful, although not as much as a human would be.

Iadro of the Ulmai, Denizen of Leng: HD 8; **HP** 37 (currently at 6); **AC** 5[14]; **Atk** bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.
Equipment: robe, turban, veil, waterskin (1 quart, full), belt pouch with 3 rubies (200gp each), *potion of healing*, and 1 Leng-ruby (100gp or 1000 gp to a Leng-creature).

B. Beyond the Figurine

When the characters leave the Dreaming Mist (or look past the border of it):

You are looking at a large meadow covered with bright yellow grass. A few sinister-looking black flowers rise to a height of 10ft on slender stems, dripping purple liquid from their broad petals. Nearby, bat-like creatures wheel in the sky, making circles over a massively giant spider. The thing's body is almost 20ft in diameter, and its seven legs are easily as long as the body. It appears to be moving fluidly from one stylized position to another, holding each position for several seconds before moving on to the next.

The spider is a **Leng-spider**, and the bats are **Leng-bats**. The spider is meditating, moving through a sequence of ritualized movements to settle its mind, while its charmed bats fly overhead. The bats are no more intelligent than a falcon, but they attack anything that threatens the spider.

When the Leng-spider sees the characters, it welcomes them and happily discusses whatever topics the characters choose to pursue. It inquires if they have any Leng-rubies and offers to buy any that the characters might have. It does not, however, allow them to leave with the rubies; the spider wants them too much, especially if it actually sees them.

The black flowers in the field are markers where the Leng-spider has buried its treasure. There are 30 of the flowers, and it takes half an hour for one person to dig up one flower assuming that he has a decent tool for the purpose. The flowers themselves are not sentient or animated. They are, however, incredibly poisonous. The Leng-spider's treasures under each of the flowers have been slowly encased in root-sacs that have turned all of the treasure poisonous to touch. A *neutralize poison* spell is required to make the stuff touchable without making a saving throw or going cataton-ic for 1 year (reversible by *neutralize poison*) and making a double saving throw against death (take the better of the 2 results). The poison effect wears off after 3 days. If the players think of it, they have a pretty cool set of poisoned missile weapons for a three-day period.

Flower #1: 7cp and a *dream-gobbet* (**Magic Items Appendix**) of a person standing in his underwear in a throne room

Flower #2: 23gp and 1 takka

Flower #3: 2 *dream-gobbets*, both of a person falling

Flower #4: a chest containing a rotted serpentfolk egg and a set of rusted surgical instruments

Flower #5: 1 Leng-ruby worth 50gp, 2000gp to a Leng-creature

Flower #6: 432sp

Flower #7: Chest containing 3 potion bottles with broken seals. All that is left is sediment. Add water and you get a potion. 1 is a *potion of healing*, 1 is a *potion of gaseous form*, and 1 is a *potion of invulnerability*.

Flower #8: Chest contains an invisible *wand of invisibility* with 3 charges

Flower #9: 10 sapphires worth 100gp each

Flower #10: Chest contains dirt. It is now poison dirt. It would work to throw it in someone's eyes, but not for much else. It is a completely decomposed cockatrice.

Flower #11: 56cp and a picture of a drow etched in bronze (5gp value)

Flower #12: Holy symbol of Teratashia, holy symbol of Isaclaadra, holy symbol of Zuuljj (red triangle), and a bugbear skull with the eight-pointed

Chaos-symbol carved into the forehead.

Flower #13: 3 pearls (200gp each)

Flower #14: A manuscript of seven pages bound in dragonskin leather. The book contains strange notes written in the language of the serpentfolk and the spell *ice storm*. The notes are a description of the fact that the darkfolk in the city of Izamne slaughtered one out of the three civilizations that once lived in the city. The civilization that was wiped out worshipped a demon-princess called Teratashia, and the bodies were ceremonially dumped into a lake. The manuscript does not describe or name the lake. This event, according to the manuscript, is called "The Annihilation." See ***Chapter 4: Secrets of the Dark City***, and ***Chapter 8: Flagon of the Death God***. This is *not* the *Umpathra Manuscript* that the serpentfolk want to obtain (see ***Chapter 5: Dread Domes of the Serpentfolk***).

Flower #15: Bag with 10 seeds to grow more flowers like these ones. They only grow well in the Plateau of Leng; growing them in the Material Plane causes the poison to be only half strength.

Flower #16: A scroll-tube containing six pages of drow-skin vellum. It is titled "*Umpathra*" and it is the sought-after *Umpathra Manuscript* (**Magic Items Appendix**). However, it is missing the seventh and last page. If the Leng-spider is alive when the characters discover the manuscript (admittedly not likely, but perhaps they purchased it), it can tell them that the remaining page is still in the possession of Lopanther Obo, leader of the Ulmai tribe of denizens (see **Area 2C–9A**). He keeps it "wrapped up" with his other treasures.

Flower #17: Box with loose tea leaves. These are normal and only worth 5sp.

Flower #18: Box with quill pens, ink and 3 sheets of parchment. Also contains an iron nail and a desiccated eyeball that smells faintly of perfume.

Flower #19: Mummified remains of a dark stalker (wears necklace worth 1000gp). Will animate and attack if the flower is disturbed.

Mummy: HD 5+1; **HP** 31; **AC** 3[16]; **Atk** fist (1d12); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** hit only by magic weapons, rot.

Flower #20: Bag with 1 *dream-gobbet* of something lurking in the shadows of a farmer's cottage, and another that conveys the view of a person being burned alive. Also, 5517gp.

Flower #21: 217gp glued together by some sort of smelly, viscous substance

Flower #22: Some teeth and 7 mummified tongues, one of which is forked. Also 27gp and 2 takkas

Flower #23: 2000 cp wrapped in giant-rat skins.

Flower #24: A rolled-up painting of a serpentfolk standing in front of a shadowy serpent-like figure rising from a lake (100gp value).

Flower #25: 3 opals (50gp) and a Leng-ruby worth 10gp (1000gp to a Leng-creature)

Flower #26: 2 Leng-rubies (50gp each or 2000gp each to a Leng-creature)

Flower #27: Potion of poison (this cures a Leng-creature of 1d6+1 hit points, but it's poisonous to everyone else)

Flower #28: Small, dead, purple worm remnants. The remnant is 10ft in length but curled up, and the inside is rotted away. It contains 3 *dream-gobbets*, all of which convey nightmares about being eaten by a purple worm.

Flower #29: Gold goblet chased with silver, with 4 small emeralds on base (2000gp), 2609gp, 3267sp, and 4798cp.

Flower #30: 6 amulets carved in the image of a snake-head: 1 is painted yellow, 2 are blue, 1 is red, and 2 are green. These are *amulets of Sa-Heloth* (see ***Chapter 5: Dread Domes of the Serpentfolk***).

Izashiquixel, Leng-Spider: HD 15; **HP** 54; **AC** –1[20]; **Atk** bite (2d6 plus poison) and flail (1d6+6); **Save** 3; **Move** 18; **AL** C; **CL/XP** 17/3500; **Special:** hallucinogenic and rotting poison (1d3 charisma drain and 1 level loss for 3d20 hours upon failed save), magical abilities, web flail. (**Monster Appendix**)

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

Leng-Bats (4): HD 2; **HP** 12, 8, 11, 3; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** 1d6 auto damage upon first bite, immune to spells, magic weapons receive no bonus. (**Monster Appendix**)

Tactics: Depending on the combat situation, Izashiquixel probably uses his *phantasmal force* ability to surround the characters with the illusion of fast-growing black flowers, creating a forest obstacle to delay being forced into melee combat. It hopes that this works long enough to try charming one of the characters, then turning invisible.

Reminder for when the characters are ready to leave!

Remember that if Iadro the Leng-man is taken through the Dreaming Mist after having been rescued, this causes a second blue figurine to come into existence.

2C-6. Reality of the River's Edge

If the characters engaged a night-ghoul captain in **Area 13R-6** of ***Chapter 4: Secrets of the Dark City***, it is most likely that the riverboat docks at this location. The characters might or might not be aware that they have drifted across planes of reality and into the Plateau of Leng, depending on whether they bothered to ask any questions before they embarked.

If the party arrives by river, they enter the map at **Location C**, to find the river running uphill to Baba Hara's Shack of Holding.

> A river (or "the" river) runs uphill to a poorly constructed wooden dock next to a shanty, then back downhill where it disappears into the depths of a green bank of heavy mist.

A. Baba Hara's Shack of Holding

> The shanty is a rickety wood building with a porch in front, where a night-ghoul sits in a throne-like chair made of bones. When he sees you coming, he hurriedly throws a blanket over the throne and then sits back down and crosses his legs nonchalantly.

This is the **night-ghoul Baba Hara**. He trades various goods, and his shack is a frequent stopping point for night-ghoul merchants. The house, which is a house of holding, contains lots of valuable material and some very dangerous guardians. A list of contents for the house is provided below, but there are other miscellaneous items available for sale. If there is a particular item the characters are looking for, there's a decent chance that Baba Hara has it and is willing to overcharge for it.

Baba Hara's chair is within a permanent *anti-magic shell*, and the entire porch is enchanted with *protection from normal missiles*. Baba Hara invites the characters to come sit in the chairs on the porch (there are 10, but the imp can fetch more from inside the house if more are needed). Baba Hara is a hospitable fellow for a cannibal, and like most of his ilk, he avoids talking about the fact that he eats people. He avoids talking about his chair made of human bones. He does not want anyone to go into the house (partly because there are some dead people hanging on hooks with the other foodstuffs). All his business dealings are done from the porch, with the imp **Smarm** going in and out of the house to fetch and return with items.

If Baba Hara is threatened, he uses his *amulet of dimension door* to get inside the house where he can be protected by his menagerie. The amulet has 2 charges, but can be recharged by the green serpentfolk in the domes (see ***Chapter 5: Dread Domes of the Serpentfolk***). Whenever the amulet is emptied of charges, he sends it back for recharging in the hands of a trustworthy night-ghoul river captain.

The Menagerie:

- 1 imp (Smarm)
- 1 bottled third-category (Glabrezu) demon
- 4 purple cave bears
- 2 behirs
- 1 human berserker
- 1 xorn

Baba Hara, Night-ghoul: HD 5; **HP** 36; **AC** 4[15]; **Atk** bite (1d4 plus poison) and 2 claws (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 8/800; **Special:** +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Equipment: *amulet of dimension door* (2 charges), bottled glabrezu demon, smoke-pipe of Leng (**Magic Items Appendix**).

Smarm the Imp: HD 2; **HP** 9; **AC** 2[17]; **Atk** sting (1d4 plus poison); **Move** 6 (fly 16); **Save** 16; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, immune to fire, poison tail, polymorph, regenerate. (***Monstrosities*** 263)

(Bottled) Glabrezu (Category III) Demon: HD 10; **HP** 39; **AC** –4[23]; **Atk** 2 pincers (2d6), 2 claws (1d3), bite (1d6); **Move** 9; **Save** 5; **AL** C; **CL/XP** 15/2,900; **Special:** immune to fire, magic resistance (60%), magical abilities.

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

Purple Cave Bears (4): HD 7; **HP** 30, 46, 25, 26; **AC** 6[13]; **Atk** 2 claws (1d6+1), bite (1d10+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** hug (3d6). (***Monstrosities*** 38)

Behirs (2): HD 12; **HP** 47, 59; **AC** 4[15]; **Atk** bite (1d8); **Move** 15; **Save** 3; **AL** C; **CL/XP** 13/2,300; **Special:** constrict and claw, lightning breath. (***Monstrosities*** 44)

Grommr the Berserker: HD 1; **HP** 6; **AC** 7[12]; **Atk** battle-axe (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit in berserk state.

Equipment: leather armor, battle axe.

Xorn: HD 7; **HP** 35; **AC** –2[21]; **Atk** 3 claws (1d3), 1 bite (4d6); **Move** 9; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** half damage from electricity, immune to fire and cold, travel through stone. (***Monstrosities*** 521)

Treasure:

- Wooden urn with 4358gp and 22,843sp (this urn is what he uses as a cash register; it is out on the porch with him).
- Earthenware pot with 999gp and 1 wooden disk painted gold
- Chest with **poison needle trap** contains 142gp, 464sp, 1229cp, 2 takkas, 1 silk cloak with a rip (10gp).
- 14 bales of hay
- 50 10-pound bags of rice
- 5 gutted wild boars, hanging on hooks
- 2 gutted people, hanging on hooks
- 23 pheasants, hanging on hooks
- 15 miniature bronze castles (1 gp each, Baba Hara sells for 10 gp)
- 3 rubies (Leng-rubies worth 10gp each, or 1000 gp to a Leng-creature). These are well-concealed under a floorboard.
- Box of 4 cameo brooches (100gp each)
- Crate of picks and other mining tools (100gp)
- Crate of 144 torches
- 10 crates of 50 flasks of oil each
- Stone statue of a lion, 5ft tall (20gp, very heavy)
- 40 ceramic gnomes, 1ft tall (1gp each)
- 10 plaster statuettes of pigs
- Snake amulet, pink (this is a fake *amulet of Sa-Heloth*)
- Snake amulet, green (this is a real *amulet of Sa-Heloth*)
- 7 page manuscript (this is actually a true copy of the *Umpathra Manuscript*, and although it is not as strong as the original, it is still useful to the serpentfolk; they'll pay 1000gp for it). Baba Hara sells it for 25gp and can be haggled down to 20gp.
- A horse
- Ship in a bottle, detects as magical but does nothing (Baba Hara sells it for 50gp; it's worth 1gp)
- *Cloak of elvenkind* (wrapped around 14 pounds of salt herring)
- 3 barrels of flour
- 3 pitchforks
- Jar containing 4 *dream gobbets* (dream of flying)
- 4 jhoat-sticks (25gp each, see ***Chapter 5***)
- Bag of 12 assorted gems (1d12x100gp value each)
- Painting of a knight being eaten by a dragon with princess-carcass nearby (50gp)
- Green silk robes with ostrich plumes and burgundy tassels, small hole in back, can be repaired by Baba Hara if noticed, 250gp
- *Potion of heroism*
- 2 *potions of healing*
- 3 buckets
- 2 casks of beer (50gp each)
- 10 bottles of fine wine (50gp each)
- 3 bottles of finer wine (100gp each)
- 1 plow
- Bottle containing caviar, 2 eggs are actually froghemoth eggs
- Hat rack
- *+2 longsword, +3 vs halflings*
- *+1 plate mail*
- *+2 leather armor*
- Hookah carved from salt (10gp)
- *Scroll with anti-magic shell, control weather* and *death spell*
- Tapestry (50 pounds) of unicorns, worth 100gp
- Tapestry (50 pounds) of skulls and roses worth 100gp

Between (a) a house of holding, (b) a strange menagerie of creatures, and (c) a canny night-ghoul merchant, virtually anything can happen in this encounter. It may be that the characters employ Baba Hara as nothing more than a local seller and buyer, or they might be in for the fight of their lives if they decide to attack. As with many of the possibilities in other planes of existence, whatever happens is likely to be strange.

If the characters circle around the house and head for the cliff in **Area E** (and possibly thence to the secret shack at **Area F**), Baba Hara warns them away, claiming that it is his land, and that they would be trespassing. If they continue despite his warning, they may have trouble in **Area F**, as described below.

B. Misty Woods

Behind the wooden shanty is a stand of beech trees. A strange mist drifts between the tree trunks.

Anyone entering the grove emerges in **Area 2C-6E**.

Determine which members of the party exist in the Dreaming Mist when they enter the forest. For this part of the mist, all characters except magic-users have a 2-in-6 chance to also exist in the Dreaming Mist. Magic-users have a 5-in-6 chance.

In the woods is a **dreamslang**, a venomous snake that exists in the Dreaming Mist but not in the "real" world of the plateau itself.

Dreamslang: HD 6; **HP** 28; **AC** 2[17]; **Atk** bite (1d4+1); **Save** 11; **Move** 12; **AL** N; **CL/XP** 9/1100; **Special:** attack across planes, constriction, dream-venom. (**Monster Appendix**)

C. River to Izamne

The river flows away from Baba Hara's Shack of Holding, through dark tunnels to the City of Izamne. Various other tunnels branch away, which the boat might be able to follow, but the night-ghoul captain (or whatever sort of captain the party might have engaged) always shakes his head and refuses to follow any of the side passages, muttering about subterranean sea serpents.

D. Strangely, this is also the River to Izamne

The river flows away from Baba Hara's Shack, exactly as described in **C**, above. As far as the characters can tell, the river is a loop between Izamne and Baba Hara's House of Holding. If the characters decide to explore the river's tributaries, they might find themselves far to the north, riding the dark waves of the Sunless Sea. Moreover, the concerns about sea serpents are quite valid.

E. Cliff

Through the trees, you arrive at the top of a cliff. The strange mist around you is apparently heavier than air, because it pours slowly down the side of the cliff like a slow-motion waterfall. At the bottom of the cliff you can see treetops, but the mist obscures everything beneath.

The cliff is 100ft high, and as the party descends they are attacked by **2 Leng-bats** that wheel down from a much larger flock. Presumably the party deals with this threat in short order, and the rest of the flock chooses not to engage this dangerous prey. If the high-level party somehow manages to lose anyone to the Leng-bats, things turn ugly as the flock senses weakness. Another 5 of the creatures fly down to the attack, arriving 1 round after the character was taken down. Three more Leng-bats swoop down for every character that is rendered unconscious or killed.

Leng-Bats (2): HD 2; **HP** 8, 10; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** 1d6 auto damage upon first bite, immune to spells, magic weapons receive no bonus. (**Monster Appendix**)

F. Forbidden Appetites

Ahead of you is a shack in a small clearing. In front of the shack is a large fire-pit with two massive iron spits over it, each one big enough to cook a wild boar.

The ghouls don't cook wild boar here; they cook people. The shack contains jars of a spicy basting sauce (truly delicious and free of human content), cooking implements and a shovel. The ghouls are only here at special occasions, and they do not mention this place to anyone other than ghouls.

The only way there might be an encounter here is if Baba Hara saw the characters going in this direction, warned them off, and they ignored him. If this is the case, Baba Hara calls out a number of night-ghouls, and they converge on the cooking shack. The initial attack (which is not immediate, of course; the ghouls have to get there) comprises **10 night-ghouls**, with another 1d3 arriving each round for 3 rounds. Baba Hara remains in his house.

Night-ghouls (10): HD 4; **HP** 18, 19, 16, 26, 15, 22, 12, 10; **AC** 4[15]; **Atk** bite (1d4 plus poison) and 2 claws (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Equipment: loincloth, ragged hat, necklace of teeth, 1d4 gems (never rubies) worth 1d2x100 gp each.

If the characters search behind the shack — perhaps tipped off by the presence of the shovel — they find evidence of a fairly large excavation covered over with earth. This is a mass grave of the people the ghouls barbecued. Approximately 100 skeletons are buried in the grave, mostly humans, but with several orcs, goblins and bugbears as well. No treasure remains in the mass grave (it's all in Baba Hara's house).

2C-7. Ledge of the Leng-fossils

You reach the top of the ramp to find yourselves standing on a huge ledge 60ft across. Behind you, the cliff apparently drops away into nothingness. To your right, another cliff wall rises into eternity. It is riddled with tiny holes and bizarre fossils. The downward ramp is still there, thankfully, although it dwindles into what is apparently — even though you know it can't be — an infinite distance below.

This entire area is suffused with the Dreaming Mist. Each character has a 2-in-6 chance to exist in both planes of existence, and clerics (or any divine-type spellcaster, such as druids) have a 5-in-6 chance.

In the Dreaming Mist

You have a strange double-vision, and the feeling that you are looking into two different realities at the same time. [*If the characters have already encountered the Dreaming Mist, they recognize this.*] What is a barren ledge of rock in one vision is something quite different in the other vision. In the second vision, the strange fossils in the wall are moving, shifting and slithering. A gate of some kind is in the stone, a massive devil face with an open mouth 20ft tall. The bottom of this yawning void is flush with the ledge; one could step into it easily. You cannot see into the mouth; it is utterly black inside.

The fossils in the wall are alive, in some strange way that is neither animation nor undeath, a state of being peculiar and unique to the plane of existence that comprise the Plateau of Leng (with the sole exception of the ghost-ammonites). A **fossil** emerges immediately from the cliff face and attacks; another 1d2 come through to join the battle every 1d6+2 combat rounds. Roll and refer to the table to see what emerges from the walls:

Roll	Fossil Encounter
1	Segmented 10-foot-long snake-thing
2	Human-like
3	Trilobite (5ft)
4	Trilobite (10ft)
5	Ghost-ammonite
6	Sabre-toothed, five-legged skeleton-thing

Ghost-Ammonite: HD 6; **AC** 0[19]; **Atk** 6 tentacles (level drain); **Move** 6 (12 through stone); **Save** 11; **AL** N; **CL/XP** 11/1700; **Special:** drain levels, regeneration. (**Monster Appendix**)

Leng-Fossil (Human-Like): HD 5; **AC** 2[17]; **Atk** bite (1d3); **Move** 9; **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** hallucinatory bite. (**Monster Appendix**)

Leng-Fossil (Sabre-Tooth): HD 5; **AC** 2[17]; **Atk** bite (1d8) and 3 claws (1d4); **Move** 15; **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** hallucinatory bite. (**Monster Appendix**)

Leng-Fossil (Serpentine): HD 4; **AC** 2[17]; **Atk** bite (1d8+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** hallucinatory bite. (**Monster Appendix**)

Leng-Fossil (Trilobite 5ft): HD 6; **AC** 2[17]; **Atk** bite (1d8); **Move** 6; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** hallucinatory bite. (**Monster Appendix**)

Leng-Fossil (Trilobite 10ft): HD 7; **AC** 2[17]; **Atk** bite (2d8); **Move** 6; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** hallucinatory bite. (**Monster Appendix**)

The devil-face in the cliff side is a teleportal — or perhaps a means of traveling across demi-planes, depending on one's paradigm — that leads to **Area 2C-8**. One person can go through the portal every other round; the portal needs time to re-gather its energy.

2C-8. Edge of Between and the Walls of Ata-Memphir

Whether the characters reach this part of the Plateau through the Ear of the Old One (**Area 2C-4**) or from the Ledge of the Leng-fossils (**Area 2C-7**), they

emerge in the same place, a rather awful place known as the Edge of Between.

You suddenly slide downward several feet and find yourself thrown out the bottom of a metal chute onto the ground. The chute emerges from the wall of a huge city. You can hear the braying of donkeys and the gabbling murmur of hundreds of voices, although the language is strange. The wall itself is ornately carved with spiraling patterns and whorls. The door of the chute is hinged at the top and is made of iron; the bottom of the chute is 1ft above the ground, and the square door is 4ft across.

The chute is a one-way transit. From this side, there is only solid stone inside the iron door.

The terrain outside the city appears to be an endless plain of scrub and sand, which it almost is. The characters are looking out at the Barrens of Between. This part of Leng, the Edge of Between, is almost infinitely far away from everywhere else. There is a physical connection, but it would take years of travel to get anywhere. Moreover, the Barrens of Between are infested (in this area, at least) with purple worms, Leng-spiders and fossils that rise from the earth to dismember travelers.

If the characters travel around the city in either direction, they find that there is apparently no gate. The wall is apparently frictionless and attempts to fly upward succeed for about 10ft, with the flight becoming progressively slower until it slows down to an infinitesimal speed. It takes just as long to come down as it took to fly upward, even if the character is falling. Teleportation has an even more dramatic paradox of motion: The character slams forward about 1in, stopping so rapidly as to take 1d4 hit points of damage.

The guards on the wall are interested in the characters, and several gather to watch them. The guards are all denizens of Leng and are heavily swathed in colorful robes, veils and turbans. The denizens can move freely in and out through the stone wall, needing no gate or door. Hence, there is none; and the stone of the plateau is impenetrable to outsiders (and, as it happens, to ghasts and Leng-spiders). If the characters seem to be lost or confused, after a while some of the denizens walk out through the wall to chat with these visitors. Assuming that the characters don't attack them, the denizens — if asked — explain that the statues are teleportals. One (the human) leads to the Flagon of the Death God. The other, the denizen of Leng, leads to the tents of the Ulmai. They might also volunteer that this is the City of Ata-Memphir on the Plateau of Leng, and in the Mists of Myriad, and in the land of Ykhemet. Unfortunately, as the characters discover, there is no entrance to Ata-Memphir in this place.

People are Strange When You're a Stranger

The creatures of the Plateau of Leng do not have the same aspirations, motivations, greeds or fears as human beings. Of them all, only the night-ghouls even approach a human type of thinking. The Leng-spiders and the eerie denizens are simply not understandable in any sort of human terms. Their behaviors range from the catatonically uninterested (with respect to your moral or dietary sensibilities, for instance) to the fanatically self-destructive (acquisition of Leng-rubies).

If the characters attempt to negotiate with the Leng-men, only one certain way catches their interest: Leng-rubies. They happily hire the characters to find Leng-rubies, and willingly pay outrageous sums even for the lower-quality gems. Otherwise, their responses may be unsettlingly random or at least recklessly off topic.

The denizens of Leng think in stark dualisms, and above all else is the dualism of having or not having a Leng-ruby. When they can see a Leng-ruby, the time is "shining;" when no Leng-ruby is there to contemplate, then the time is "dark." The best analogy to explain the denizens of Leng, perhaps, is to compare them to heroin addicts. Leng-rubies are their heroin. One example of denizen-thinking is the letter from Lopanther Obo to Tuthumbuu Redmask, which the characters may find in **Chapter 5, Area 18M-7**.

The only real landmarks outside the city are two oases, surrounded by palm trees and long grass. The liquid in each oasis is iodine (which is poisonous, and so are the tiny minnows that swim in it). In the middle of each iodine-pond is a red-stained statue. One of these is a thin, bald human wearing robes. The other is a denizen of Leng, shrouded in robes. Both statues have a hand outstretched and open, palm upward.

Anyone placing anything into the hand of one of these statues is instantly transported to the statue's corresponding location. The statue of the bald wizard teleports the user to **Hex 35S, Area 35S-33**, in the Aerie of Aouc Jamac. The statue of the denizen of Leng transports the user to **Area 2C-9**, the Tents of the Ulmai.

Note to the Referee: Several apparent options are denied to the characters in this area: They cannot fly, cannot teleport, cannot enter the city, cannot climb the wall, etc. So, beware! In game terms, things have the potential to get boring, annoying or frustrating very quickly. The denizens of Leng will (and should) come out from the walls fairly quickly so the characters have someone to interact with. The Leng-men watch the characters discover a few of limitations of this place, and then they come out. It suffices that this area, which appears so very wide and open with a city and a broad horizon, is actually a constrained and dangerous prison. Don't let the players keep bashing their heads against the limits here.

2C-9. Tents of the Ulmai

Anyone arriving by teleportation arrives in **C**, the "Tent of Arrivals." When they leave the tent, they see the following:

The liquid in the oasis is iodine. Somehow, the otherwise-normal palm trees are gaining sustenance from the poisonous liquid.

This is an open area, an oasis with a small, shallow river draining away from it down a gentle slope. The liquid in the oasis is a dark red. Scrubland stretches away in all directions, with spiky bushes growing from the rocky ground. Four very large tents are pitched near the edge of the oasis, which is also ringed with eight palm trees.

Near the tents there is a 40-foot-tall golden statue of a fat man holding up an ivory globe.

A. Tent of Lopanther Obo

Exterior:

This is a large, round tent, ornately embroidered with ugly, clashing colors and asymmetrical patterns. A scarlet diamond shape is embroidered all over the place. One of the **denizens of Leng** stands guard outside.

Denizen of Leng: HD 8; **HP** 33; **AC** 5[14]; **Atk** bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

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

Interior:

The inside of this tent is larger than the outside, being far taller than possible. The diameter is 20ft, just like the outside of the tent. The height inside, however, is 100ft. The ceiling is invisible because it is crawling with large, strange-looking bats. Thousands of shelves rise up the entire height of the tent's inside walls. The shelves are filled with mummies. In the middle of the room sits one of the denizens of Leng wearing the tallest turban you have ever seen, with several long centipedes — each several feet long — crawling over him. His face is veiled over the nose and mouth, and something shifts unnaturally where his mouth ought to be.

This tent belongs to the leader of the Ulmai clan of the denizens of Leng, **Lopanther Obo**.

There are **30 Leng-mummies** on the shelves, **18 Leng-bats** clinging to the roof, and **7 giant centipedes**. Leng-mummies are the same as ordinary mummies unless unwrapped. Anyone who unwraps a Leng-mummy to look inside must make a saving throw or lose 1d6 hit points due to intense horror and automatically be stricken with the mummy's curse (as per the touch, but with no saving throw). All of the creatures are under Lopanther's control, but he has to yell at the mummies to exert themselves; only 1d6+5 of them initially obey his orders to attack, and another 1d4 join the fray each round thereafter as Lopanther continues to berate them (if Lopanther is silenced, only 1 additional mummy per round joins the battle). The mummies return to their shelves if Lopanther is killed and ignore the characters to the best of their ability thereafter.

Lopanther Obo, Leader of the Ulmai

Long-term Goals: Obtain Leng-rubies, kill Leng-spiders

Current plans: Find a way to kill the Leng-spider that lairs in the Narrows of Braath (see ***Chapter 7: Narrows of Braath***).

Allies: Friendly with Jupiter Kwan and with night-ghouls, but no real allies, so to speak

Enemies and Rivals: Rivalry with other clans/groups/societies of the denizens of Leng. Leng-spiders are deadly enemies, and relations with the Cult of Isclaadra are tenuous at best. Culinary at worst.

Notes: It is not possible to determine the number of Ulmai denizens, nor what it exactly means to be "Ulmai." The Ulmai could be described as those who share the belief that working with Lopanther Obo is the best way to find Leng-rubies, but there appears to be a religious or irrational component to being "Ulmai" as well. In the area where the Plateau of Leng converges with the material plane of existence, almost all the denizens of Leng identify themselves as "Ulmai," so it is possible that there is a territorial component to it. Essentially, it's not something that anyone other than the denizens of Leng can comprehend.

Lopanther Obo, Denizen of Leng: HD 8; **HP** 42; **AC** 4[15]; **Atk** bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8 (+1 ring); **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

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

Equipment: robe, turban, veil, *ring of protection +1* (reflected in the stats above).

Giant Centipede (small, non-lethal): HD 1d2 hp; **AC** 9[10]; **Atk** bite (0 plus poison); **Move** 13; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** non-lethal poison bite (+4 save).

Leng-Bats (18): HD 2; **HP** 15, 13x2, 12, 11x3, 10x2, 9x2, 8x2, 7x2, 5x2, 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** immune to magic. (**Monster Appendix**)

Leng-mummies (30): HD 5+1; **HP** 34, 30, 29, 28x3, 27, 26x3, 25x2, 24, 23x2, 22x5, 21x4, 20x2, 19, 18, 17, 16; **AC** 3[16]; **Atk** fist (1d12); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** curse, hit only by magic weapons. (See **2C–9**, **A. Tent of Lopanther Obo**)

Equipment: mummy #1 wears a *ring of fire resistance*; other mummies have treasure that does not affect the combat, as listed below.

The wrappings of the mummies bulge strangely, for Lopanther Obo hides his treasures under their bandages. **Mummy #24** has 2 arrows stuck in it and **mummy #27** obviously has a big book stuffed underneath the wrappings. This might provide the characters with a clue that treasure is underneath the wrappings of the other mummies as well. Remember that the curse of Leng-mummies has no saving throw, but it isn't cumulative, either. A single character can loot all the mummies without suffering more than he would from the curse of a single desecrated mummy.

Mummy #1: The seventh page of the Umpathra manuscript (see **Chapter 5**), along with a scroll of spells (*cure light wounds, cure serious wounds, cure disease, neutralize poison, remove curse*, and *restoration*) and a *ring of fire resistance*.
Mummy #2: No treasure
Mummy #3: 5 bird-skeletons, pouch containing 3 takkas
Mummy #4: pouch containing 2 beautiful rubies (Leng-rubies worth 200gp each or 2000gp each to a Leng creature)
Mummy #5: No treasure
Mummy #6: No treasure
Mummy #7: Twisting copper wire (0gp) and blue crystal (0gp) all wrapped around 1cp
Mummy #8: 2 takkas (over eye sockets)
Mummy #9: No treasure
Mummy #10: *Potion of healing*
Mummy #11: Potion bottle filled with water, but with a turquoise stone in the bottom (Leng-ruby worth 10gp or 500gp to a Leng-creature)
Mummy #12: No treasure
Mummy #13: 2 large sapphires in eye sockets (100gp each)
Mummy #14: Carved ivory stirge, 3 inches long (200gp)
Mummy #15: Wears gold circlet under wrappings
Mummy #16: No treasure
Mummy #17: 2 takkas (over eye sockets)
Mummy #18: *+2 longsword* (scabbarded, worn on back under wrappings). The sword is engraved with the name "Shankara," and it is *+3 against summoned creatures*
Mummy #19: 2 copper pieces (over eyes) and opal on necklace (necklace is worth 40gp with gem, opal is a Leng-ruby worth 10gp or 500gp to a Leng-creature)
Mummy #20: No treasure
Mummy #21: No treasure
Mummy #22: Mummy's right hand is gold (100gp)
Mummy #23: *Gauntlets of sight and sound* (**Magic Items Appendix**)
Mummy #24: 2 *+2 arrows* sticking out of the mummy from an earlier battle
Mummy #25: No treasure
Mummy #26: Pouch containing 99 takkas
Mummy #27: Spell book (*read languages, read magic, shield, ESP, knock, magic mouth, wizard lock, clairaudience, fly, water breathing, dimension door, extension I, plant growth*).
Mummy #28: No treasure
Mummy #29: Rusted breastplate (no value)
Mummy #30: 2 takkas (on eye sockets), 5 bracelets (100gp each), yellow snake-amulet of Sa-Heloth (see **Chapter 5**), and *black dagger* engraved with the words "Last Resort" (*+1* generally, and *+2 versus anything with chitin armor*, such as insects).

Talking with Lopanther Obo: If the characters ask Lopanther Obo about the seven-page Umpathra Manuscript (which is sought by the Yellow Society of the Serpentfolk), he tells them that it was lost to a Leng-spider. He refuses to discuss how this happened, exactly. If the characters offer him one or more Leng-rubies (with a value to Leng-creatures of 2000gp or more), he mentions that he has the seventh page of the manuscript and sells it to them for an additional 1000gp (in Leng-terms) worth of Leng-rubies.

If the characters establish themselves as willing to perform a dangerous task (another way to get hold of the seventh page of the Umpathra Manuscript), Lopanther might charge them with the rescue of a younger denizen of Leng, one of the Ulmai by the name of Iadro. Iadro is located in **Area 2C-5A** (Lopanther does not know Iadro's location, other than that he is somewhere in Leng). Depending upon the characters' appearance and past actions, Lopanther offers a reasonable reward for Iadro's return.

B. Tent of Ten

Exterior:

This is a round tent, 20ft in diameter, made of leather. The shapes of the pieces of leather stitched together to make the tent are remarkably human-like.

Interior:

There are 10 sleeping-carpets inside. A round table in the middle of the tent holds a hookah, a ceramic tea service, and a box of plates and small cages (the cages being about the size of a rabbit).

This tent is the communal property of **10 Ulmai**. In case the characters treat this area as a peaceful encounter and parlay with the denizens, the names of the individual denizens are listed below. "Of the Ulmai" is considered part of each name.

Denizens of Leng: HD 8; **HP** 43, 40, 39, 38, 37, 32, 30 (x2), 29, 28; **AC** 5[14]; **Atk** 1 bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2,300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.
Equipment: (see below)

- **La Oaan (of the Ulmai):** Mouth-tentacle-piercings are diamonds (5 worth 100gp each), turban-brooch is carved ivory (250gp), belt pouch contains Leng-ruby (worth 20gp or 2000gp to a Leng-creature), *potion of healing*, *potion of bodily refurbishment* (2 hit points regeneration per round during the potion's 1d6+6 turns duration), *potion of levitation*.
- **Paqua Ladi (of the Ulmai):** Face-veil is encrusted with tiny emerald fish-skeletons (30 worth 50gp each), turban-brooch is copper (1gp), a *smoke pipe of Leng* (**Magic Item Appendix**), belt-pouch contains a *potion of healing*.
- **Lamazi Pazu (of the Ulmai):** Belt pouch contains 2 Leng-rubies (100gp each, or 1500gp to a Leng-creature) amd 12 takkas (duergar trade-coins worth 25gp each).
- **Ika Paal (of the Ulmai):** Cloth-of-gold sash (1000gp), belt pouch contains 10 takkas, 4gp, 15sp and 3cp.
- **Moa Neea (of the Ulmai):** *Ring of protection +1*, belt pouch contains 4 playing cards (non-magical "King" of each suit), a disk of wood and 3 takkas.
- **Patawu Lapata (of the Ulmai):** Lamp containing an **efreet** (must be subdued before he grants a *wish*), veil has seed-pearls embroidered into it (worth 250gp), and belt pouch contains 4 takkas and 22gp.
- **Ola Kazi (of the Ulmai):** Belt pouch contains 2 takkas (Ola Kazi recently lost a bet to La Oan, and owns virtually nothing).
- **Otaa Matwa (of the Ulmai):** belt pouch contains 3 shrunken heads of dark stalkers with the eyes replaced with clusters of seed pearls held together with golden wire (6 worth 300gp each). He also has a *potion of invisibility* and a *potion of restoration* (per the spell).
- **Utam Ohama (of the Ulmai):** Belt pouch contains four unremarkable stones (Leng-rubies worth 10gp, or 1000 gp to a creature of Leng), a rat skull encased in amber (10gp), 2 takkas, 5gp, a pressed rose (worth 50gp in the Under Realms as a curiosity from the surface world), a normal ruby (250gp), and a normal sapphire (500gp).
- **Wa Tiwathu (of the Ulmai):** Belt pouch contains a *feather of abated falling* (half damage from any fall) and 21 takkas.

Treasure: The sleeping carpets are worth 200gp each.

C. Tent of Arrivals

You are standing in what is apparently a large, round tent about 20ft in diameter. The supporting pole in the center is made of bones of all kinds, from hundreds of different creatures, fused together along with thousands of green bird feathers glued randomly into the mess. The tent has one exit.

The inherent magic of the tent's bizarre center pole acts to pull people in from the teleportals in nearby parts of Leng (**Area 2C-8** being one of these, and the Referee may create more if desired). If anyone casts *detect magic* here, the power of this magic item actually causes 1 point of damage to the caster and anyone within 10ft of the pole itself. Any attempt to teleport within 100 miles of the tentpole (nothing is within 100 miles anyway) causes the person to arrive here; the tentpole hauls the teleporting individuals away from their intended location. The tentpole also — although it is very hard to discern this — anchors this part of the Plateau of Leng to the material plane. If it is destroyed, the convergence between Leng and the Cyclopean Deeps ends. The two planes of existence begin to drift apart, with the disruptions beginning roughly a month after the removal of the tentpole.

D. The Iodine Oasis

This river runs down to **Area 2C-6** but does not return here if the characters attempt to travel back upstream. They instead arrive in the **City of Izamne** (see **Chapters 3 and 4**) regardless of what direction they actually attempt to travel.

E. Tent of Five

Exterior:

This large round tent is stitched together from what appears to be huge snakeskins.

Interior:

The tent contains five sleeping carpets around the perimeter. A central table bears a tall hookah that appears to be made from the dried and mummified body of a kobold.

This is the tent of 5 denizens of Leng, one of whom stands guard over Lopanther Obo's tent at **Location A**. The **4 denizens** in the tent react with understandable hostility if anyone simply walks in.

Denizens of Leng (4): HD 8; **HP** 39, 38, 37, 33; **AC** 5[14]; **Atk** bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.
Equipment: (see below)

- **Mothoa Mathuwa:** robe, turban and face veil, *amulet of protection from cold* (cuts all cold damage by half), holy symbols of Isclaadra, Tsathogga, Zuuljj and Teratashia.
- **Epethi Apawi:** robe, turban and face veil, bag of 4 hallucinogenic mushrooms (1 hour coma, save versus death at –1, if successful then gain 500XP).
- **Thuwa Thoon:** robe, turban and face veil, belt pouch containing a vial of perfume (100gp) and a *potion of heroism*.
- **Repuet Pothowah:** robe, turban and face veil, belt pouch containing a small ruby (500gp, or 10,000gp to a creature of Leng).

F. Golden Statue

This is a golden statue of a fat man, 40 feet tall, smiling and holding an orb above his head in both hands. The orb is made of ivory and contains other carved orbs within it. There are thousands of these, so tiny and delicate that they resemble threads crossing and interweaving throughout the orb's interior with a complexity that pulls the mind into the patterns.

Touching this orb immediately transports the characters into the planar-dimensional realms of the archmage Jupiter Kwan where they arrive at the Edge of Reality in **Hex 29U**, **Area 29U-1**. Reaching the ivory globe, of course, might cause some minor difficulty, since it requires either a 40ft climb or the use of flight/levitation.

Purple Worm Hunt

If the characters remain with the Ulmai denizens of Leng for more than a few days, one or two of the denizens might decide to hunt **purple worms** out on the veldt. (One of the places that Leng-rubies can be found is in the gut of a purple worm.) In this sort of a hunt, the denizens usually find a worm-trail within 1d3 hours, but following the trail itself (only rangers and denizens are able to do this) takes 1d100 hours. Every 4 hours, there is a 1-in-10 chance that an encounter takes place. If an encounter is indicated, roll 1d10 on the table below to see what the characters encounter:

Encounters on the Plateau of Leng

Die Roll	Encounter
1	**Phase spiders** (50% for a hunt of 1d8, 50% for a nest of 1d10+6)
2	**Dream ticks*** (1d6 swarms)
3	**Leng-bats** (2d10)
4	**Leng spider** (1d2)
5	**Night-ghouls** (caravan of 1d100)
6	**Purple worm** (1d6): There is a 25% chance that the one being hunted doubles back and is included in this group
7	**Dreamslangs*** (2d6)
8	**Leng-fossils**** (1d6)
9	**Denizens** (not of the Ulmai) (1d4+1)
10	Beginning or ending of a **Dreaming Mist** region#

*If the characters are not in a region of Dreaming Mist, treat dream ticks and dreamslangs as "no encounter."

**Roll 1d6 for each fossil independently to determine type: 1–2: serpentine; 3: human-like; 4: trilobite (5 feet); 5: trilobite (10 feet); 6: five-legged sabre-tooth.

#The first result of 10 indicates that the worm hunt is entering an area of Dreaming Mist; subsequent results of 10 indicate more such boundaries. Each character has a 50% chance to enter the Dreaming Mist itself, or that character simply is vulnerable to attacks by creatures of the Dreaming Mist until the hunt reaches the edge of the cloud again (i.e., rolls a 10).

Denizens of Leng (not of the Ulmai group): HD 8; **AC** 5[14]; **Atk** bite (1d3 plus lassitude), 2 claws (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2,300; **Special:** immune to poison, lassitude (save at –2 or take –2 to all attack, damage, and save rolls; fail second save after another bite fall into deep slumber), magical abilities, regeneration (5hp/round). (***Monstrosities*** 116)

Magical Abilities: constant—*ESP*; 1/day—*mirror image*.
Equipment: 1d4 Leng-rubies (1d3x100 in actual value, worth 1d10+5 times that amount to a denizen of Leng or a Leng-spider)

Dreamslang: HD 6; **AC** 2[17]; **Atk** bite (1d4+1); **Save** 11; **Move** 12; **AL** N; **CL/XP** 9/1100; **Special:** attack across planes, constriction, dream-venom. (**Monster Appendix**)

Dream-Tick Swarm: HD 4; **AC** –6[25] (material plane) or 0[19] (in Dreaming Mist); **Atk** 10-ft-by-10-ft area (1 hit point in material realm, 1d4 in Dreaming Mist); **Save** 13; **Move** 9; **AL** N; **CL/XP** 8/800; **Special:** attach, dual-planar existence, swarm attack. (**Monster Appendix**)

Phase Spiders: HD 5; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 12; **AL** N; **CL/ XP** 6/400; **Special:** phase to avoid attacks (except from ethereal), poison (+1 save or die).

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

Leng-Spider (1): HD 15; **AC** –1[20]; **Atk** bite (2d6 plus poison) and flail (1d6+6); **Save** 3; **Move** 18; **AL** C; **CL/XP** 17/3,500; **Special:** hallucinogenic and rotting poison (1d3 charisma drain and 1 level loss for 3d20 hours upon failed save), magical abilities, web flail. (**Monster Appendix**)

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

Night-ghouls: HD 4; **AC** 4[15]; **Atk** bite (1d4 plus poison) and 2 claws (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour). (**Monster Appendix**)

Equipment: loincloth, ragged hat, necklace of teeth, 1d4 gems (never rubies) worth 1d2x100gp each.

Purple Worm: HD 15; **AC** 6[13]; **Atk** bite (2d12), sting (1d8 plus poison); **Move** 9; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special:** poison sting, swallow whole.

Leng-Fossil (Human-Like): HD 5; **AC** 2[17]; **Atk** bite (1d3); **Move** 9; **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** hallucinatory bite. (**Monster Appendix**)

Leng-Fossil (Sabre-Tooth): HD 5; **AC** 2[17]; **Atk** bite (1d8) and 3 claws (1d4); **Move** 15; **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** hallucinatory bite. (**Monster Appendix**)

Leng-Fossil (Serpentine): HD 4; **AC** 2[17]; **Atk** bite (1d8+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** hallucinatory bite. (**Monster Appendix**)

Leng-Fossil (Trilobite 5 ft): HD 6; **AC** 2[17]; **Atk** bite (1d8); **Move** 6; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** hallucinatory bite. (**Monster Appendix**)

Leng-Fossil (Trilobite 10 ft): HD 7; **AC** 2[17]; **Atk** bite (2d8); **Move** 6; **Save** 9; **AL** N; **CL/XP** 9/1,100; **Special:** hallucinatory bite. (**Monster Appendix**)

Conclusion

Here ends the discussion of the Converging Caverns and of the strange double-reality where the plane of Leng intersects and co-exists with the material plane far beneath the surface of the earth. It is most likely that the characters return to the main tunnels of the Cyclopean Deeps after their sojourn in Leng, but the players might also consider the possibilities of adventuring in the river system between Leng and the City of Izamne. They might even think about traveling across the veldt from the tents of the Ulmai to explore the Plateau itself. You might not choose to allow much adventuring in those directions; the Ulmai obviously live in an isolated and desolate part of Leng, and there is no reason to assume that the river system has all that many branches to it. And if you decide not to leave these options open, don't feel bad about it: Just because a pathway might lead somewhere doesn't mean that it actually does. On the other hand, if you decide to allow these areas to be used as bizarre, other-planar ways out of the Cyclopean Deeps, by all means go for it!

Appendix I: Glossary

Annihilation, the: At a point in time four centuries ago, there was a third civilization of the dark stalkers in the City of Izamne, other than the Avarthamna and the Kshamarat. This third civilization worshipped the Demon-princess Teratashia as their patroness. During a sudden, ten-day period of mass murders, street-battles, and carnage, the Teratashian civilization was entirely annihilated.

Avarthamna: The largest darkfolk civilization in the Cyclopean Deeps, although their dominance in the City of Izamne is very slight. All Avarthamna encountered are female. The Avarthamna are a far-flung culture; darkfolk of this civilization may be encountered outside the Cyclopean Deeps. The Avarthamna play a wind instrument called the azamarthi, which might play a role in encounters with the jack-in-irons in **Hex 9L**. The Avarthamna dark stalkers are servants of the demon prince Isclaadra, and many of their reliquary-houses are aware of the secret activities described in ***Chapter 12: Font of Darkness***.

Azamarthi: Musical wind instrument of the Avatharma darkfolk civilization.

Darkfolk: A general name for the dark stalkers, dark creepers, and their less common ilk.

Darkmist: A few areas in the Cyclopean Deeps contain and produce a subterranean gas called "Darkmist." The substance is not magical, and is thus not subject to dweomers such as *detect magic* or *dispel magic*. Its most unusual feature is that it subdues and swallows light. Even magical light in the vicinity of darkmist will become shadowy and emit illumination no farther than 30ft. Any light from normal flame is dimmed to a distance of 10ft. Moreover, darkmist affects infravision/darkvision as well as normal sight; these abilities still work in darkmist, but only to a distance of 30ft. The mist is heavier than air, and large quantities of the stuff make their way through hidden rills and rivulets in the limestone to collect in certain places like the unusually dramatic example of Izamne, where a huge basin is filled with the mist. The presence of large reservoirs of darkmist in the Cyclopean Deeps is important to some degree to many of the denizens of the Cyclopean Deeps. The mist can even be sold, although it is a long and complicated process to refine it well enough to survive long outside the environment of the Deeps. Some demi-planes have similar physical laws almost identical to the Deeps, and the demon prince Isclaadra has from time to time employed such demi-planes as storage areas.

Gaaros-Uaazath: The titanic being known as Gaaros-Uaazath was not originally of this plane of existence. It emerged into the dark caverns of the Cyclopean Deeps almost a thousand years ago, whereupon it gave birth to a large number of khryll. It is now dead and rotted away. The very history of this being is a religious secret of the local khryll, and they will kill to prevent any other species from learning of it.

Isclaadra: Isclaadra is the demon prince of mists. He is a tall, human-like figure with the horns and legs of a goat, and massive bat wings. Of the various demon princes, Isclaadra is one of the weakest, but his plans are subtle and devious, a characteristic that has allowed him to survive and increase his relative power in the underworlds over the last several centuries.

Izamne: A subterranean city in the Cyclopean Deeps, ruled by the darkfolk (see **Chapters 3** and **4**).

Jhoat Stick: These are pressed-fungus sticks that are chewed as a mild narcotic by many denizens of the Deeps. The cost of a cheap jhoat-stick is 10gp. They range in price up to 100gp, depending on the strength and qualities of the narcotic.

Khe-Nantak: A beverage favored by the Khryll, khe-nantak is the liquefied internal organs of various creatures, mixed together and alchemically purified.t is less nutritious for the khryll than organs directly liquefied and eaten directly from the living victim, but it is tastier. In effect, it is junk food for them. There is a lively trade in khe-nantak that goes on in the Cyclopean Deeps, mainly to supply the khryll living in Ques Querax and Izamne. Khe-Nantak sells for 250gp to the gallon.

Kshamarat: The Kshamarat are a darkfolk civilization found in the Cyclopean Deeps; the mysteries of the Kshamarat are not as widespread as the Avarthamna culture either in the Deeps or beyond in the rest of the Under Realms. They worship Noagana the Unseen. The Kshamarat reproduce by combining a captured soul (kept in "*soul nets*", **Magic Items Appendix**), darkmist, and a dark creeper infant.

Mnemopods: Mnemopods are magic items that allow a telepath to record a few moments of direct thought for another to "read" later on.

Noagana the Unseen: patron deity of the Kshamarat darkfolk; one of the Seven Primordial Nagas. Noagana is also sometimes referred to as the "Third" of the Primordial Nagas. The worship of Noagana involves twelve sacred "fundamental shapes" that are traced in the air, much as a mantra is repeated in words. Some priest-followers of the Third Naga can use these symbols to cast spells in silence.

Primordial Nagas: the Seven Primordial Nagas are central to the myths of the Kshamarat darkfolk, who revere the third of these deities, Noagana the Unseen. Some other darkfolk civilizations share the same myths but worship a different one of the seven.

Ques Querax: Ques Querax is a subterranean fortress, currently ruled by the Eye of Gaaros.

Rune of Touch: Dark stalkers do not have a written language, but over time, each of them develops a particular rune that is traced with the finger onto another dark stalker's skin, much like a signature or confirmation of identity. This rune is occasionally used to make a permanent record by cutting or chiseling it deeply enough that it can be traced by feel. Many ancestor-tokens are inscribed with the dead stalker's rune of touch. The much less formal "touch-rune" refers to a large number of commonly-known runes that the darkfolk cut into surfaces to provide warnings or information — these are basically the equivalent of street signs, and many other denizens of the Cyclopean Deeps are as familiar with them as the darkfolk.

Script of the Ancients: The script of the Ancients (the ancient race of primordial serpentfolk, that is) appears in several places throughout the Domes, for this is an area that has been continually inhabited by the serpentfolk since truly ancient times, as witnessed by some of the deterioration of the complex and its magical powers. The script is non-magical, but it is very difficult to make sense of it even when it is translated, due to its alien logic that — to humans, in any case — contains multiple ambiguities, double meanings, contradictions, and bizarre inferences. A thief reading the language has only a 5% chance per level to get the full meaning of the writing, and the use of a *read languages* spell has an unmodified 90% chance to interpret the meaning correctly. If such an attempt fails (e.g., a thief would have succeeded normally with an 80% chance, but the second check at 5% chance per level happened to fail) then the character might still discern some of the meaning contained in the writing. It is up to the Referee to decide what information, exactly, is understood. Failing the check should not mean that the character gained incorrect information; just that less information was conveyed, or even none at all.

Appendix II: Monsters

New Monsters

Dark Confessor

Hit Dice: 9
Armor Class: 4[15] in light; –1[19] in darkness
Attacks: longsword (1d8 plus special poison)
Saving Throw: 7
Special: create *darkness 50ft radius*, magical abilities (at will—detect invisibility, see in darkness), magical perception, shadowshift.
Move: 18
Alignment: Chaos
Challenge Level/XP: 11/1400

Dark Confessors are the highest point of the hierarchy of the dark ones. Unlike the outward-directed activities of the creepers and stalkers, the dark confessors remain with the main group and await the return of the stalkers and their creepers. After any raid or journey, the stalkers tell the tale of their adventures to the confessors, who have an almost perfect ability to recall what they have heard, although remembering can take as long as 1d2 days' time.

Dark Confessors are slender, as the dark stalkers are, and when sitting down they can be mistaken for a rather tall stalker. However, when a dark confessor stands to full height the difference is unmistakable; a dark confessor ranges from 8–9 feet in height. They tower over the dark stalkers just as the stalkers tower over their faithful creepers. Unlike the relationship between the creepers and the stalkers, stalkers do not particularly revere the confessors. They follow orders and respect the judgment of the confessors, but the relationship is nothing like the link between the creepers and the stalkers.

Dark Confessors have the ability to shift in and out of another shadowy plane of existence, and while they are in this shadow plane they can only be hit by magical weapons. Spells do not penetrate the boundaries of this shadow plane, and neither do non-magical weapons. The confessor cannot attack from the shadow plane, but can step through it into any other shadow as if teleporting. The confessor need not actually see the targeted shadow — the perception is through the plane of shadow — so the confessor can shadowshift through walls and solid substances in this manner up to a range of 60ft.

In addition to the ability to shift into and through the shadow plane, a dark confessor has the following other abilities: *detect invisibility* (at all times); see in darkness (including magical darkness); and creating, as do the other dark ones, a deep darkness with a radius of 50ft. This darkness has several effects: (1) all normal light sources in the radius of effect are not only extinguished, but cannot be relit for a period of one hour; (2) all magical light sources must make a saving throw or be extinguished for a period of one hour; (3) darkvision will not penetrate the 50ft radius area around the object upon which the deeper darkness has been cast. Magical light sources that are not extinguished by the spell are able to function within the deeper darkness, but convey a range of vision no greater than 30ft.

Each dark confessor carries a longsword — they prefer these weapons to all others, and coat them with the poison called black smear. Black smear poison (unless a saving throw is made) reduces the victim's strength by 1d2 points per round for 2d6–1 rounds. If the victim's strength is reduced to 0, the victim dies. If the victim survives, the points of strength will return in 1d6 hours. The poison on a blade is used up when the weapon hits.

It appears that dark confessors occasionally change not just their clans, but their entire civilization. It would be rare but fascinating if a Kshamarat or Avarthamna dark confessor's choice to change alliances and practice to the other civilization came during the adventuters' visit to the city. Riots, murders, and gambling usually follow such events, and no one feels secure for quite some time. Even more oddly, some of the dark confessors who have moved to the Avarthamna side were definitely believed to have been male, beforehand, when they were Kshamarat. A number of possible explanations could be correct.

–Author Matt Finch

Dark Confessor: HD 9; **AC** 4[15] in light; –1[19] in darkness; **Atk** longsword (1d8 plus special poison); **Move** 18; **Save** 7; **AL** C; **CL/XP** 11/1400; **Special:** create *darkness 50ft radius*, magical abilities, magical perception, shadowshift.
Magical Abilities: at will—*detect invisibility, see in darkness*.

Demon, Nebunorne

Hit Dice: 10
Armor Class: 2[17]
Attacks: 2 from face-tentacles and hand-tentacles (entangle/choke) and 1 tentacle-staff (2d6 plus poison)
Saving Throw: 5
Special: +1 or better weapon to hit, hypnotic voice, magical abilities, summon demons
Move: 18 (levitating/pulling) or 6 (flying with no ground contact)
Alignment: Chaos
Challenge Level/XP: 14/2600

The terrifying nebunornes are mist-demons in the service of the demon prince Isclaadra. They are always found wearing hooded robes.* Branching masses of tentacles — made of some black, semi-solid matter — extend from the cloak's hood and arms. One mass of tentacles reaches outward from the hood, where a face ought to be, and other branching tentacles serve as long-fingered hands where they extend from the arms of the cloak. Most disturbing, perhaps, are the eight large tentacles, ten feet long, which writhe beneath the hooded figure as if its lower half were a massive octopus. All of the black tentacles, arms, face, and "legs" dissolve into trailing bands of dark mist at the ends.

The demons drift slowly through the air like the mist-substance they are, but if they are in contact with the ground they can pull themselves forward along the ground using the suckers of their lower tentacles. When they can pull themselves in this fashion, they can move with astonishing speed.

Nebunornes can create darkness in a radius of 10ft at will, and three times per day they can spew a dark mist from all the apertures of their cloaks, creating a cloud that extends to a radius of 50ft around the demon. Their voices are like smooth silk, hypnotic and captivating. Any creature that hears a nebunorne's voice must make a saving throw or fall into a hypnotic trance that lasts until either the demon stops speaking, or the sound is blocked in some way.

In battle, a nebunorne uses the tentacles from one "hand" and from the "face" as weapons. The other "hand" could be used, but ordinarily the demons carry a tentacle-staff in this "hand," as a weapon. The tentacle-staff is an eight-foot rod of solidified mist, with a mass of tentacles at the top end, waving in the air as if floating in water. The tentacles have stingers that deliver a demonic poison; anyone hit by the staff takes 2d6 points of damage automatically, and if the victim fails a saving throw, the character bloats up slowly (2d6 hours) to twice normal size and then explodes into a pink mist that eventually dissipates, leaving nothing to raise or resurrect. Despite its demonic origin, the poison will respond normally to spells that

affect ordinary poisons.

The tentacles of the actual demon, its "face" and "hand," do not inflict ordinary damage. They can reach as far as 20ft from the demon to grab an opponent (an ordinary "to hit" roll), and if they hit, the victim must make a saving throw to avoid being entangled in the tentacles, which continue their supernatural extension to wrap around a person entirely. If the victim is entangled, no movement is possible and the victim is entirely helpless, reliant upon allies for any sort of rescue. Worse, any character that is entangled will begin to choke to death, losing one point of constitution per round until dying at zero. The character may make a saving throw each round to avoid losing constitution in that round, but the choking continues for as long as the character is entangled in the tentacles. If the character is rescued from the coils of the demon's tentacles, the points of constitution return quickly – at a rate of 1 per combat round. It is possible for a person to be entangled and choked by more than one nebunorne demon at the same time.

Nebunornes are immune to electricity and poison, and take only half damage from cold, fire and acid. A nebunorne can attempt to summon forth another nebunorne demon, with a 40% chance of success.

*Some scholars of demonkind — intrinsically unreliable as such individuals might be — propose that the hooded cloak is actually the substance of the demon, and the rest merely an agglomeration of mist.

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

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

Dhuulgh

Hit Dice: 10
Armor Class: 2[17]
Attacks: 2 claws (1d8) and tentacles (special)
Saving Throw: 5
Special: tentacles (slow effect, then insubstantial; no save)
Move: 9 (fly 6)
Alignment: Chaos
Challenge Level/XP: 12/2000

The dhuulghs are elder organisms that were spawned, like the elder being Yiquooloome, from the seepage of raw Chaos-material into the Material Plane, deep beneath the earth in the Cyclopean Deeps. Centuries ago, Yiquooloome began removing some of the seepage and bringing the poisonous Chaos-material to its laboratory, where it shapes and constructs the dhuulghs. Dhuulghs bear an uncanny resemblance to the being known as Cthulhu, which is the result of Cthulhu's indirect influence on Yiquooloome's dreams. Just as mad human cultists make statues of Cthulhu from its influence on their dreams, so did Yiquooloome — but Yiquooloome's statues are made of Chaos-substance, and they are horridly and undeniably alive.

Dhuulghs have massive bodies with leathery bat-wings, and despite having a very small wingspan, they are capable of slow flight. Their faces are little more than eyes and a writhing mass of tentacles, with a great squid-like brain case at the back of the head. Despite the size of the brain case, dhuulghs are of average intelligence, in human terms, and utterly obedient to Yiquooloome's will. It would be theoretically possible to derive the elder runes and complex spell traceries required to dominate the alien mind of a dhuulgh, but thus far no one has succeeded in such an attempt. All such visionaries are dead or insane.

In combat, dhuulghs wade into melee combat with their massive, claw-tipped hands and with their tentacles. The tentacles collectively make one attack roll; a hit with the tentacles causes the victim to be magically *slowed* for a period of 10 combat rounds (to half normal speed of movement, attacks, and other actions). There is no saving throw. If the character is hit a second time, the result is not a cumulative slowing effect; it is far worse. The character must make a successful saving throw or turn insubstantial, being sucked like air into the dhuulgh's lungs.

Note that their chaos-substance is affected by the powers of *protection from evil*.

Dhuulgh: HD 10; **AC** 2[17]; **Atk** 2 claws (1d8) and tentacles (special); **Move** 9 (fly 6); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** tentacles (slow effect, then insubstantial; no save).

Dreamslang

Hit Dice: 6
Armor Class: 2[17]
Attacks: bite (1d4+1 plus special)
Saving Throw: 11
Special: attack across planes, constriction, dream-venom
Move: 12
Alignment: Neutrality
Number Encountered: 1d2
Challenge Level/XP: 9/1100

Dreamslangs are serpents that live in the drifting plane of existence known as the Dreaming Mist. Dreamslangs can be attacked *only* by someone who exists in the Dreaming Mist, while their venom can be injected, weakly, across the boundaries of the planes of existence. In the Dreaming Mists, the venom inflicts 1d4+1 points of damage and requires a saving throw to avoid convulsions for 3d6 turns and, if there is a second failure at the saving throw, death. If the venom is injected across planes of existence (in other words, the snake is in the Dreaming Mist and the victim is in the plane of Leng, or wherever else), then the effect is lessened. Such a bite only causes a saving throw to avoid the slow delivery of 1 hit point of damage. If the victim has no way to make an attack into the plane of the Dreaming Mist, the dreamslang could conceivably still kill the person.

Dreamslang: HD 6; **AC** 2[17]; **Atk** bite (1d4+1); **Save** 11; **Move** 12; **AL** N; **CL/XP** 9/1100; **Special:** attack across planes, constriction, dream-venom.

Dream-Tick Swarm

Hit Dice: 4
Armor Class: –6[25] (in material realm) or 0[19] (in Dreaming Mist)
Attacks: 10-ft-by-10-ft area (1 hit point in material realm, 1d4 in Dreaming Mist)
Saving Throw: 13
Special: dual-planar existence, swarm attack, attach
Move: 9
Alignment: Neutrality
Number Encountered: Swarm (10-ft-by-10-ft area)
Challenge Level/XP: 8/800

Dream-ticks are native only to the Plane of Dreaming Mist, which partially co-exists with the Plateau of Leng. They are about the size of a person's fist and are only truly dangerous in places where they congregate. Hence, as monsters, they are described in terms of "swarms," and very large infestations are simply treated as multiple swarms.

Dream-ticks inflict more damage to victims found in their own plane of existence, the Dreaming Mist (inflicting 1d4 hit points), but they can also *only* be attacked by someone who exists in the Dreaming Mist. Anyone not existing in the Dreaming Mist can be attacked for only 1 hit point of damage, but is helpless to defend against it; unless there is a way into the Dreaming Mist, the victim has no way to drive off the attacking swarm of dream-ticks.

The swarm makes an attack roll against every character in a 10-foot-by-10-foot area due to the composite nature of the crowding mass of bugs. When the swarm rolls a hit against an opponent, it focuses on that victim. If it hits more than one victim in the same round, it can continue to attack all of them as long as the victims stay within 10 feet of each other. If one

of the victims leaves this area, the swarm remains with as many as it can (anyone within 10 feet of each other) and randomly decides which of the victims it remains with if it has to make a "choice."

More than one swarm can exist in the same area; the swarms simply overlap, but they maintain separate identities for book-keeping purposes.

A victim reduced to 0 hit points begins to break up into a swarm of dream-ticks, a process that becomes almost irreversible after 1d4+1 rounds, and is completed within 1d2+1 days. In the meantime, the body is catatonic, dreaming and muttering. During the short period of time before the process becomes "irreversible," the victim may be cured by use of a *remove curse* spell or by healing the victim to full hit points. After the "curable" period, only a *remove curse* spell can kill the growing dream ticks.

During combat, ticks flicker in and out of a victim's body, sucking themselves through the piercing mouth-tube to be inside-out inside the victim's body. This is painful, but only lasts for a moment if the victim is not yet dead. It is very clear, however, what's going to happen if the dream-ticks successfully reduce the victim to 0 hit points.

One merciful aspect of these nasty inhabitants of the Dreaming Mist is that they are large enough to be attacked physically without harm to the person being swarmed. On the downside, attacking a swarm physically probably brings the attacker within range of the swarming attacks.

Dream-Tick Swarm: HD 4; **AC** –6[25] (material plane) or 0[19] (in Dreaming Mist); **Atk** 10-ft-by-10-ft area (1 hit point in material realm, 1d4 in Dreaming Mist); **Save** 13; **Move** 9; **AL** N; **CL/XP** 8/800; **Special:** attach, dual-planar existence, swarm attack.

Ethereal Maggots

(Roughly one square foot's worth)

Hit Dice: 8
Armor Class: 8[11]
Attacks: 1 collective set of bites (1d4)
Saving Throw: 8
Special: +1 or better weapon to hit, automatic 1d4 damage after first strike, invisible (–4 to hit), immune to piercing weapons, magical bludgeoning weapons inflict triple damage.
Move: 18
Alignment: Neutrality
Challenge Level/XP: 11/1400

Ethereal maggots are more of a hazard than a monster, and are thus treated as a collective unit. They may be found in volumes of as few as one square foot or as many as 100. These tiny creatures resemble normal maggots if they are seen in the ethereal plane — they are entirely invisible in the material planes. The only point of intersection between the maggots and the material plane is the maggot's mouth, which is a portal between planes, smaller than the size of a pin. This tiny point of intersection is enough for a large number of the maggots to eat material flesh in the other plane of existence. Any spell that allows the caster to see into the ethereal plane will show the writhing mass of ethereal maggots clumped upon the victim, chewing microscopic bits of flesh by the thousands. A detect magic spell will not reveal the maggots directly, but will show a cloud of tiny pinpricks, the mouth-portals by which the maggots feed across different realities.

Once a clot of ethereal maggots hits an opponent (a missed attack will only be noticed as an uncomfortable stinging, like a bad rash), the maggots will continue to automatically inflict 1d4 point of damage each round thereafter, as they begin chewing the victim to death. They are unaffected by non-magical fire and immune to non-magical weapons. Piercing weapons do not affect them, but bludgeoning weapons (magical ones) inflict triple damage. Unfortunately, such weapons will also be hitting the person who is being swarmed by the maggots.

–Author: Matt Finch

Ethereal Maggots (1 sq. ft): HD 8; **AC** 8[11]; **Atk** collective set of bites (1d4); **Move** 18; **Save** 8; **AL** N; **CL/XP** 11/1400; **Special**: +1 or better weapon to hit, automatic 1d4 damage after first strike, invisible (–4 to hit), immune to piercing weapons, magical bludgeoning weapons inflict triple damage.

Fossils of the Leng Plateau (Leng-fossils)

	Human-like	**Sabre-toothed**
Hit Dice:	5	5
Armor Class:	2[17]	2[17]
Attacks:	bite (1d3)	bite (1d8) and 3 claws (1d4)
Saving Throw:	12	12
Special:	hallucinatory bite	
Move:	9	15
Alignment:	Neutrality	
Number Encountered:	In Leng 1d6+2 or 4d10+10	
Challenge Level/XP:	7/600	8/800

	Serpentine	**Trilobite (5ft)**
Hit Dice:	4	6
Armor Class:	2[17]	2[17]
Attacks:	bite (1d8+1)	bite (1d8)
Saving Throw:	13	11
Special:	hallucinatory bite	
Move:	12	6
Alignment:	Neutrality	
Number Encountered:	In Leng 1d6+2 or 4d10+10	
Challenge Level/XP:	6/400	8/800

	Trilobite (10ft)
Hit Dice:	7
Armor Class:	2[17]
Attacks:	bite (2d8)
Saving Throw:	9
Special:	hallucinatory bite
Move:	6
Alignment:	Neutrality
Number Encountered:	In Leng 1d6+2 or 4d10+10
Challenge Level/XP:	9/1100

Whatever might be the unrecorded history of the Plateau of Leng, its substance contains enough potential magical energy to animate many of the bizarre fossils entombed in the rock. These fossils are not undead creatures; they are more akin to animated objects. However, the substance of Leng imbues the bones with a more-than-rudimentary intelligence. As a part of the stone, they move effortlessly through the stone. Most attacks by the more predatory of the Leng-fossils are conducted as ambushes from the sides of cliffs or from under a rock floor.

The common characteristic of these fossils — other than the fact that they can move through stone, are semi-intelligent and draw their energy from the Leng Plateau — is that their bites cause hallucinations.

Human-like: These were never human, but they are bipedal. Their bite is weaker than that of the other types of Leng-fossils, and they do not use weapons. Their skulls are usually long, narrow, and almost entirely open-fronted. Their legs are double-jointed like a dog's.

Sabre-toothed, five-legged types: The sabre-tooth type is some kind of animal that once thrived on Leng. They do not have much variation between specimens.

Serpentine: The serpentine form of Leng-fossil is anything with a long spine, made of bones rather than solid stone (e.g., no carapace or shell), and if they have limbs, these limbs are not long enough to be used to attack. The most common type is a snake-like skeleton with a very large skull that looks like that of a vast fish. However, some fossils have an odd number of many short legs, like those of a centipede (skull-types vary on these). Some have spines that fork halfway down their body.

Trilobite-types: The chief characteristic of the trilobite-type of Leng-fossils is that they are solid all the way through: a carapace of some kind that turned to stone along with everything inside. They are immune to anything but bludgeoning weapons such as a mace, and even these inflict only half damage (spells function as normal, and the Referee should add extra damage in the case of earth-affecting spells such as *passwall* or *move earth*, which would probably kill the creature outright in the case of a failed saving throw).

Leng-Fossil (Human-Like): HD 5; **AC** 2[17]; **Atk** bite (1d3); **Move** 9; **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** hallucinatory bite.

Leng-Fossil (Sabre-Tooth): HD 5; **AC** 2[17]; **Atk** bite (1d8) and 3 claws (1d4); **Move** 15; **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** hallucinatory bite.

Leng-Fossil (Serpentine): HD 4; **AC** 2[17]; **Atk** bite (1d8+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** hallucinatory bite.

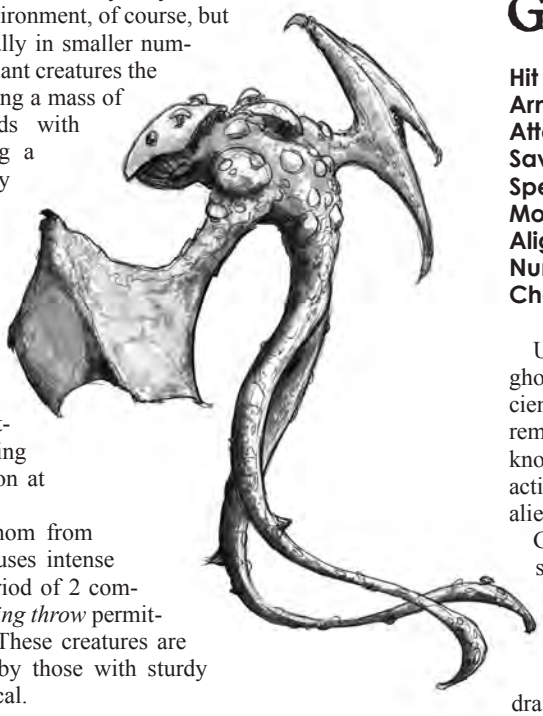
Leng-Fossil (Trilobite 5 ft): HD 6; **AC** 2[17]; **Atk** bite (1d8); **Move** 6; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** hallucinatory bite.

Leng-Fossil (Trilobite 10 ft): HD 7; **AC** 2[17]; **Atk** bite (2d8); **Move** 6; **Save** 9; **AL** N; **CL/XP** 9/1,100; **Special:** hallucinatory bite.

Fungus-Bat

Hit Dice: 3
Armor Class: 6[13]
Attack: bite (1d6 plus non-lethal poison)
Saving Throw: 14
Special: non-lethal poison (+4 save)
Move: 3 (fly 12)
Alignment: Neutral
Challenge Level/XP: 5/240

Fungus-bats are most commonly found in the Under Realms, for they are very deep-dwelling creatures. They may be found in any subterranean environment, of course, but more rarely and generally in smaller numbers. Fungus-bats are plant creatures the size of a wolf, resembling a mass of lumpy mushroom-heads with leathery wings, trailing a pair of long tails. They bite, and while their venom is not lethal it causes air-passages to constrict, leaving the victim helpless for 2d6 rounds after the bite. Fortunately the venom is not very strong, and anyone bitten will make the saving throw against the poison at +4.



In all cases, the venom from a Leng-fossil's bite causes intense hallucinations for a period of 2 combat rounds, with *no saving throw* permitted against the effect. These creatures are best approached only by those with sturdy armor, preferably magical.

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

Goblin Dog

Hit Dice: 1
Armor Class: 7[12]
Attacks: bite (1d4)
Special: cause nasty rash
Move: 15
Saving Throw: 18
Alignment: Neutrality
Challenge Level/XP: 2/30

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name.

Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives. Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and pets.

Their favored food is carrion—the riper, the better – constantly hungry, a goblin dog eats anything it can chew that it finds left behind by other, more discerning palates.

A goblin dog is 5 feet long but weighs only 75 pounds.

A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog saving throw or break out in an itching rash. A creature affected by this rash makes all attack rolls and saving throws at –1 for a period of 24 hours. *Remove disease* or any magical healing removes the rash instantly.

—Converted from the ***Pathfinder Roleplaying Game Bestiary***

Goblin Dog: **HD** 1; **AC** 7[12]; **Atk** bite (1d4); **Move** 15; **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: cause nasty rash.

Ghost-Ammonites

Hit Dice: 6
Armor Class: 0[19]
Attacks: 6 tentacles
Saving Throw: 11
Special: drain levels, regeneration
Move: 6 or 12 (through stone)
Alignment: Neutrality
Number Encountered: Hopefully, only 1
Challenge Level/XP: 11/1700

Unlike Leng-fossils, which are virtually unique to the Leng Plateau, ghost-ammonites are apparently the remnants of some unspeakably ancient race that once traveled through many planes of existence. These remnants are truly undead, unlike the Fossils of Leng. For reasons unknown, ghost-ammonites often lie quiescent for centuries then become active for a century or two before returning to hibernation deep within the alien rock of unknown realities.

Ghost-ammonites have curling, nautilus-like shells made of elemental stone, but the "meat" of the creature inside is wholly insubstantial. The squid-like, incorporeal creature inhabiting the shell has 6 tentacles and resembles an ammonite. The tentacles do not inflict physical damage, but their chilling touch causes a temporary loss of levels of experience (a saving throw allows the victim to shrug off the horrific draining of life energy). Every third level drained (the third, sixth, ninth, etc.) is accompanied by the permanent loss of a point of constitution. Lost levels return at a rate of one per 24 hours.

If the creature is turned by a cleric, it retreats into its shell for 1d6 rounds, after which it can re-emerge. If it is fully withdrawn into the shell,

it regenerates at a rate of 1 hit point per round.

Ghost-Ammonite: HD 6; **AC** 0[19]; **Atk** 6 tentacles (level drain); **Move** 6/12 (through stone); **Save** 11; **AL** N; **CL/XP** 11/1700; **Special:** drain levels, regeneration.

Leng-Bat

Hit Dice: 2
Armor Class: 3[16]
Attack: bite (1d6)
Saving Throw: 16
Special: immune to magic
Move: 18
Alignment: Chaos
Challenge Level/XP: 4/120

Leng-bats resemble small dogs with elongated jaws; their back legs end in hooves rather than paws, and they have wings resembling those of bats. They would greatly resemble the archetypal demon if it were not for the three slender tentacle-tendrils that extend from deep in the canine throat. The creatures are apparently used by the denizens of Leng as raptors for hunting, much like falcons, although Leng-bats are semi-intelligent in their own right. If a Leng-bat successfully bites an opponent, the three throat-tendrils will insinuate themselves into the wound, inflicting 1d6 points of damage automatically thereafter until the Leng-bat is killed.

Leng-bats are entirely immune to spells, and magic weapons receive no to-hit or damage bonus against them.

Leng-Bats: HD 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 3 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** immune to magic.

Leng-Spider

Hit Dice: 15
Armor Class: –1[20]
Attack: bite (2d6 plus poison) and flail (1d6+6)
Saving Throw: 3
Special: hallucinogenic and rotting poison (1d3 charisma drain and 1 level loss for 3d20 hours upon failed save), magical abilities, web flail.
Move: 18
Alignment: Chaos
Challenge Level/XP: 17/3500

The immense purple spiders of Leng have a leg-span of nearly forty feet; their bodies are hideously bloated, yet they move with a fluid grace.

A Leng spider's venom causes flesh to blister and rot away (lose 1d3 points of charisma) and the mind to experience vivid and horrific hallucinations — these visions influence the thinking process of the poisoned creature, causing it to lose 1 level of experience per failed saving throw, regaining each lost level after 3d20 hours (roll independently for each lost level). Lost Charisma points cannot be regained without a spell that would regenerate the damage.

In addition to the deadly bite, a Leng-spider's webs are also used as weapons; the spider attaches a weight (often nothing more complicated than a rock or a skull) to a length of web, which it then uses as a flail. The spider's tremendous strength turns the makeshift flail into a deadly weapon.

Leng-spiders can cast *dispel magic* at will, and may do so while fighting, although they cannot bite at the same time. Provided that they are not in melee combat, they may turn *invisible* (3/day), cast *phantasmal force* (3/day), and cast *charm monster* (1/day).

The spiders of Leng have long warred with that realm's more humanoid denizens, yet this does not make the spiders allies of sane life. These spiders see themselves as deserving of true positions of power, and the only creatures they suffer to live apart from their kin are their magically controlled slaves. Fortunately, the spiders have no intrinsic way to travel to the Material Plane, and must use portals or other methods to visit this world. Artistic trap builders, Leng spiders construct lairs of dangerous

and haunting beauty made of webs and other materials found nearby. The webs are similar to those of ordinary giant spiders, but do not catch fire easily.

A Leng spider's body is 18 feet long and weighs 6,000 pounds. Most leng spiders possess only 7 legs, but some possess 9, 11, or only 5 — they never possess an even number.

Leng-Spider: HD 15; **AC** –1[20]; **Atk** bite (2d6 plus poison) and flail (1d6+6); **Save** 3; **Move** 18; **AL** C; **CL/XP** 17/3,500; **Special:** hallucinogenic and rotting poison (1d3 charisma drain and 1 level loss for 3d20 hours upon failed save), magical abilities, web flail.

Necrohemoth

Hit Dice: 16
Armor Class: 7[12]
Attacks: bite (3d10 plus poison)
Saving Throw: 3
Special: crush, poison bite, partial turning only
Move: 9
Alignment: Neutrality
Number Encountered: usually 1
Challenge Level/XP: 18/3800

Necrohemoths are massive creatures formed of thousands of corpses and bits of corpses, all bound together by necromantically-animated sinew and bone. The entrails pulse with horrid life, pumping bile and reeking fluids through the body, much of which leaks out and trails down the putrescent side of the vast monstrosity. Usually necrohemoths are shaped like serpents or are just enormous piles of horror, but extremely powerful necromancers have created some that are bipedal — albeit still largely formless.

These colossi bite with huge jaws filled with elephant tusks or sharpened-bone teeth, dripping with venom. Anyone bitten by a necrohemoth suffers

3d10 points of damage from the ripping teeth alone and must make a saving throw or die from the poison in 2d6 rounds. The creatures do not, mercifully, swallow prey whole; digestive systems aren't needed in an undead construction. On the other hand, the size of a necrohemoth is itself a weapon, for they can crush their opponents just by moving. When a necrohemoth moves, anyone in its path is subject to being caught beneath it. A crushed victim must make a saving throw or suffer 2d6 points of damage (in which case they must make a second saving throw to avoid being pinned and completely helpless for the following combat round, dragged along if the necrohemoth moves).

Due to their conglomerate nature, necrohemoths are only partially affected by being successfully turned. They are turned as ghouls, and if the result is "destroyed," a chunk of 1d6 points of damage is blasted away from the necrohemoth in a spray of guts and liquids. The creature itself is not actually turned away, and results of less than "destroyed" have no effect on them at all.

The unspeakably evil process for creating a necrohemoth is known only to a few of the great, dark necromancers of the serpentfolk.

Necrohemoth: HD 16; **AC** 7[12]; **Atk** bite (3d10); **Move** 9; **Save** 3; **AL** N; **CL/XP** 18/3800; **Special:** crush (save or suffer 2d6 damage, second save or pinned and helpless), lethal poison (save or die in 2d6 rounds), partial turning only.

Neh-Thalggu

Hit Dice: 3–10 (3HD +1 HD per stored brain)
Armor Class: 0[19]
Attack: bite (1d10 plus poison) and 2 claws (1d8)
Saving Throw: varies from 14 (3HD) to 5 (10HD)
Special: poison bite, spells, telepathy 100ft
Move: 9
Alignment: Chaos
Number Encountered: 1 or 1d4+1
Challenge Level/XP: Varies by number of "effective" hit dice
3HD: 5/240
4 HD: 6/400
5 HD: 7/600
6 HD: 8/800
7 HD: 9/1100
8 HD: 10/1400
9 HD: 11/ 1700
10 HD: 12/2000

Known also as brain collectors, the alien neh-thalggu hail from distant worlds, traveling the gulfs of space on immense living ships that swiftly decay when they land upon a new world, leaving behind a deadly cargo of hungry monsters. These crab-like nightmares are the size of a hippopotamus. They have lamprey-like mouths, twitching eyes on their legs, and several transparent blisters along the back that hold human brains suspended in the blister-liquid.

Neh-thalggus are carnivores, but they do not digest humanoid brains they eat — rather, these brains lodge in one of several bulbous blisters on the creature's back and help to increase its intellect (and hit dice). A neh-thalggu can store up to seven humanoid brains; the brains must be harvested within one hour of death. Each stored brain adds 1 to the creature's magic-user level and hit dice. A Neh-thalggu casts spells as a magic-user with as many levels as the Neh-thalggu has stored brains, but at least one stored brain is required to cast spells; a Neh-thalggu with no stored brains cannot cast spells. The poison bite of the Neh-thalggu is lethal if the victim fails a saving throw against the venom.

Some speculate that neh-thalggus encountered in this reality may merely be juveniles of their kind, perhaps exiled from their home worlds by greater kin until they can prove their worth on other worlds. Their brain collections may be a morbid form of currency in their home realm, or the thoughts in these brains may merely be fuel for a dark apotheosis into an even more sinister mature form.

Neh-Thalggu: HD 10; **AC** 0[19]; **Atk** bite (1d10 plus poison), 2 claws (1d8); **Move** 9; **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** poison bite, spells (5/4/3/1), telepathy 100ft.

Spells: at will—*detect magic, read magic*; 1st—*magic missile* (3d4+3) (x3), *shield* (x2); 2nd—*invisibility* (x2), *phantasmal force* (x2); 3rd—*lightning bolt* (x3); 4th—*polymorph self*.

Night-ghoul

Hit Dice: 4
Armor Class: 4[15]
Attack: bite (1d4), 2 claws (1d6)
Saving Throw: 13
Special: +1 or better weapon to hit
Move: 12
Alignment: Chaos
Challenge Level/XP: 6/400

Night-ghouls are as intelligent as the average human, and are living creatures completely unrelated to normal (undead) ghouls. They bear a striking resemblance to the denizens of Leng, having a humanoid figure with cloven hooves. The canine-looking facial cast of the ghouls is considerably more feral than that of a denizen, however, and the skull is much flatter, indicating a smaller brain. Their skin is similar to that of humans, but gains a greenish tint as the night-ghoul ages. Night-ghouls are carrion eaters and cannibals; these are attributes they try to conceal if they find themselves among civilized folk, but their self-control is poor and their hunger is great. Anyone bitten by a night-ghoul must make a saving throw at –2 or fall into a twitching sleep for 1 hour (the claws do not impart the weak sleep-poison).

Night-ghouls speak their own language, but some (1 in 10) can converse haltingly in the common tongue, and 1 in 4 can speak the common tongue of the Under Realms. These beings are only found very deep in the Under Realms of the earth, or on other planes of existence where denizens of Leng may also be found. They are often employed as crewmen on the ships of Leng.

Night-ghoul: HD 4; **AC** 4[15]; **Atk** bite (1d4 plus poison), 2 claws (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, sleep poison (–2 on save or fall into twitching sleep for a hour).

Priest of Noagana

Hit Dice: 8
Armor Class: 4[15]; –2[21] in darkness
Attacks: short sword (1d6)
Saving Throw: 8
Special: create special darkness, death flash, magical abilities (3/day—*invisibility*, 1/day—*symbol of blindness*), thief abilities (Thf4)
Move: 12
Alignment: Chaos
Challenge Level/XP: 12/2000

The dark stalker priests of Noagana the Unseen have the same basic features as an ordinary dark stalker, but Noagana has gifted them with unnatural, demonic powers. They do not cast spells, but Noagana's favors make them deadly opponents in combat.

The priests can become *invisible* 3 times per day and can cause a *symbol of blindness* to flash in the darkness once per day. The symbol affects those in a 180 degree arc, and causes blindness to all creatures (up to 150 hit points of creatures), as per a *power word blind* spell. They can cause darkness as dark creepers and dark stalkers do, and have the same death flash as a dark stalker (see "Dark Creeper" and "Dark Stalker").

If a group of darkfolk is involved in combat, the priests of Noagana will generally engage directly with the foe, allowing the other dark folk to circle around and fight with stealth.

Priest of Noagana: HD 8; 4[15]; –2[21] in darkness; **Atk** short

sword (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special**: create special darkness, death flash, magical abilities (3/day—*invisibility*, 1/day—*symbol of blindness*), thief abilities (Thf4).

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

Serpentfolk

Hit Dice: 4
Armor Class: 3[16]
Attack: bite (1d3) and weapon or 2 claws (1d4)
Saving Throw: 13
Special: immune to mental domination, mild venom
Move: 12
Alignment: Chaos
Number Encountered: 1d6, 2d10, or 6d10
Challenge Level/XP: 5/240

These serpentine humanoids have brightly scaled skin, long sinuous tails, and fanged snake heads. To these creatures, the pursuit of knowledge and magic is the highest goal. They view themselves as the undisputed masters of magic, be it arcane or divine, and it is certainly true that their race was once highly civilized and tremendously powerful. Nevertheless, the majority of serpentfolk today are degenerates who have devolved to the point of primeval savagery and have lost much of their magical legacy. Serpentfolk are 6 feet tall and weigh 120 pounds.

The bite of a serpentfolk is mildly venomous, causing an additional 1d4+1 points of damage if the victim fails a saving throw.

Large groups of civilized serpentfolk will be accompanied by a 5HD leader for every 10 normal members of the race, a 6HD leader for every 30, and a group of 100 or more will be led by an 11HD spellcaster. These leaders have the spell casting ability of a magic-user of the same level as the creature's hit dice.

—Converted from the ***Pathfinder Roleplayinug Game Bestiary 2***

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

Skum

Hit Dice: 2
Armor Class: 6[13]
Attacks: trident (1d8) or 2 claws (1d4) and bite (1d6)
Saving Throw: 16
Special: None
Move: 9 (swim 12)
Alignment: Chaos
Number Encountered: 1d8+1 or 1d100
Challenge Level/XP: 2/30

Skum are aquatic humanoids that were created by the aboleths in some distant past (possibly a different place than this world) when entire aboleth civilizations thrived and bent a world into new and horrible shapes in accordance with the plans and dreadful aesthetics of these abhorrent, fish-like masters. Regardless of when and where the skum were created, they now have a firm foothold in the deeps of the sea and the lightless subterranean waters of the realms below the earth.

In general, the presence of skum signifies that an aboleth may be established in a lair nearby, although one might from time to time encounter a tribe that has lost its master to old age or disease. These deep ones are capable of breeding on humans; the hybrids are born human, but as they age, they take on more and more characteristics of the skum, and finally take to the deep waters of the sea.

In some forgotten places far underground, explorers may occasionally stumble upon vast, labyrinthine ruins that were once the cities of the aboleths and their skum legions. Such places may still be occupied by the vestiges of the skum armies, for these creatures do not perish of old age, although their ranks have been utterly decimated by disease, war, and famine in the deadly winnowing of the Under Realms.

Skum: HD 2; **AC** 6[13]; **Atk** trident (1d8) or 2 claws (1d4) and bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Equipment: trident, dagger, belt pouch with 1d10gp.

Vessal of Isclaadra

Hit Dice: 8
Armor Class: 4[15]; –1[20] in darkness
Attacks: short sword (1d6)
Saving Throw: 8
Special: backstab (x2), magical abilities (1/day—*dimension door*, 3/day—*invisibility*), spells (4/2/1).
Move: 12
Challenge Level/XP: 12/2000

A vessal of Isclaadra has the powers of a magic-user of 5th level, and certain other benefits and defenses that stem from the favor of the Demon Lord of Mists. Although most of the vessals were originally dark stalkers, the bodily and mental changes that take place as a result of worshipping and communicating with Isclaadra are significant enough to make the vessals essentially a species of their own.

The vessals are all female. They are tall and resemble dark stalkers, but they do not veil their faces. There are no eyes in the sockets of a Vessal of Isclaadra; the holes are filled with ink-black mist. A slender thread of this darkness eternally weeps from the sockets like the trail of a tear, drifting down and eventually dispersing as it thins away into the air. The outlines of a vessal occasionally seem to shift into a different location, and this bizarre tendency becomes frequent in combat, leading to the improved armor class–the vessals do not wear armor. The oldest of the vessals not only weep the darkmist from their eyes, but it also fills their lungs, and threads of it drift from their mouths and nostrils as well as their eye sockets.

All of them have the ability to create a *dimension door* once per day, and to become *invisible* 3 times per day as per the spell. Although they no longer have the thieving abilities of a dark stalker, they retain the ability to backstab an opponent at +4 to hit, for double normal damage.

Example spell combinations include:

Spells (example 1): 1st–*charm person* (x2), *detect magic*, *sleep*: 2nd–*web* (x2); 3rd–*slow*.

Spells (example 2): 1st–*charm person, magic missile*, *shield, sleep*: 2nd–*ESP, web*; 3rd–*lightning bolt*.

Vessals of Isclaadra: HD 8; **AC** 4[15], –1[20] in darkness; **Atk** short sword (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x2), magical abilities, spells (4/2/1). (**Monster Appendix**)

Magical Abilities: 1/day—*dimension door*, 3/day—*invisibility*.

Spells: 1st—*charm person* (x2), *detect magic, sleep;* 2nd—*web* (x2); 3rd—*lightning bolt*.

Equipment: short sword, unholy symbol of Isclaadra.

Existing Monsters

Aboleth

Hit Dice: 9
Armor Class: 3[16]
Attacks: 4 tentacles (1d6 plus slime)
Saving Throw: 6
Special: magical abilities, mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour).
Move: 9 (swim 12)
Alignment: Chaos
Number Encountered: 1 (01–90%), 2 (91–98%), 2+1d4 young (99–00%)
Challenge Level/XP: 12/2000

The aboleth is a revolting fish-like amphibian, primarily subterranean, roughly the size of a killer whale. It vaguely resembles a catfish, but has four long tentacles and four orifices along its belly. The tentacles can be used to drag its bulk across dry land. These horrid abominations are extremely intelligent: an aboleth can cast *charm monster* three times per day, and create a *phantasmal force* three times per day. In the water, an aboleth surrounds itself with a cloud of mucus that requires anyone inhaling it to make a saving throw or become unable to breathe air for 3 hours. Finally, the slime on an aboleth's tentacles causes disease if a saving throw fails. Those afflicted suffer a change to their skin, which must be immersed in water every hour, or the victim suffers 1d6 points of damage.

Aboleth: HD 9; **AC** 3[16]; **Atk** 4 tentacles (1d6 plus slime); **Move** 9 (swim 12); **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** magical abilities, mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour). (***Monstrosities*** 8)

Magical Abilities: 3/day—*charm monster, phantasmal force*.

Amphisbaena

Hit Dice: 6
Armor Class: 4[15]
Attack: 2 bites (1d6 plus poison)
Saving Throw: 11
Special: cannot be surprised, lethal venom, resistance to cold (50%), split
Move: 9 (climb/swim 9)
Alignment: Neutrality
Challenge Level/XP: 7/600

The amphisbaena is a giant poisonous snake about 10ft long. It is often found lairing near a water source or in dark, damp locations. An amphisbaena moves on land by grasping one of its necks with its other head and rolling across the ground like a hoop. The amphisbaena's poison is deadly unless the victim passes a saving throw. Each of the amphisbaena's heads functions independently of the other. An amphisbaena that is cut in half continues to function normally (each with half its current hit points) and reattaches its body together in 1d2 days.

Amphisbaena: HD 6; **AC** 4 [15]; **Atk** 2 bite (1d6 plus poison); **Move** 9 (climb/swim 9); **Save** 11; **AL** N; **CL/XP** 7/600; **Special:** cannot be surprised, lethal venom, resistance to cold (50%), split. (***The Tome of Horrors Complete*** 20)

Behir

Hit Dice: 12
Armor Class: 4[15]
Attacks: bite (1d8)
Saving Throw: 3
Special: constrict and claw, lightning breath
Move: 15
Alignment: Chaos
Number Encountered: 1d3 (if 3 are encountered, one is young with 1d6+2 hit dice and half damage on all attacks)
Challenge Level/XP: 13/2300

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40ft long. Most are a deep blue color. Behirs attack by biting, and will swallow prey whole on a natural roll of 20. They also lash their bodies around prey (to hit), and on the first round following this attack they can bring 6 claws into play (6 attacks, 1d6 hit points per attack). Behirs also have a breath weapon — they can spit a bolt of lightning once per 10 rounds, inflicting 24 points of damage (2 per hit die, for smaller or larger behirs). A successful saving throw indicates half damage.

Behir: HD 12; **AC** 4[15]; **Atk** bite (1d8); **Move** 15; **Save** 3; **AL** C; **CL/XP** 13/2,300; **Special:** constrict and claw, lightning breath. (***Monstrosities*** 44)

Bear, Cave

Hit Dice: 7
Armor Class: 6[13]
Attacks: 2 claws (1d6+1), 1 bite (1d10+1)
Saving Throw: 9
Special: hug (3d6)
Move: 12
Alignment: Neutrality
Number Encountered: 1 or 1d4 (if more than 2, the rest are cubs with 1d3HD)
Challenge Level/XP: 7/600

Prehistoric bears and polar bears are even larger than a grizzly bear.

When hitting with both claws, they hug for 3d6 points of damage.

Cave Bear: HD 7; **AC** 6[13]; **Atk** 2 claws (1d6+1), bite (1d10+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** hug (3d6). (***Monstrosities*** 38)

Carrion Fly

Hit Dice: 4
Armor Class: 7 [12]
Attacks: 4 tentacles (paralyze) or spit (2d4)

Saving Throw: 13
Special: acid, paralyze
Move: 3 (fly 18)
Alignment: Neutrality
Number Encountered: 1 or 1d4+1
Challenge Level/XP: 7/600

A carrion fly is 5 feet long and resembles a large, white grub with wings and no legs. Its head has large black eyes and a small mouth ringed with four long tentacles. It attacks with its tentacles, attempting to paralyze its prey. Once its victim is paralyzed, it will land and begin vomiting digestive acids to melt the victim into a suitable meal of goo. It can also spit these digestive acids at its target from a distance.

—Author: the Lizard of Oz

Carrion Fly: HD 4; **AC** 7[12]; **Atk** 4 tentacles (paralyze) or spit (2d4); **Move** 3 (fly 18); **Save** 13; **AL** N; **CL/XP** 7/600; **Special:** acid, paralyze. (***Monstrosities*** 56)

Dark Creeper

Hit Dice: 1+1
Armor Class: 7[12] or 0[19] in darkness
Attacks: dagger (1d4 plus poison)
Saving Throw: 17
Special: backstab (x2), create special darkness (3/day), death flash 10ft (save or blinded for 1d6 rounds), level 4 thieving skills.
Move: 9
Alignment: Chaos
Number Encountered: 1d100
Challenge Level/XP: 3/60

Dark creepers are humanoids that stand just under 4 feet tall, always swathed in heavy, dark cloaks and wrappings. Their flesh is pale and moist, and their eyes are milky white. Dark creepers exude a foul stench of sweat and spoiled food, owing primarily to the fact that they never take off their clothing — instead piling on new layers when the outermost one grows too ragged. Dark creepers lurk in the black places deep below the surface of the world, venturing forth at night or into neighboring societies when the urge to steal and cause mayhem grows too great to resist. Endless layers of filthy, moldering black cloth shroud these small creatures, leading some to believe that the creature inside is smaller still. Usually encountered in groups, dark creepers flee from bright light, but are quite brave in the dark. For all the mayhem and trouble a pack of dark creepers can cause, this is nothing compared to the dangers a tribe led by the taller, even more sinister dark stalkers represents. Dark creepers treat their tall, lithe masters almost like gods, presenting them with offerings and obeying their every whim. Invariably, several dark stalkers serve as leaders to dark creeper tribes, with all of the tribe's heavy work and labor falling on the diminutive shoulders of the creepers, freeing the dark stalkers for their own decadent pleasures. Yet the dark creepers themselves see no inherent imbalance in this arrangement — to a dark creeper, a life in the servitude of a dark stalker is a life fulfilled. Dark creepers use daggers in combat, coating them with the poison called black smear. Black smear poison (unless a saving throw is made) reduces the victim's strength by 1d2 points per round for 2d6–1 rounds. If the victim's strength is reduced to 0, the victim dies. If the victim survives, the points of strength will return in 1d6 hours. The poison on a blade is used up when the weapon hits. Dark creepers (and dark stalkers) are able to employ magic to create a very deep darkness, much more potent than ordinary darkness/light spells. This deeper darkness has a radius of 50ft, and several effects: (1) all normal light sources in the radius of effect are not only extinguished, but cannot be relit for a period of one hour; (2) all magical light sources must make a saving throw or be extinguished for a period of one hour; (3) darkvision will not penetrate the 50ft radius area around the object upon which the deeper darkness has been cast. Magical light sources that are not extinguished by the spell are able to function within the deeper darkness, but convey a range of vision no greater than 30ft. When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a saving throw or be blinded for 1d6 rounds. Other dark creepers within 10ft are automatically blinded for at least 1 round.

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

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

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

Dark Stalker

Hit Dice: 6+2
Armor Class: 7[12] or 0[19] in darkness
Attacks: short sword (1d6 plus poison)
Saving Throw: 11
Special: backstab (x2), create special darkness (3/day), death flash 40ft (3d6 fire, save for half), level 4 thieving skills.
Move: 12
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 8/800

The strange and mysterious dark stalkers are apparently a noble subrace of the dark creepers. The stalkers dwell in strange villages (some rumors suggest entire cities) built of stone and fungus, in remote underground caverns where they are served and worshiped by their coarser, diminutive kin, the dark creepers. Dark stalkers come to the surface rarely, but when they do it is on a mission, and with a force of creatures such that it never ends well for those they seek to rob or torment. Dark stalkers are tall, frail humanoids with incredibly pale skin. They always wear multiple layers of dark cloth and black leather armor, yet unlike their lesser kin, a dark stalker's garb is always clean and spotless. Each dark stalker carries a pair of short swords — they prefer these weapons to all others, and coat them with the poison called black smear. Black smear poison (unless a saving throw is made) reduces the victim's strength by 1d2 points per round for 2d6–1 rounds. If the victim's strength is reduced to 0, the victim dies. If the victim survives, the points of strength will return in 1d6 hours. The poison on a blade is used up when the weapon hits. Dark stalkers are 6 feet tall and weigh 100 pounds. Dark stalkers have the ability to create a very powerful form of *darkness* magic 3 times per day (see dark creeper). All dark stalkers have the abilities of a level 4 thief. When a dark stalker is killed, its body explodes in a flash of illumination that causes 3d6 points of damage to anyone within 40ft (save for half damage). In a fight, dark stalkers are not above sacrificing lesser creatures, including dark creepers, to win the day or cover their retreat if things go poorly. They hate well-lit areas and always prefer to fight under the cover of magical darkness. Dark stalkers rarely fight to the death if it can be avoided, preferring to slip away if things begin to look grim. The origins of the dark stalkers and the dark creepers are shrouded in mystery, made more difficult to decipher by the fact that the dark stalkers do not keep records of their history. Many scholars believe that, just as the drow descended from elves, so too must the dark folk have descended from humanity, their eerie powers and spell-like abilities the result of generation upon generation of devotion to profane and sinister magic.

The dark stalkers of the Cyclopean Deeps, as well as their dark creeper servants, are almost all members of either the Kshamarat Civilization or the Avarthamna Civilization. See **Chapter 3** for further details.

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

skills. (***Monstrosities*** 84)

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

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

Denizen Of Leng

Hit Dice: 8
Armor Class: 5[14]
Attack: bite (1d3 plus lassitude), 2 claws (1d4+1)
Saving Throw: 8
Special: immune to poison, lassitude, magical abilities, regeneration (5 hp)
Move: 12
Alignment: Chaos
Challenge Level/XP: 13/2300

The eerie Men of Leng travel the universe from their strange homeland, always disguising themselves as humans in loose-fitting robes, with wrappings about the head and face. They are the same size as humans, but under their disguises they have horned brows, clawed fingers, mouths full of tentacles, and crooked goatish legs with cloven hooves. Many scholars have argued over where the otherworldly realm of Leng lies — some believe it can be found among the Outer Planes, while others are convinced it can only be reached via a dimension of dreams. The denizens of Leng can travel to other planes freely, and often do so in strange, black ships, constantly seeking new breeds of slaves or trading rubies for unusual services or magical treasures. At other times, their visits are much more violent, focusing on abducting victims for use as slaves or worse. On Leng, these denizens have long fought a war against that realm's monstrous spiders, a war that sometimes spills over into other worlds.

A Leng denizen's bite causes lassitude if the victim fails a saving throw (at –2). Any attack rolls, damage rolls, and saving throws are made at –2 thereafter until the victim has slept continuously for 12 hours. If the same victim is bitten (and fails the saving throw) a second time, the victim immediately falls into deep slumber and cannot be awakened for 12 hours. Additionally, a denizen of Leng is constantly able to read the thoughts of nearby creatures (*ESP*) and once per day can cast a *mirror image* of itself.

The denizens of Leng regenerate naturally if they are not on Leng, at a rate of 5hp per round. The process cannot be arrested by fire as it can, for example, with trolls. However, once a denizen reaches 0 hit points, the body dissolves into slime (and re-forms on Leng). On Leng itself, denizens do not regenerate, and die completely. Not having souls, they cannot be raised from the dead.

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

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

Dinosaur, Triceratops

Hit Dice: 16
Armor Class: 1 [18] (facing) or 6 [13] (rear)
Attacks: bite (1d8) and 2 horns (1d12)
Saving Throw: 3
Special: charge
Move: 9
Alignment: Neutrality
Number Encountered: 1 (lone bull), 1d4+1 (small herd), or 3d12 (herd)
Challenge Level/XP: 17/3500

A triceratops has three horns protruding from its face, and a protective plate rising like an armored frill behind its head. They are extremely hard to damage with frontal assaults. The bony plate behind the head would also provide excellent protection for a rider. The horns inflict double damage if the creature charges.

Triceratops: HD 16; AC 1[18] front, 6[13] back; Atk bite (1d8) and 2 horns (1d12); Move 9; Save 3; CL/XP 17/3500; Special: charge (double move, double damage horn attack). (***Monstrosities*** 124)

Drider

Hit Dice: 7
Armor Class: 3 [16]
Attacks: by weapon (1d8)
Saving Throw: 9
Special: magical abilities, spells
Move: 18
Alignment: Chaos
Number Encountered: 1d6
Challenge Level/XP: 9/1100

Driders are spider-centaurs: the body is that of a massive spider, but the torso is that of a delicate human-like person. Driders have the following innate magical abilities, usable once per day: create lantern-like lights at a range of 60ft, *darkness 15ft radius*, *detect magic*, and *levitate*. In addition, driders are spellcasters. Male driders are magic-users (4/3/2/1), and females are clerics (2/2/2/1/1).

Drider: HD 7; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1); **Move** 18; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special**: magical abilities, spells (4/3/2/1). (***Monstrosities*** 145)

Magical Abilities: 1/day—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *detect magic*, *levitate*.

Spells: 1st—*magic missile* (x3), *shield*; 2nd—*invisibility*, *mirror image*, *web*; 3rd—*fly*, *haste*; 4th—*charm monster*.

Drow

Hit Dice: 2
Armor Class: 3[16]
Attacks: By weapon
Saving Throw: 16
Special: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1 in 8 surprise chance, magic resistance (50%), magical abilities.
Move: 12
Alignment: Chaos
Number Encountered: 1d6, 3d4, or city of 1d10x100
Challenge Level/XP: 5/240

The drow are dark elves, denizens of the Under Realms, dwellers in darkness. They have coal-black skin and white hair. These creatures of chaos despise the surface-dwelling servants of Law, and would certainly choose to eradicate them if the drow themselves did not dislike sunlight. All attacks made by drow in sunlight, or in even magical light, will be made at a penalty of –2. All drow have the following spell-like powers: *darkness 15ft radius*, ability to limn a target in faint light at a range of 60ft (all have +1 to hit the victim), and the ability to create lantern-like lights at a range of 60ft. All drow wear +1 chain mail and carry +1 longswords. They wear cloaks and boots that make them difficult to see and hear (75% chance to surprise). All of this equipment will decay in sunlight, becoming useless after 2d6 days of normal exposure. Roughly half of normal drow will also be carrying hand-crossbows that fire poison darts (1d3 damage, sleep poison save at –4). Drow are capable of advancing in level, and their leaders may be considerably more dangerous than the normal 2HD (Ftr2) drow. Male drow may have magic-user levels up to 12, and fighter levels up to 7. Female drow may have fighter levels up to 9, and magic-user or cleric levels up to 12 or 18 respectively. These higher-level leaders may be carrying swords with greater than a +1 bonus, shields with a magical bonus, and/or wearing chain mail with greater than a +1 bonus.

Drow: HD 2; **AC** 3[16]; **Atk** +*1 longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 6/400; **Special**: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1 in 8 surprise chance, magic resistance (50%), magical abilities. (***Monstrosities*** 146)
Magical Abilities: at will—*dancing lights* (1–4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*.
Equipment: +*1 chain mail*, drow cloak & boots (75% to surprise), +*1 longsword*, hand-crossbow, 15 bolts coated in sleep poison (–4 on save).

Duergar

Hit Dice: 1+2
Armor Class: 4[15]
Attacks: By weapon
Saving Throw: 18
Special: +4 save vs. magic, immune to illusions, magical abilities.
Move: 9
Alignment: Chaos
Number Encountered: 2d8 or 1d100x2
Challenge Level/XP: 3/60

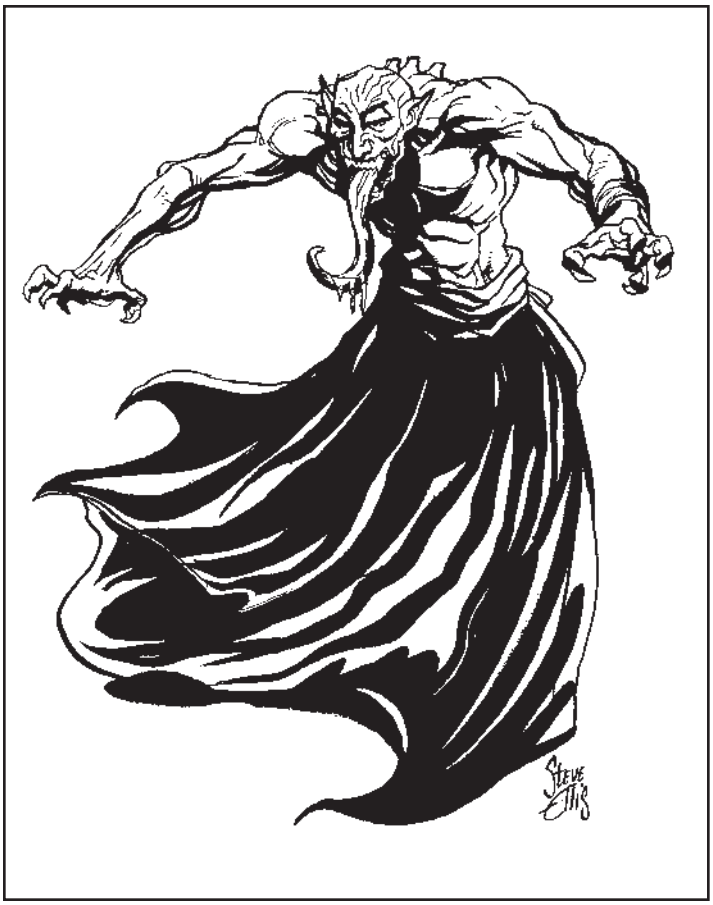
The duergar, often called the "dark dwarves," are foul-tempered creatures that loathe intruders to their underground realms — but not nearly as much as they do their kinfolk closer to the surface. Duergar dwell in communities deep underground, and appear as darker, more twisted versions of normal dwarves. Their skin is a dull gray, as though rubbed with dust or ash, but this is a natural coloration that better allows them to blend with their underground surroundings. They are a race of slavers, but while non-dwarven prisoners are usually put to backbreaking work, dwarves are generally slain on the spot. Duergar can turn invisible once per day, and can also double their size once per day (this allows the duergar to attack as a 4HD creature, and heals 50% of any damage the duergar had taken prior to the change). Duergar leaders gain +2 to hit rather than an increase in hit dice.

Duergar: HD 1+2; **AC** 5[14]; **Atk** warhammer (1d4+1) or light crossbow (1d4+1); **Move** 9; **Save** 18; **AL** C; **CL/XP** 3/60; **Special:** +4 save vs. magic, immune to illusions, magical abilities. (***Monstrosities*** 148)
Magical Abilities: 1/day—*enlarge* [attack as 4HD, 50% heal damage], *invisibility*.
Equipment: chain mail, warhammer, light crossbow, 15 bolts.

Encephalon Gorger

Hit Dice: 8
Armor Class: 6[13]
Attacks: 2 claws (1d6+1)
Saving Throw: 8
Special: *haste* (2/day), mindfeed (hit with both claws, auto 1d6/round from teeth, save negates), regenerate 3/round, resist cold.
Move: 6
Alignment: Chaos
Number Appearing: 1d4 or 4d6
Challenge Level/XP: 9/1100

An encephalon gorger is a sleek, pale-skinned humanoid standing about 7ft tall, with long, thin arms and legs. Its hands and feet end in four digits; the two middle digits being slightly longer than the outer two. Its mouth is lined with short, needle-like teeth, with the canines being most pronounced. An encephalon gorger's tongue is sleek and black. An enceph-



alon gorger strikes and tears at its victims with its sharp claws. If it hits with two claws, it grabs the victim and automatic starts to mindfeed in the next round. To mindfeed, the gorger sinks its teeth into the prey's head to drain cerebral fluid (1d6 points of damage per round). Twice per day, a gorger can give itself an adrenal boost of speed (similar to a *haste* spell). An encephalon gorger heals 3 hit points per round.

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

Ghast

Hit Dice: 4
Armor Class: 4[15]
Attacks: 2 claws (1d3), bite (1d6)
Saving Throw: 13
Special: immune to *sleep* and *charm*, stench (save or suffer –2 on attack rolls), touch causes paralysis for 3d6 turns upon failed save.
Move: 14
Alignment: Chaos
Number Encountered: 1d6
Challenge Level/XP: 5/240

Ghasts are highly intelligent ghouls. Their charnel stench is so powerful that anyone nearby (about 10ft) must make a saving throw or suffer a –2 penalty on attack rolls. As with ghouls, a hit from a ghast causes paralysis if the victim fails a saving throw.

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

Giant, Jack-in-Irons

Hit Dice: 16+1d6 points
Armor Class: 0[19]
Attacks: club (7d6)
Special: hurl boulders, shake earth (stomp foot, save or fall down), stun by club (save or stunned for 1 turn).
Move: 15
Saving Throw: 3
Alignment: Neutrality
Number Appearing: 1
Challenge Level/XP: 17/2300

A jack-in-irons looks like a huge orc adorned in chains. It stands 20 to 25ft tall and weighs 13,000 to 15,000 pounds. Any creature struck by its weapon must save or be stunned for 1 turn. A jack-in-irons can stomp its foot on the ground to cause powerful vibrations that radiate around the giant and cause opponents to fall down. The giant can throw rocks for 7d6 points of damage.

Giant, Jack-In-Irons: HD 16+1d6hp; **AC** 0[19]; **Atk** club or thrown rock (7d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 17/2300; **Special:** hurl boulders, shake earth (stomp foot, save or fall down), stun by club (save or stunned for 1 turn). (***The Tome of Horrors Complete*** 276)

Grue (Type 2)

Hit Dice: 6
Armor Class: 2[17]
Attacks: bite (2d6)
Saving Throw: 11
Special: extinguish lights within 100ft, healed by damage caused to victims, immune to all but magic weapons and spells with light effect
Move: 12
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 11/1700

Found in the darkest recesses of dungeons or in the deepest corners of attics, grues are the essence of Chaos and Darkness given form by evil and a ravenous appetite for living souls. Grues have no specific shape or form, save for the ravening, slavering jaws that close around the unsuspecting, or those who would venture into the darkness without a torch or match in their inventory. Grues are chaotic spirits that exist in a 10ftx10ft area of pure darkness. Any light source brought into that same area forces the grue to flee to the nearest dark area. Any creature within the area of darkness is subject to attack by the grue's jaws. For all intents and purposes, grues are invisible to anyone within the area of darkness, but outside of the area, a grue looks like "living darkness." Grues are only affected by

magical weapons or weapons that emit light of some kind, including a torch (which would act like a club). They are resistant to all spell attacks, save those that have some sort of light component (a light spell, prismatic spray or even fireball). Grues can magically extinguish one normal light source per round at a distance of 100ft. A grue's attack will replenish its hit points with any hit points "eaten" from its victims. A grue cannot replenish beyond its starting hit points. Anyone killed by a grue will vanish, including all of his equipment. In 1d4 days, he will become a grue.

— Author: Chgowiz

Grue (Type 2): HD 6; **AC** 2[17]; **Atk** bite (2d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 12/2000; **Special:** extinguish lights within 100ft, healed by damage caused to victims, immune to all but magic weapons and spells with light effect. (***Monstrosities*** 234)

Khryll

Hit Dice: 8
Armor Class: 3[16]
Attack: 8 tentacles (see below)
Special: iquefy internal organs of grabbed victim, mental blast, magic resistance (80%)
Move: 9
Saving Throw: 8
Alignment: Chaos
Number Encountered: 1d6 or 3d8
Challenge Level/XP: 13/2300

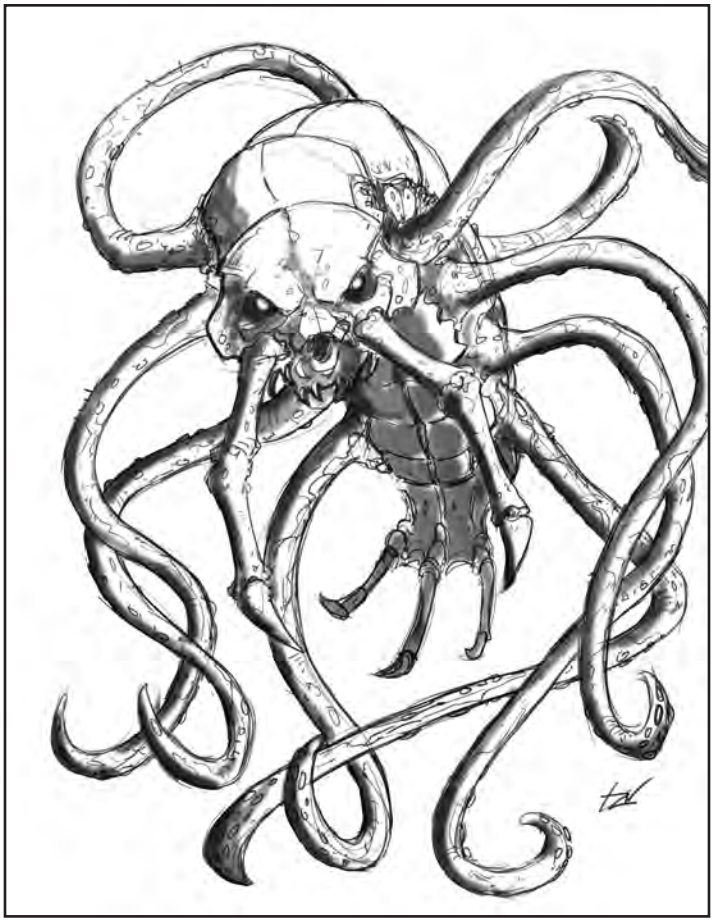
Khryll are bizarre subterranean creatures, possessed of a malevolently genius-level intellect. Ten to fifteen feet in length, they have curving, jointed shells like that of a crayfish or lobster, but without claws. Instead of legs, the creatures have squid-like tentacles emerging from each segment of the armored body. The tentacles of a Khryll permit a kind of limited levitation; a khryll can float and maneuver in the air provided that at least two of its tentacles are in contact with the ground or a wall. They cannot rise higher than the length of the 10ft tentacles. The origin of these creatures in the deep underworld is unknown, but they are rapacious harvesters of most other intelligent species, even to the extent of breeding slaves to serve as food. They communicate telepathically, and their primary attack is to produce a mental shockwave that necessitates a saving throw by anyone caught in the area of the cone-shaped psychic ripple. This cone extends 60ft: it begins at 5ft wide, at the khryll's forehead, and extends to a width of 20ft at the end of the cone. The effect of the blast depends upon how many creatures are caught within:

1-2 creatures in area: Natural 1 on saving throw = death, Failed save = stunned 3d6 turns, Successful save = panic for 1d10 rounds.

3-4 creatures in area: Natural 1 on saving throw = stunned 3d6 turns, Failed save = panic for 3d6 turns, Successful save = confused for 1d10 rounds.

5+ creatures in area: Natural 1 on saving throw = panicked for 3d6 turns, Failed save = confused for 1d6 turns, Successful save = confused for 1d6 rounds.

In melee combat (or at leisure if all its foes are incapacitated), Khryll hold prey with their tentacles and insert a mouth-tube into the victim to begin liquefying the internal organs. If an opponent is hit by any two of the khryll's tentacles, the khryll has an opportunity to jab its tube-like tongue down the victim's throat into the body cavity, and begin liquefying organs for ingestion. This inflicts 1d6 points of damage in the first round, 2d6 points of damage in the second round, 3d6 points of damage in the third round, and death in the fourth round (no saving throw). Once the two tentacles have grabbed an opponent with successful hit, no further attacks are necessary to continue holding the victim. If the Khryll is hungry it will suck the liquefied organs through its mouth-tube as food; otherwise it will lay eggs in the prepared body, and these will hatch into khryll-spawn in 1d3+1 days. Khryll society is quite complex and byzantine; in general no more than six of them will be encountered together at one time, but



in the deepest caverns beneath the earth there are unquestionably much larger populations of them. Their cities are said to be as much vertical as horizontal, with vast schools of khryll floating up the sides of underground cliffs where they have built bizarre structures and tunnels directly into the sides of their great caverns.

Khryll communicate by telepathy, at a range of 50ft. Anyone who does not wish to be mentally probed by a khryll must make a saving throw to avoid it. Even if the khryll successfully reads minds, it can only "hear" the individual's surface thoughts. Only a character with wisdom or intelligence higher than 13, who makes the saving throw successfully, will be aware of a khryll's attempt at mental probing.

— Author: Matt Finch

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

Lizard, Cavern

Hit Dice: 4
Armor Class: 5[14]
Attacks: bite (2d4)
Saving Throw: 13
Special: bite latches for automatic damage each round
Move: 9 (climb 6)
Alignment: Neutrality
Challenge Level/XP: 4/120

Cavern lizard are 8-foot-long gray lizards with wide feet and sapphire-gold bulging eyes. Their legs are thick and muscled and their large feet have small suction cup-like pads on the bottoms that aid in climbing. Its head is angular and somewhat flat. Its mouth sports a row of long, serrated teeth. These very aggressive hunters latch onto prey with their bite, automatically dealing damage each round thereafter.

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

Lizard, Giant

Hit Dice: 3
Armor Class: 5[14]
Attacks: 1 bite (1d8)
Saving Throw: 14
Special: none
Move: 12
Alignment: Neutrality
Number Encountered: 1d6
Challenge Level/XP: 3/60

Giant lizards (the ones described here, in any case) are about 4ft tall at the shoulder (not quite large enough to ride). Larger specimens could certainly be found — perhaps they continue to grow throughout their long lives, leading to giant lizards of close to saurian dimensions.

Giant Lizard: HD 3; AC 5[14]; **Atk** bite (1d8); **Move** 12; **Save** 14; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 300)

Huggermugger

Hit Dice: 2
Armor Class: 6 [13]
Attacks: by weapon (1d4)
Saving Throw: 16
Special: 3 or more around opponent can cause *confusion*.
Move: 6
Alignment: Chaos
Number Encountered: 1d6+3 or 1d10+10
Challenge Level/XP: 2/30

A huggermugger appears as a 3- to 4-foot-tall humanoid with short, cropped, black hair, hidden beneath a black hat, pulled low so as to hide its facial features. Its skin is pale and cold to the touch, regardless of the actual temperature in the surrounding area. A huggermugger's normal attire, in addition to its hat, is a robe of black or dark gray. Huggermuggers do not speak, other than the incessant chattering and mumbling they seem to constantly indulge in. If three or more huggermuggers surround an opponent and begin chattering, it causes *confusion* in the creature (as per the spell).

Huggermuggers (1d6+2): **HD** 2; **AC** 6[13]; **Atk** dagger (1d4); **Move** 6; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: 3 or more around opponent can cause *confusion*. (***The Tome of Horrors Complete*** 330)
Equipment: dagger, 1d10+10gp.

Imp

Hit Dice: 2
Armor Class: 2[17]
Attack: sting (1d4 plus poison)
Special: +1 or better weapon to hit, immune to fire, poison tail, polymorph, regenerate.
Move: 6 (fly 16)
Saving Throw: 16
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 6/400

Imps are demonic creatures sent or summoned into the material plane. They are about a foot tall, and have small but functional wings. An imp can polymorph itself into one or two animal forms: a crow, goat, rat, or dog being common. Imps regenerate 1 hit point per round, and can be hit only by silver or magical weapons (or by animals with 5+ hit dice). In some cases, they may be forced to serve as a familiar to a powerful and evil magic user.

Imp: HD 2; **HP** 9; **AC** 2[17]; **Atk** sting (1d4 plus poison); **Move** 6 (fly 16); **Save** 16; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, immune to fire, poison tail, polymorph, regenerate. (***Monstrosities*** 263)

Roper

Hit Dice: 10–12
Armor Class: 0[19]
Attacks: tentacle (weakness), bite (2d10)
Saving Throw: 5–3
Special: 6 tentacles grab at 1 per round and cause weakness (save or at 50% of strength), half damage from cold, immune to electricity, susceptible to fire (+1 damage per hit die inflicted)
Move: 3
Alignment: Neutrality
Number Encountered: 1d3
Challenge Level/XP: 10HD: 11/1700; 11HD: 12/2000; 12HD: 13/2300

Ropers are shapeless but extremely tough-skinned organisms, with about the body mass of a hill giant. They look very much like stone, and can shape themselves to resemble a natural pillar, stalagmite, lump, or any other simple rock formation. To attack, the roper hurls out long tendrils with a range of 50ft (one per round); the roper can use as many as six of these tentacles at a time. If the tentacle hits, it grabs the victim and draws him 10ft per round toward the roper's huge, tooth-filled mouth. The victim must make a saving throw or lose half his strength points due to the secretions on the tentacle (3d6 turns). A human has a 1 in 6 chance per round to break the roper's hold if his strength has been halved, 2 in 6 if his strength remains normal. Ropers are immune to electricity and take only half damage from cold, but they are susceptible to fire, taking +1 damage per hit die inflicted by fires (e.g., a 6 hit die fireball inflicts +6 damage).

Roper (10HD): HD 10; **AC** 0[19]; **Atk** tentacle (weakness), bite (2d10); **Move** 3; **Save** 5; **AL** N; **CL/XP** 11/1700; **Special:** 6 tentacles grab at 1 per round and cause weakness (save or at 50% of strength), half damage from cold, immune to electricity, susceptible to fire (+1 damage per hit die inflicted). (***Monstrosities*** 400)

Roper (11HD): HD 11; **AC** 0[19]; **Atk** tentacle (weakness), bite (2d10); **Move** 3; **Save** 4; **AL** N; **CL/XP** 12/2000; **Special:** 6 tentacles grab at 1 per round and cause weakness (save or at 50% of strength), half damage from cold, immune to electricity, susceptible to fire (+1 damage per hit die inflicted). (***Monstrosities*** 400)

Roper (12HD): HD 12; **AC** 0[19]; **Atk** tentacle (weakness), bite (2d10); **Move** 3; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** 6 tentacles grab at 1 per round and cause weakness (save or at 50% of strength), half damage from cold, immune to electricity, susceptible to fire (+1 damage per hit die inflicted). (***Monstrosities*** 400)

Shroom

Hit Dice: 6+1
Armor Class: 6[13]
Attacks: weapon (1d8)
Saving Throw: 11
Special: control plants, plant growth, spells

Move: 9
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 8/800

Shrooms are evil geniuses, large toadstool creatures with considerable magical powers, standing nine feet in height and with a stem diameter of four feet. They lurk in the deep places of the earth and in dank forests, plotting ruin against surface dwellers and scheming to gain power for themselves by any means possible. They are highly adept with magic that influences plants, and most of them are knowledgeable in various forms of arcane study of other kinds, such as alchemy. Many, too, will surround themselves with strange minions that they have created, grown, or bred. Shrooms are highly individual, and the Referee should feel free to invent all kinds of these sinister malefactors. Most will have the spellcasting abilities of at least a fourth level magic user, and all have strange powers to create and shape the plants of their environments (growing and controlling them). Although these powers take time to employ and will not be relevant in combat, they can be used to create a considerably hazardous lair. The flesh of a Shroom is delectable, but deadly. Any person eating Shroom-flesh must make a saving throw versus poison or be affected as if by a *feeblemind* spell. The condition may be reversed by a *heal* or *restoration* spell. The effects of the toxin can actually turn out to be beneficial in the long run; there is a 5% chance that a feebleminded character who has been healed or restored will permanently gain a point of intelligence from the effects of the Shroom-flesh.

— Author: Matt Finch

Shroom: HD 6+1; **AC** 6[13]; **Atk** staff (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: control plants, plant growth, spells (3/2). (***Monstrosities*** 424)
Spells: 1st—*charm person* (x2), *magic missile*; 2nd—*invisibility*, *phantasmal force*.

Spider, Phase

Hit Dice: 5
Armor Class: 6[13]
Attacks: bite (1d6 plus poison)
Saving Throw: 12
Special: phase to avoid attacks (except from ethereal), poison (+1 save or die).
Move: 18
Alignment: Neutrality
Number Encountered: 1d4
Challenge Level/XP: 6/400

Phase spiders can shift out of phase with their surroundings (so they can be attacked only be ethereal creatures), only to come back into phase later for an attack.

Phase Spider: HD 5; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** phase to avoid attacks (except from ethereal), poison (+1 save or die).

Syanngg

Hit Dice: 8+20hp
Armor Class: 2[17]
Attacks: up to 6 bites (1d4)
Saving Throw: 7
Special: magic resistance (25%), magical ability from each head.
Move: 6
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 14/2600

The syanngg is a radially-symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. By stretching out, they can flatten their bodies almost entirely, with the exception of the seven-foot long necks. A syanngg has 6 heads, and can bring 1d4 heads to point toward any given 90-degree quarter around itself. Each head has a different type of magic that can be projected from its eyes, as follows:

1 — *slow* (range 40ft)
2 — *lightning bolt* (5d6 damage, range 60ft)
3 — *dispel magic* (level 12, range 40ft)
4 — *turn to stone* (range 30ft)
5 — *paralysis* (range 30ft, duration 3d6 turns)
6 — *charm* (range 20ft)

Syannggs are ferocious creatures, dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syanngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syanngg mindset, but they are usually well considered and practical. In particular, syannggs do not hesitate to risk themselves in battle, since they glory in victorious slaughter just as much as they lust after gold and power.

— Author: Matt Finch

Syanngg: HD 8+20; **AC** 2[17]; **Atk** up to 6 heads (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special**: magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)
Magical Abilities: 1—*slow* (range 40ft); 2—*lightning bolt* (5d6, range 60ft); 3—*dispel magic* (level 12, range 40ft); 4—*flesh to stone* (range 30ft); 5—*hold monster* (range 30ft, duration 3d6 turns); 6—*charm monster* (range 20ft).

Troglodyte

Hit Dice: 2
Armor Class: 4[15]
Attacks: 2 claws (1d3), bite (1d4+1) or by weapon and shield (1d8)
Saving Throw: 16
Special: chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect)
Move: 12
Alignment: Chaos
Number Encountered: 1d10 or 1d10x10
Challenge Level/XP: 3/60

Troglodytes are subterranean reptile-people. In battle, they emit a horrible smell that weakens most other races. Failing a saving throw against the smell causes the victim to lose 1 point of strength per round for 1d6 rounds, with the loss persisting for another 10 rounds thereafter. Troglodyte skin is slightly chameleon-like, which allows them to mount very effective ambushes. Troglodytes despise the civilized races and seek to annihilate them, but different clans do not ordinarily work well together. Troglodyte bands are often led by strong specimens, which can be 3 or 4 hit dice monsters.

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

Troll, Two-headed

Hit Dice: 10
Armor Class: 3[16]
Attack: 2 weapons (1d10) or 2 claws (1d6)
Saving Throw: 5
Special: rend if both claws hit for additional 2d6, regenerate 1hp/round, surprised only on a 1 in 8
Move: 12
Alignment: Chaos
Number Encountered: 1, 1d3+1, or 1d2 plus 1d4 trolls
Challenge Level/XP: 11/1700

The two-headed troll is thought to be the hideous offspring of an ettin and female troll. Sages contend that no other explanation is possible concerning this monster. Two-headed trolls prefer to make their lairs underground and away from civilization. Although believed to be the offspring of an ettin and troll, they do not associate with the former, but are often found leading the latter during raids or wars. A two-headed troll stands about 10ft tall and weighs about 2,000 pounds. Its hide is mottled green or gray, and its facial features resemble that of a standard troll. Two-headed trolls typically dress in rags or tattered clothes or even battered and rusted armor on occasion. Their legs end in three-toed feet, and their powerful arms end in sharpened claws. The two-headed troll has the slow moving gait of the normal troll, but does not walk hunched over. Two-headed trolls speak the language of trolls and the language of ettins. If a two-headed troll hits with both of its claw attacks, it latches onto the opponent's body and tears the flesh for an additional 2d6 points of damage. A two-headed troll heals 1 point of damage each round so long as it has at least 1 hit point. It cannot regenerate limbs.

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

Xole

Hit Dice: 8+4
Armor Class: 2 [17]
Attacks: two-handed mace (1d10+5) and tail (2d6)
Saving Throw: 8
Special: constriction, immune to fire and cold
Move: 12
Alignment: Chaos
Number Encountered: 1d6
Challenge Level/XP: 10/1400

Xoles bear a close physical resemblance to the salamanders of the elemental plane of fire, having a somewhat human head, human arms, and a serpentine body. Rather than being creatures of fire, however, the xoles are creatures of stone, being native to the elemental plane of earth. As such, they are immune to fire and cold, and can be affected by *protection from evil*. A xole is only slightly larger than a salamander; the torso of a xole is equivalent to that of a seven-foot tall, but massive, person. The tail is almost ten feet in length, which is the reason xoles are categorized as "Large" size. Xoles generally carry heavy stone maces as weapons; even xoles can only wield these weapons two-handed, and they cannot be lifted by any creature not from the elemental plane of earth. If one of the weapons is dropped to the ground, it will dissolve into the stone after a period of a year and one day. If a xole hits successfully with its tail, it inflicts automatic constriction damage thereafter. Xoles can move through solid rock or earth, although it takes a full round to enter solid stone. There is no allegiance between xoles and xorns beyond the fact that both types of creatures are native to the elemental plane of earth. Xoles, obviously, are more organized than xorns, and are generally found on the prime material plane in the service of some evil purpose, as contrasted to the neutral and relatively purposeless wanderings of the xorns.

— Author: Matt Finch

Xole: HD 8+4; **AC** 2[17]; **Atk** two-handed mace (1d10+5) and tail (2d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** constriction, immune to fire and cold. (***Monstrosities*** 520)

Xorn

Hit Dice: 7
Armor Class: –2[21]
Attacks: 3 claws (1d3), bite (4d6)
Saving Throw: 9
Special: immune to fire and cold, half damage from electricity, travel through stone.
Move: 9
Alignment: Neutrality
Number Encountered: 1d4
Challenge Level/XP: 9/1100

Xorn are bizarre creatures, originally from the elemental planes of earth, which eat precious metals and other minerals. They have a rocklike consistency, granting an extremely good armor class, and appear to be made of stone. Xorn have a barrel-shaped body, radially symmetrical with three eyes, three arms, three stubby legs, and a powerful mouth set in the top of the creature's body. The stone-like appearance grants the xorn a tremendously good chance of surprising its enemies. These creatures are immune to fire and cold damage, and take only half damage from electrical attacks (no damage when saving throws are successful). A xorn can swim through stone, but requires a full melee round to enter solid rock, during which time it cannot attack. Phase Door spells will utterly destroy a xorn that is traveling through rock or readjusting its composition. Xorn are particularly vulnerable to spells that affect earth and stone. Move Earth spells may be used to hurl a xorn backwards 30ft and stun them for a full round. Stone to flesh and rock to mud spells weaken the xorn's elemental structure, increasing the creature's AC to 8[11] until the xorn concentrates for a full round to readjust its composition. Passwall spells inflict 1d10+10 points of damage with no saving throw.

Xorn: HD 7; **AC** –2[21]; **Atk** 3 claws (1d3), bite (4d6); **Move**

9; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** immune to fire and cold, half damage from electricity, travel through stone. (***Monstrosities*** 521)

Elder Things and Middle-Divinities

Between the realms of humankind and the realms of the gods, there lies an oft-forgotten realm of "middle" powers: the demi-gods, the almost-gods, the princes of elemental Chaos and Law, the princes of the underworld and the saints. The blindingly angelic on the one hand; the sanity-crushing relicts of primordial Chaos upon the other. These forces move upon the Earth and in the higher and the lower planes, striving for dominance amongst each other — and beings such as human kith and kind are the playing pieces in their intricate games. These forces shift like tectonic plates in the Cyclopean Deeps, a place where the stakes are higher than the surface world, where the more powerful playing pieces are gathered, where the subtler players make their more significant moves.

CHOA-THOOM

CHOA-THOOM is an elder creature that lives physically within the Cyclopean Deeps. One could describe CHOA-THOOM as a death-godling with necromantic or death/life powers. Best not to get too deep in ***Chapter 8: Flagon of the Death God***.

Eye of Gaaros-Uaazath (commonly, "Eye of Gaaros")

The Eye of Gaaros is the sapient remnant of a titanic being, possibly one that brought Khryll into the world as passengers or vermin. More information may be found in ***Chapter 2: Eye of the Titan***. The Eye's current goal is to rebuild the rest of its original body. It is being assisted in this goal by a cult-like following of khryll. Only the khryll worship this being, if worship is even an accurate description.

Isclaadra, Demon-Prince of Mists

Isclaadra's presence is felt throughout the Cyclopean Deeps. The Deeps are vitally important to his schemes on this world, for they are a source of darkmist (see ***Chapter 1: Izamne, City of Endless Dark***). Isclaadra's main forces comprise his nebunorne demons and the Vessals, his eerie priestesses, although he can muster small armies of darkfolk (mainly the Avarthamna).

It is important to understand that describing Isclaadra's goal of dominating the Cyclopean Deeps is a bit like describing a Chess Grand Master's intentions as "planning to move King's Pawn from K-2 to K-3." It might be very important to the characters, since they are, by analogy, located in K-3. However, the existence of a grand master strategist, the arrangement and even the existence of the rest of the chess board, and the implications of an opening move from K-2 to K-3 … all these are utterly beyond the characters' initial understanding of matters. At least, that's where matters stand at the beginning. By the time they have traversed the tenebrous corridors and chambers of the Cyclopean Deeps, they might understand a bit more about demonic politics and strategies at the "Middle-Divinity" level of the cosmos. There are more things in Heaven and Earth, Horatio …

Noagana the Unseen

Noagana is an abstract concept with inherent power, rather than an actual being. As such, it is entirely unlike the other middle powers listed here. The Noagana-concept is affiliated with darkness and the number three. A detailed description is included in the glossary.

Sa-Heloth, Ancestor-Spirit of the Serpentfolk

Sa-Heloth is a powerful ancestor spirit, held anchored in the Cyclopean Deeps by the necromantic powers of the serpentfolk Yellow Society. Sa-Heloth has been subtly guiding its nest of descendants toward greatness, tyranny over their foes, and unstoppable arcane power. It

may be, of course, that Sa-Heloth's efforts to affect the course of their actions are actually sapping the inherent energy of his children, slowly pushing them toward hubris and ruin. Sa-Heloth, although a terrifying and mighty thing, only barely fits into the scope of this particular section, for it is not quite as powerful as a demon-lord. However, it is physically present within the Cyclopean Deeps, and the characters could very well come face-to-face with Sa-Heloth in the course of their adventures.

Teratashia, Demon-Princess of Dimensions

The aspirations of this demon-princess to control the Cyclopean Deeps were shattered when her darkfolk followers in the City of Izamne were massacred in a single night, an event called the Annihilation. There are still remnants of the Teratashian civilization in Izamne, for those who might look. The architectural theme of roaches, in particular, was a characteristic of the Teratashians. Teratashia wields virtually no power here, and it would take a very interesting proposition by forces or followers of Chaos to lure her attention back to the site of a significant and humiliating defeat at the hands of another demon-lord (Isclaadra). Teratashia's only real ally in the Cyclopean Deeps is the wizard Aouc Jamac, who is playing a very deep and very dangerous game of high-stakes demonic politics. See ***Chapter 8: Flagon of the Death God*** for more details about Aouc Jamac.

Zuuljj, Elemental Prince of Earth-Chaos

Zuuljj is a tremendously powerful denizen of the Elemental Plane of Earth, akin to the great nobles who rule the efreet and the djinn. He is a grey-skinned being who wields a pair of stone hammers, and he is venerated by many clans of the duergar, the dark dwarves. Zuuljj dwells in the legendary City of Malachite, lord of Xoles and Xorn, and of the nomadic Xandjinni (Kzand-jeeni). Zuullj once wrote his motto (the "Creed of Zuuljj") on stone tablets, and placed them at the gates of the city. They read: "Obey, Acquire, Dominate." Some duergar fundamentalists have created a book called "The Mystical Interpolation of the Creed of Zuuljj," which is a broad, so-called "explanation" of the three words of the creed and the order in which they appear. Some of the conclusions they have reached are at best stretched, and at worst peculiar. The Zuuljjan Mystics believe (of course) that the duergar are destined to rule the entire world, wipe out all dwarves, follow the commands of their leaders as long as the leaders are true to the doctrines of Zuuljj, and wear a red triangle ,— representing the three words of the creed — tattooed (or at least painted) on their faces.

Unfortunately, the characters are likely to encounter some of the fanatical Mystics of Zuuljj as they explore the Deeps.

Appendix III: Magic Items

Darkmist Bottles

Many darkfolk alchemists are able to distill and refine darkmist into a liquid. If it is exposed to air, the liquid will immediately expand into a gas. It may, thus, be used essentially as a darkness grenade. Moreover, there is a minor magical effect of the liquid-to-gas expansion, as well. In the area where the darkness expands, any spell or magical condition has a 1 in 20 chance of becoming unstable. If this happens, there is a 50% chance that the magic will be dispelled, and a 50% chance that its power will be doubled (in whatever way that a doubling of power makes sense for that spell, if at all).

A much rarer version, which can only be prepared by alchemists of surpassing skill, is liquid darkmist that boils more slowly, releasing its darkness over time rather than all at once.

Dream-Gobbets

Dream gobbets are solidified bits of dreams that are — it must be said — the solid excrement of dream-eating plants and organisms. If touched, they impart a moment or so of the dream that was eaten. If someone eats the *dream gobbet*, that person has the dream incessantly while sleeping until the *gobbet* has passed fully through the gastro-intestinal system. Due to the restless nature of a repetitive dream, the character is unable to heal hit points naturally while suffering from the dreams. It takes about 24 hours for the *gobbet* to get through the digestive system and make its departure.

The *gobbets* have a texture like lumps of fat (hence the name).

Earring of Shadowleaping

An *earring of shadowleaping* allows the wearer to teleport from one shadow to another within a range of 30ft. The earring generally appears to be of middling value, perhaps 50gp. It requires that the wearer's ear (or anywhere, actually) be pierced; it will not work unless it is worn pierced in some fashion.

Emergency Elemental

These magic items are glass spheres containing the essential core of an 8-HD elemental. Thus, the sphere of an earth elemental appears to contain a rock; that of a fire elemental, a small flame; that of a water elemental, some seawater; and that of an air elemental appears to be empty. If the glass breaks, the elemental is freed. It is not able to return to its home plane for 3d6 turns, and during this period of time it madly attacks anything around it.

Gauntlets of Sight and Sound

These jointed metal gauntlets may be worn by members of any character class, but they require a full turn to remove due to a strange system of intricate clasps — apparently the clasps were designed specifically to make the gloves hard to remove quickly. When the wearer holds his hands up with the fingers touching in a circle, anyone looking through the circle formed by the two hands sees — as if through a lens — the truth of what lies ahead. The effect is identical to that of a *gem of seeing*, but of course both hands must be unencumbered to use the gauntlets. Anyone looking through the gauntlets for more than a full hour at a time (or for a total of more than three hours in a single day) suffers debilitating headaches and has tired arms (no spellcasting and all attacks with melee weapons at –1 for 24 hours).

The gauntlets have a second ability that allows the wearer to understand spoken languages. To employ this power, the wearer simply cups his hands behind his ears. This power operates once per day for no more than a half hour.

Jupiter Kwan's Admonishing Lanthorn

These rather nasty items are shrunken heads imbued with necromantic powers. The head's eyes project a beam of invisible light, like a lantern, in a cone shape. The light acts as a *detect magic* spell, and also reveals invisible creatures and items. The *Lanthorn* works at full capacity for 3 hours, but after this the light dims and no longer shows anything except within an inch of the head's eyes. Even that ability fades within an hour. If the head's eyelids are pushed down over the eyes, and the head is allowed to "sleep" for 6 hours, the eyes will once again provide their eerie magical light.

The name of the items is perhaps deceptive, for the magic of the lanthorns provides no admonishment when used. It was the *creation* of the lanthorn that provided the admonishment — to the person whose head was used to make it. Jupiter Kwan's rebukes are somewhat infamous.

The Octopus Diadem

The diadem resembles a golden octopus with eyes of sapphire. The octopus body is the size of a small cat, and the sapphires are massive, a profoundly dark blue that somehow seems miles deep. The diadem is a thing of unearthly beauty, clearly intended to be worn as a crown, with the curved tentacles swept gracefully around the wearer's head to hold itself in place.

Before it was claimed by the demon-princess Teratashia, the diadem had been lost for aeons, fashioned by some unknown and forgotten race of slaves to depict their master, an elder thing whose appearance was far more horrible than the image on the diadem would suggest. The dark paladin known as Priest-Killer discovered it and brought it to his dread mistress, who in turn gifted it to her High Priestess among the dark stalkers of the Cyclopean Deeps, in the City of Izamne.

This doomed, decadent creature wore the Octopus Diadem in her hair on the night of the great Annihilation. As the thousands of dark stalkers and creepers of her civilization were slaughtered and the streets of Izamne ran black with blood, the diadem soaked into itself the mystical power of a thousand deaths. The high priestess fled; a beckoning hand, the urgent offer of a hidden door; safety. She was never heard from again.

The current high priest of Tsathogga, when he was but an acolyte, heard the story of her long death from his own high priest many times; a fond retelling of the man's greatest and most secret triumph. No other living person, save one, knows.

The False Diadem

The false diadem is to be found in a secret chamber underneath the altar of Tsathogga in the City of Izamne. It allows the wearer to cast *finger of death* once per day, which uses up one charge. The headdress has 20 charges.

Phylactery of Blindness

A *phylactery of blindness* is a one-use magic item that cannot be recharged. It is a rune carved into a wax disk that is tied to the wearer's forehead. When the wearer speaks a command word (often scribed on the phylactery itself, as an aid to memory), the wax disk flashes with intolerable brightness for a split second and is then gone. Anyone in front of the *phylactery's* wearer must make a saving throw or be blinded for 3d6 rounds.

Only the Red Society serpentfolk of the Cyclopean Deeps know the proper formulation of the magical wax used in crafting these items, and only the Blue Society retains the mystical knowledge required to scribe the rune of power into the soft substance. However, it might be possible for a skilled magic-user, provided that the character or hire possesses an undamaged phylactery, to duplicate the material and the rune.

Any sort of fire or very intense heat damages or destroys a *phylactery of blindness*.

Rune-Chains of Gnagga

These two chains are unique, and are currently in the possession of the Balor Hajjirtha in the subterranean city of Izamne. As long as the rune-chains are in contact with stone, the wearer is immune to any damage caused by metal or stone. They are intensely painful to wear, and cannot be removed unless the wearer is dead.

If the command word "Gnagguldra" is spoken within 100ft of the rune-chains, they will ignite with blue fire (causing 1 hit point of damage per round, provided that the wearer is not immune to fire), and they will only protect the wearer from half of any damage caused by stone or metal (for a period of one hour following the speaking of the command word).

Scepter of Stunning

These particular weapons are of unknown origin, but there are several in the hands of the high and mighty in the Cyclopean Deeps. They are of particular interest to shamans of certain cults or to clerics, because they do not draw blood. The scepters themselves are made of twisted wood, probably the root of some unknown plant, stained and polished. The spell or ritual laid upon the scepter gives it a tremendous impact when it strikes an opponent, causing a saving throw against being stunned for 2d4 rounds (the saving throw, however, is made at +2).

Soul Nets of the Kshamarat

If a Kshamarat dark stalker manages to knock an opponent unconscious, or to kill it, the stalker quickly undertakes two tasks. First, a trophy is needed, so the stalker will smash out or cut out several teeth, if there is not time, then a scalp will suffice. Secondly, the victim's soul needs to be collected. Most dark stalkers carry a wispy grey net with their other possessions; this innocuous-looking wisp is one of the most feared accoutrements of the Kshamarat. When the stalker strokes it across the nose and mouth of a dead or dying person, that person's soul is caught within the net rather than being freed to go to its final destination in the cosmos. Souls can be sold to various buyers, from necromancers to demons. One might even wonder where the souls of Izamne have been going.

The *Umpathra Manuscript*

This manuscript is an ancient artifact of old ones that lived before the advent of humanity.

Anyone actually reading page by page through the manuscript rather than just "skimming" it must make a series of die rolls. When a roll is "versus" an attribute, this means that the die roll must be less than or equal to the attribute score to succeed. In other words, you're trying to roll under (and/or equal to).

Die Roll	If Succeed	If Fail
5d6 vs. Wisdom	Lose 1d4+1 hit points, but stop rolling	Lose 1d4+1 hit points and 1 wisdom point, paralyzed, keep rolling.
4d6 vs. Wisdom	No effect and stop rolling	Lose 1d4+1 more hit points, 1 point of wisdom, keep rolling
4d6 vs. Wisdom	No effect and stop rolling	Lose all sanity, 1 point of wisdom, and become invisible, keep rolling
3d6 vs. Wisdom	No effect and stop rolling	Lose 1d4+1 hit points, 1 point of wisdom, and become ethereal.
1d6 vs. Wisdom	No effect and stop rolling	Die and keep rolling
1d6 vs. Wisdom	If raised from the dead, gain 1 level of experience	Cannot be raised from dead

The manuscript is incomplete, missing the seventh page. If the manuscript is joined with the missing seventh page, the reader will gain a dangerous but useful understanding of the primordial powers of Chaos and how they continue to interact with material reality and various other dimensions. Such knowledge could be useful for a magic-user willing to take the risks of dabbling in these unthinkable powers. A magic-user may use the manuscript in an attempt to create Primordial-Chaotic magic items, dimensions, and/or creatures. In general, such powers cannot be tapped by humans without the help of a blasphemous tome like this one, and even with the help of the manuscript the magic-user will be contending with forces that threaten sanity and existence itself. The manuscript cannot be copied any further than it already has been: the minor inconsistencies introduced by copying will cause anyone using a copy to turn into a Leng-spider (saving throw negates).

Veil of Leng

These veils, when no one is wearing them, are diaphanous and almost invisible. If the wispy cloth is placed over (or relatively near) a person's face, the veil suddenly comes to life, squirming parts of itself into the new wearer's nose and mouth. The wisps of veil inside the wearer's face draw blood into the rest of the item, so that the entire veil darkens and appears to be a crimson cloth over the bottom two-thirds of the face. Once the veil is in place and charged with blood, it begins to work its subtle, otherworldly magic upon the wearer. The wearer is protected in the following ways, and senses when it is possible to use one of the veil's powers:

- The wearer gains a +2 on any saving throws against illusion magic.
- The wearer is immune to the effects of the Air of Leng
- The wearer can move in and out of the Dreaming Mist, at will.

Wand of Amazement

This magic item produces unpredictable effects when used. If the wand is pointed and the command word is spoken (command words usually being inscribed on the wand), roll to determine the effect:

Roll (1d100)	Effect
01–05	*Insect plague*
06	Summon second-category demon
07–10	*Fireball*
11–15	*Lightning bolt*
16–20	*Continual light* on first item, object, or being in front of the wand's tip

Roll (1d100)	Effect
21–25	Charging rhinoceros pops from tip of wand and continues charge
26–30	All locks, knots and buckles in a 50-foot radius are undone; all doors and chests open
31	First object or creature in front of wand is sucked into the wand and imprisoned there until the next use of the wand.
32–33	Vines spring forth and entangle the wand's holder and anyone within a 40-foot line of the wand's tip.
34–35	A flower blossoms from the wand
36–37	Charging rabbit pops from tip of wand and continues charge
38–40	Water pours from tip of wand, producing 2 gallons per minute for 20 minutes (wand can be used for other things, but keep pouring water)
41–45	400 feet of rope leaps from the wand, shooting to a distance of 100 feet if possible.
46–50	Plants grow from nowhere in a 50-foot radius from the wand.
51–60	*Disintegration* beam to a distance of 50 feet
61–70	Everything in a 60-foot cone *backward* from the tip of the wand, starting with the holder, becomes invisible
71–75	500 gold pieces begin shooting from the tip of the wand
76–80	User of wand shrinks to half normal size (until remove curse is cast)
81–85	Flowers grow from the wand's target
86–90	Wind gust causes flames to extinguish and all must make a saving throw or drop items they are holding, in a cone that reaches 100 feet from the wand's tip.
91–92	Anyone targeted by the wand permanently gains a tail (25% rat, 25% pig, 25% cat, 25% rabbit) until remove curse; objects turn translucent for 3d6 turns
93–94	Flash of light permanently blinds all inside a 60-foot cone extending from the wand's tip (saving throw negates effect). *Continual light* remains on all surfaces in that area.
95–96	1d6 shadows appear in an area 1d6x10 feet from the wand's tip
97–98	Anyone in cone 60 feet long in front of wand's tip is healed for 2d6+2 hit points of damage
99–00	Djinni appears, and offers to grant one *wish*

Appendix IV: New Spells

The Manifold Curse of Jupiter Kwan

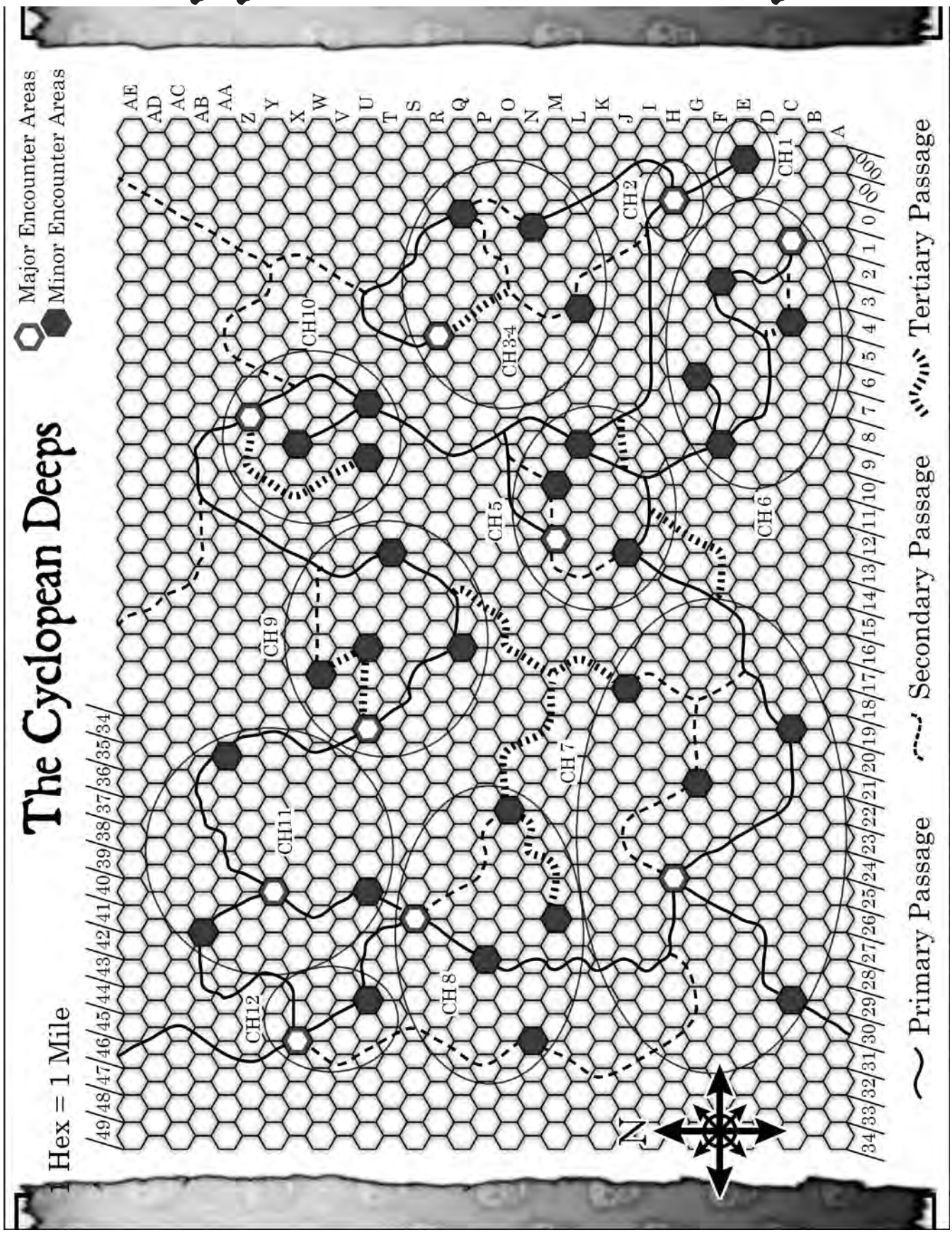
Spell Level: Magic-User 8
Range: 20ft
Duration: 1d6 weeks or until *removed*

This spell causes the victim to fold up into a little ball the size of an apple. As the spell takes effect, there is approximately one minute of transition, which is an odd, explosive combination of certain elements of taffy-pulling and complex origami. A successful saving throw allows the victim to avoid the spell's main effect, although some mild nausea is likely in the days following, not serious enough to cause any actual penalties. The victim will remain in the ball shape for 1d6 weeks unless the curse is made permanent (an entirely different magical process). If the caster chooses to keep the victim on a shelf, perhaps as a decoration or *objet d'art*, and continue casting the spell every week or so, the victim receives no saving throw if he or she is already in ball form.

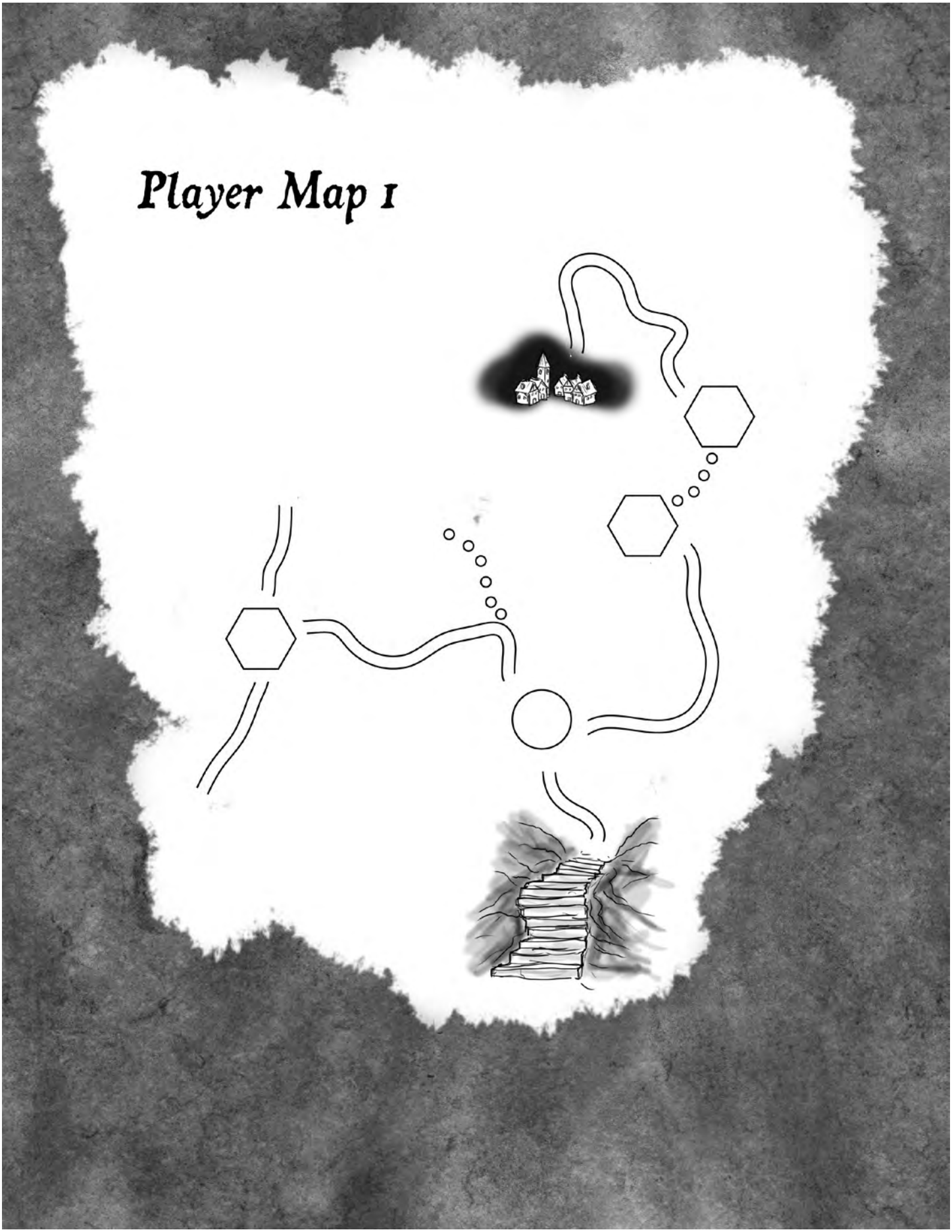
The ball can be useful during the 1–6 week duration of the curse, for it will have 1d2 internal compartments that can hold 5ft by 5ft by 5ft of volume without increasing the weight of the ball.

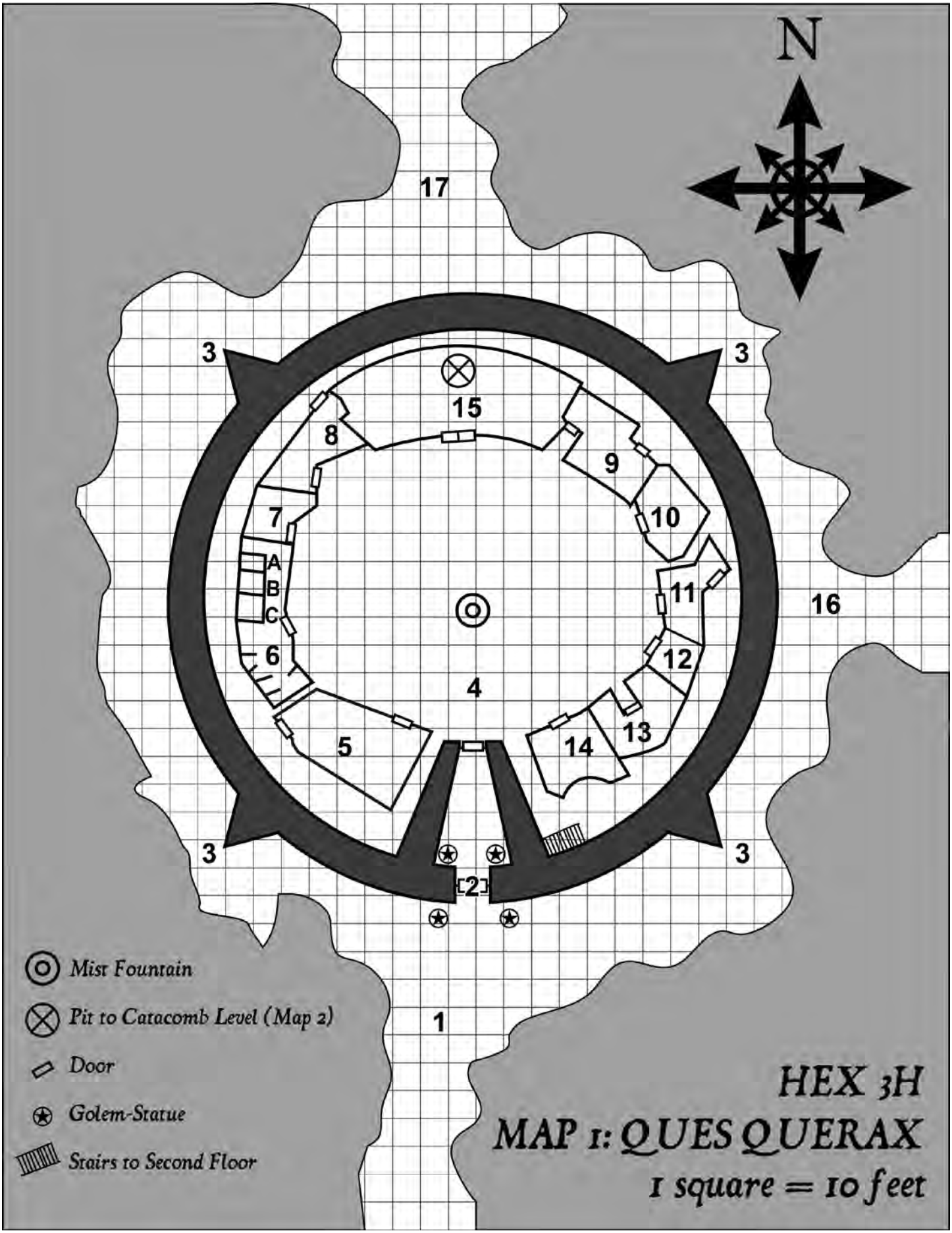
The spell can be undone by use of *remove curse*, but the procedure has only a 60% chance of success (the caster's level should also be added to the success percentage).

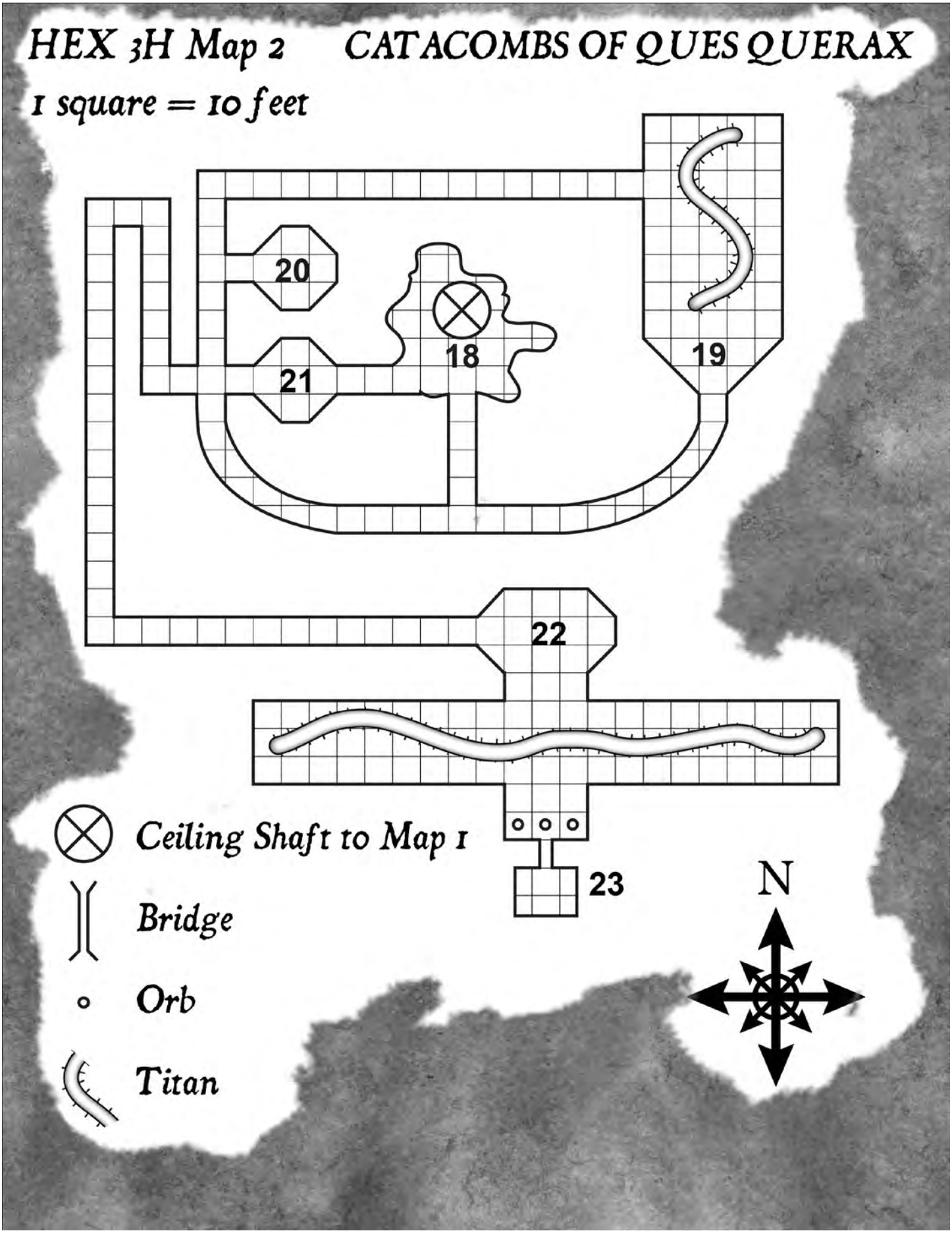
Appendix V: Maps

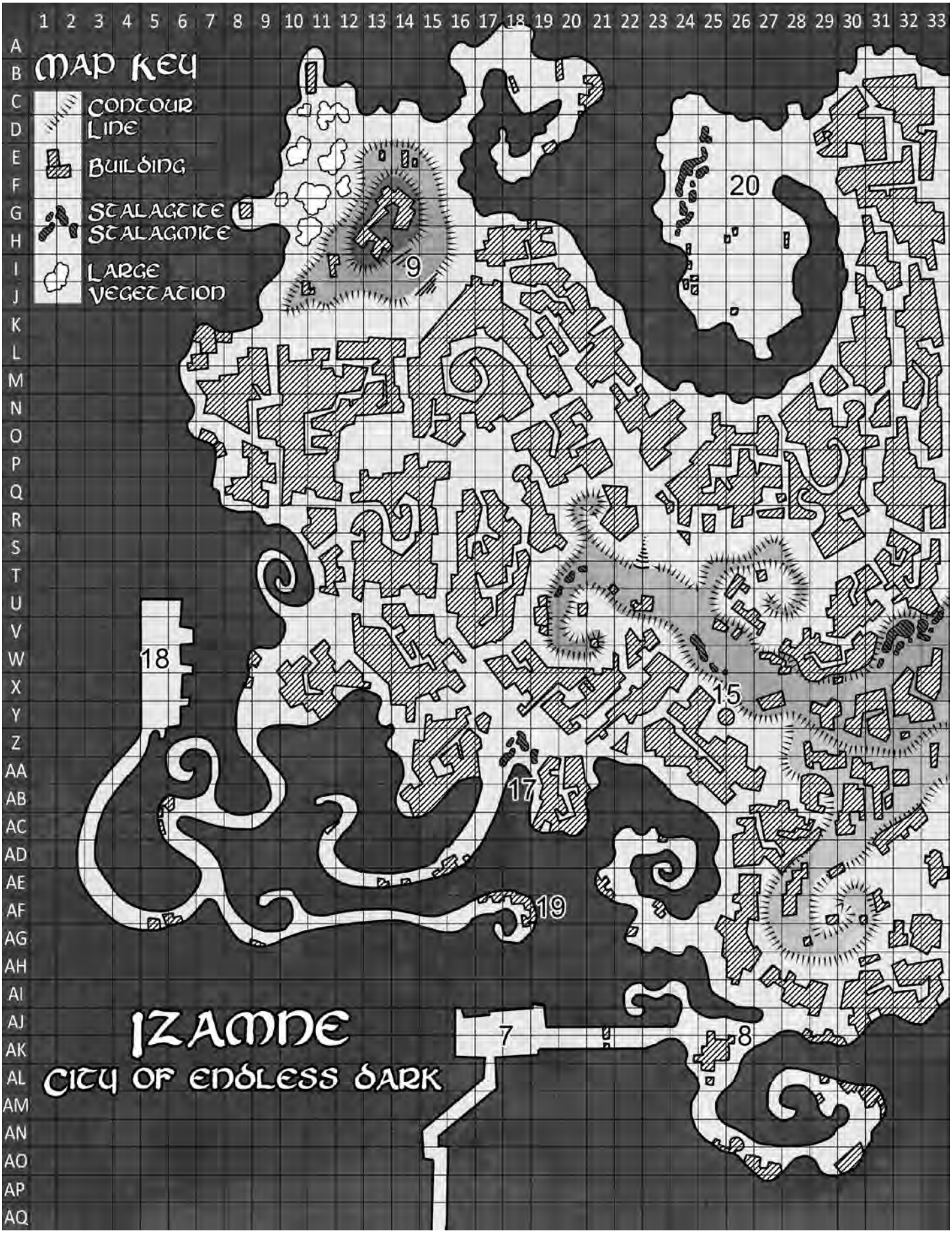


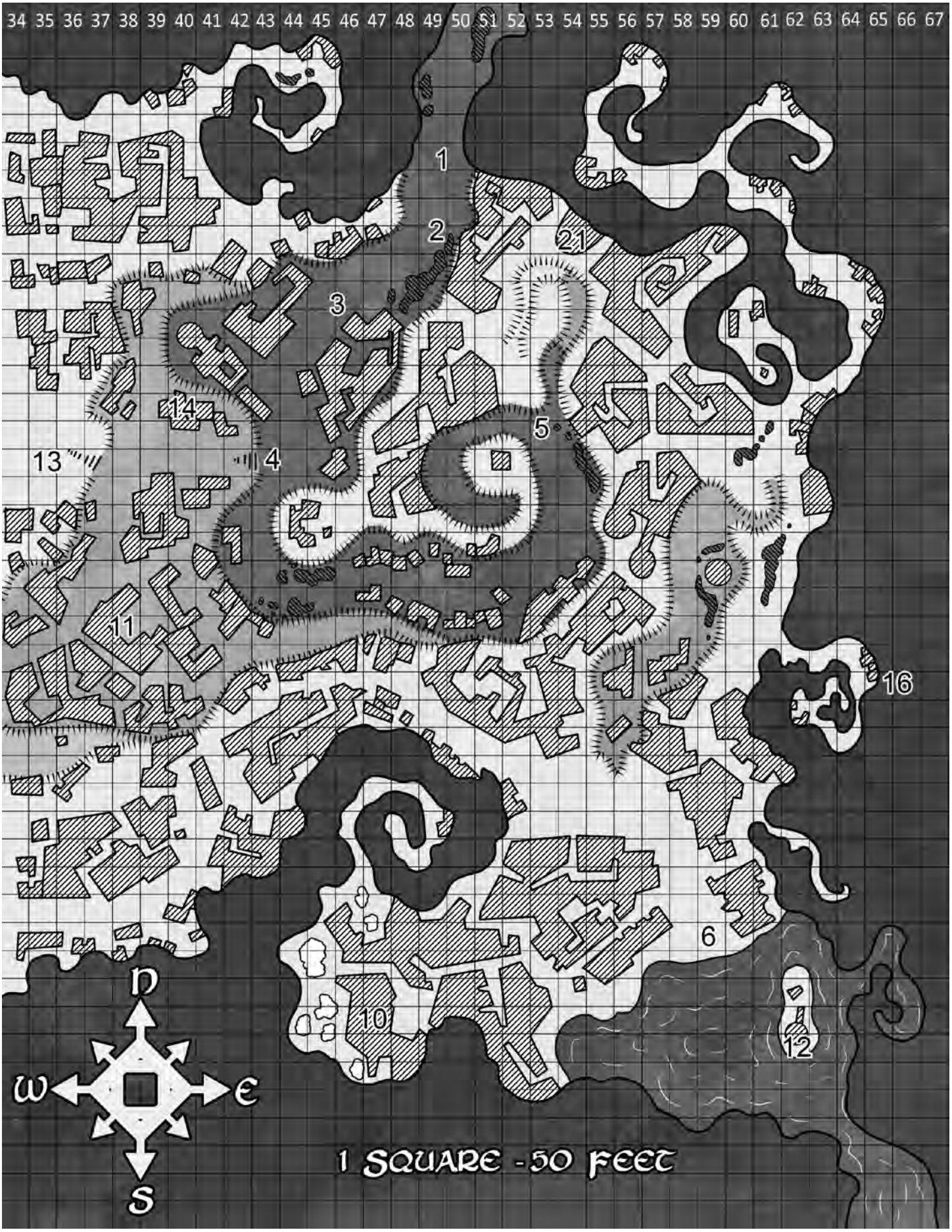
To Ques Querax (Hex 3H)
downward slope
downward slope
downward slope
N
6
5
4
3
2
1
BB
CC
AA
DD
E
D
C
B
A
Map Key
Pool of water
20 Feet terrace
Drop-off (see text)
MAP oE
THE GREEN CANYON
1 square = 10 feet

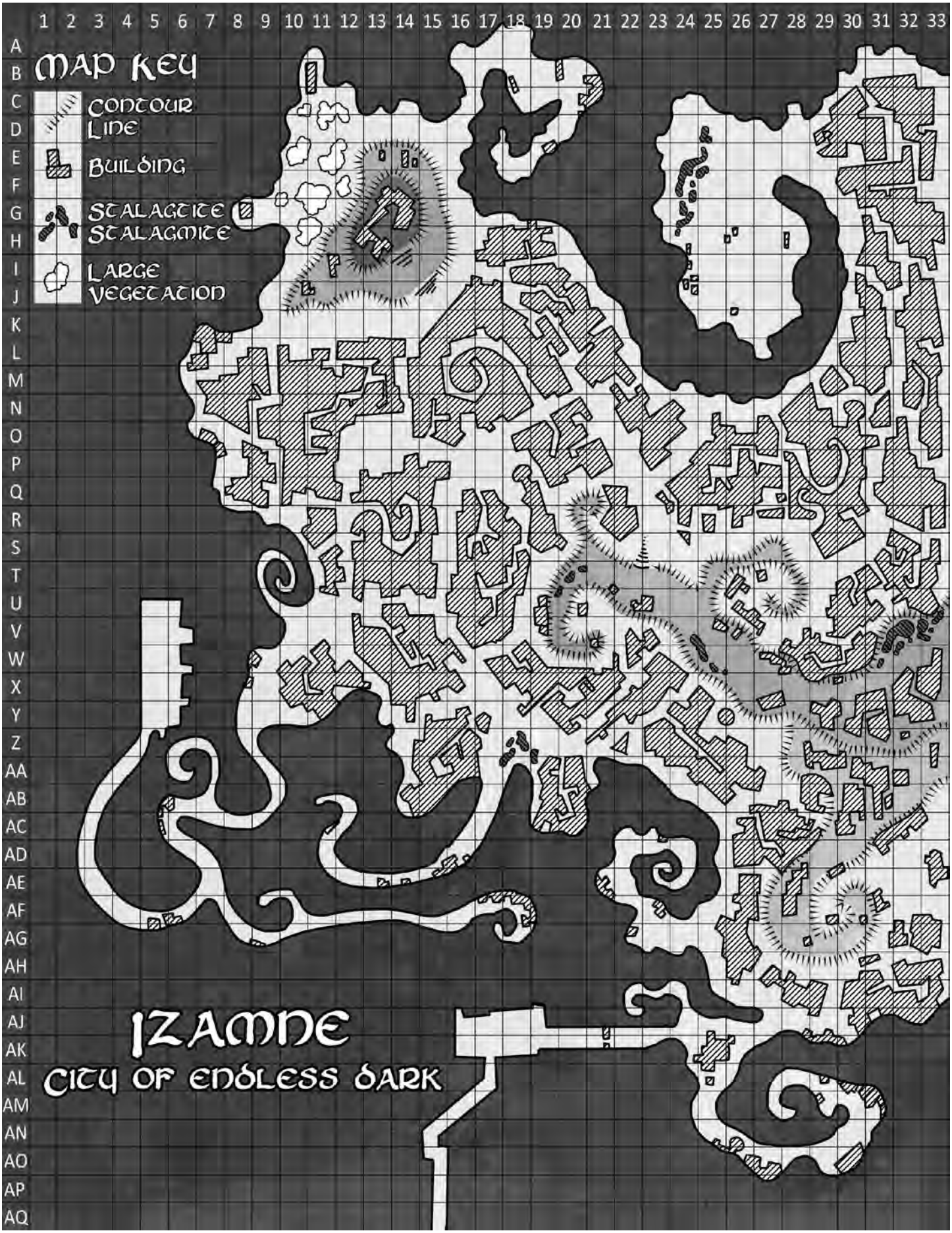

Player Map 1

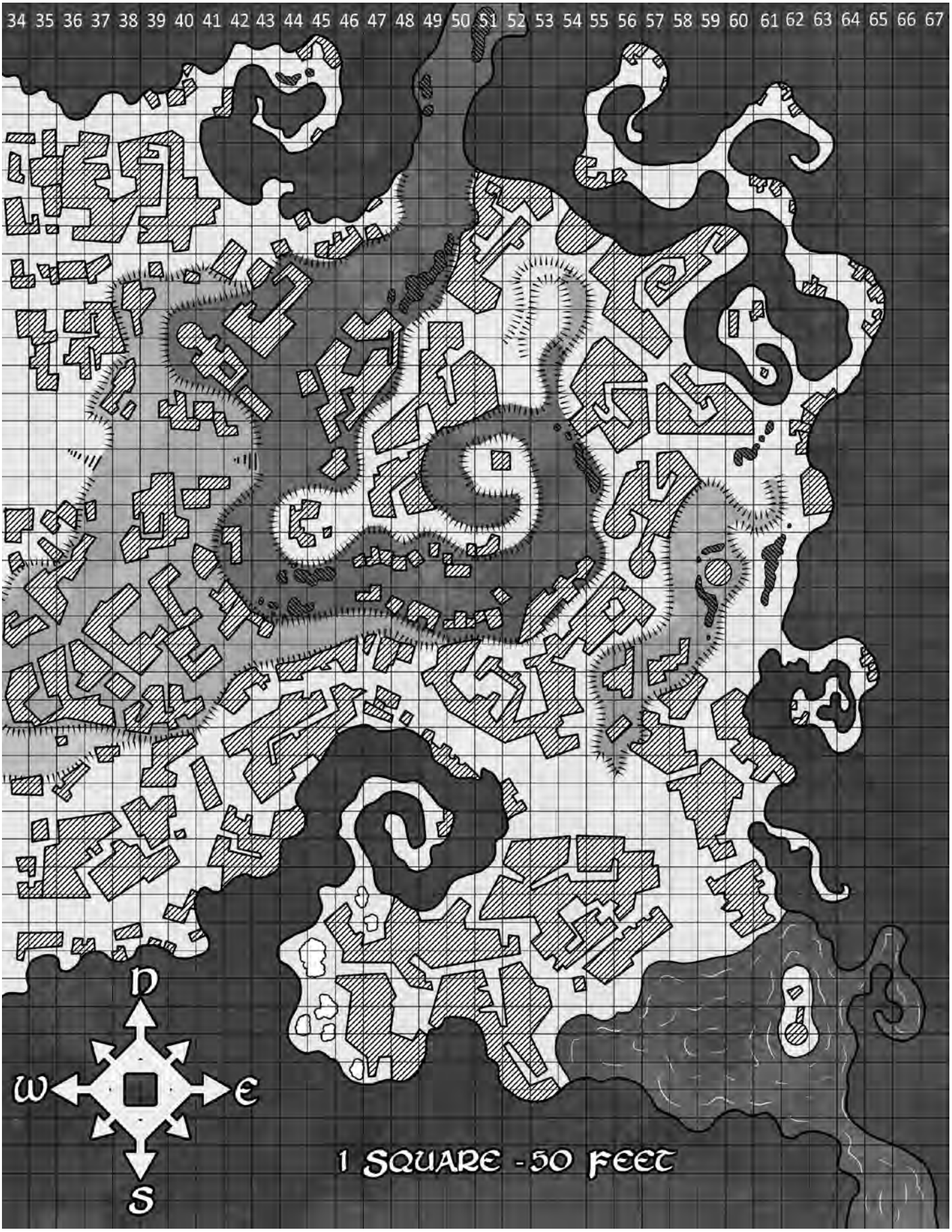

N
17
3
3
15
8
9
7
10
A
B
C
11
16
6
12
4
5
14
13
3
3
2
1
Mist Fountain
Pit to Catacomb Level (Map 2)
Door
Golem-Statue
Stairs to Second Floor
HEX 3H
MAP 1: QUES QUERAX
1 square = 10 feet


HEX 3H Map 2
CATACOMBS OF QUES QUERAX
1 square = 10 feet
20
21
18
19
22
23
Ceiling Shaft to Map 1
Bridge
Orb
Titan
N


MAP KEY
CONTOUR LINE
BUILDING
STALAGTITE STALAGMITE
LARGE VEGETATION
IZAMNE
CITY OF ENDLESS DARK
7
8
9
15
17
18
19
20


34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67
1
2
21
3
14
5
13
4
11
16
6
10
12
N
W
E
S
1 SQUARE - 50 FEET


MAP KEY
CONTOUR LINE
BUILDING
STALAGTITE STALAGMITE
LARGE VEGETATION
IZAMNE
CITY OF ENDLESS DARK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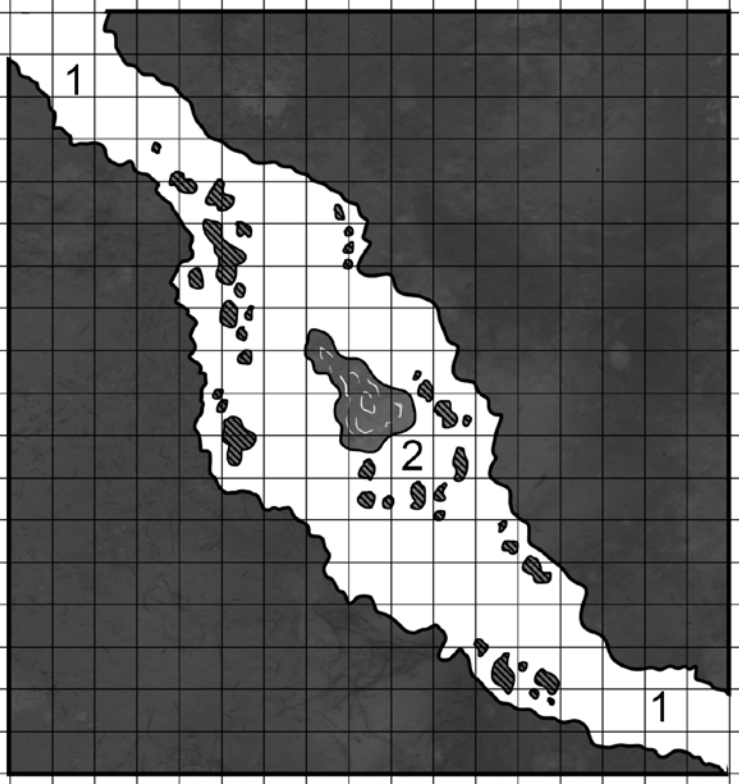
N
W
E
S
1 SQUARE - 50 FEET

Hex 9L - Jack in Irons

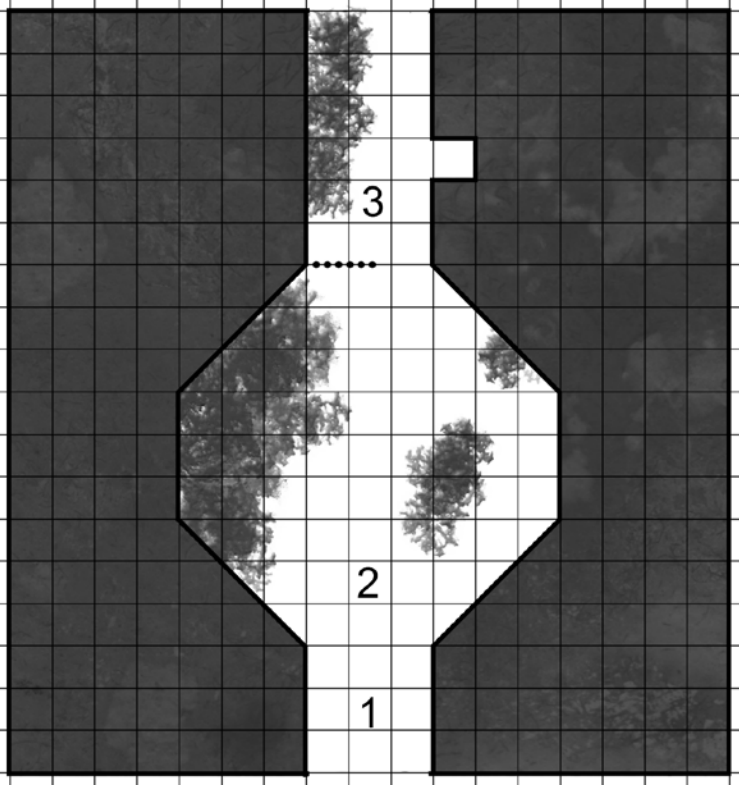


Map Key

Stalagtite
Stalagmite

Pool

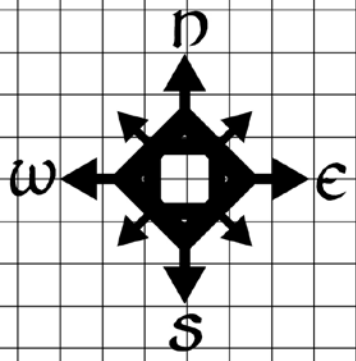
Hex 7N - The Broken Gates



Map Key

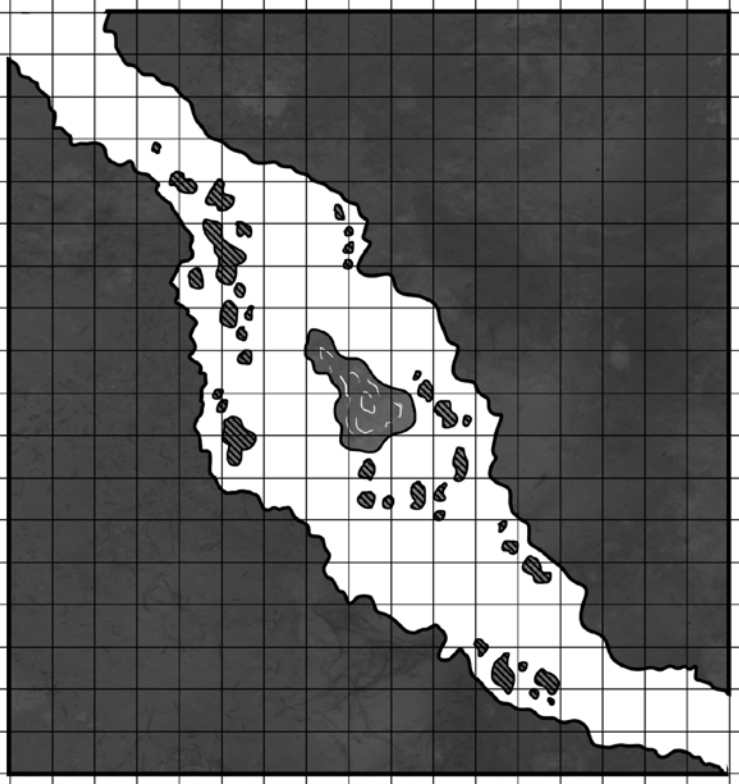
Rubble

Portcullis



1 Square - 10 Feet

Hex 9L - Jack in Irons

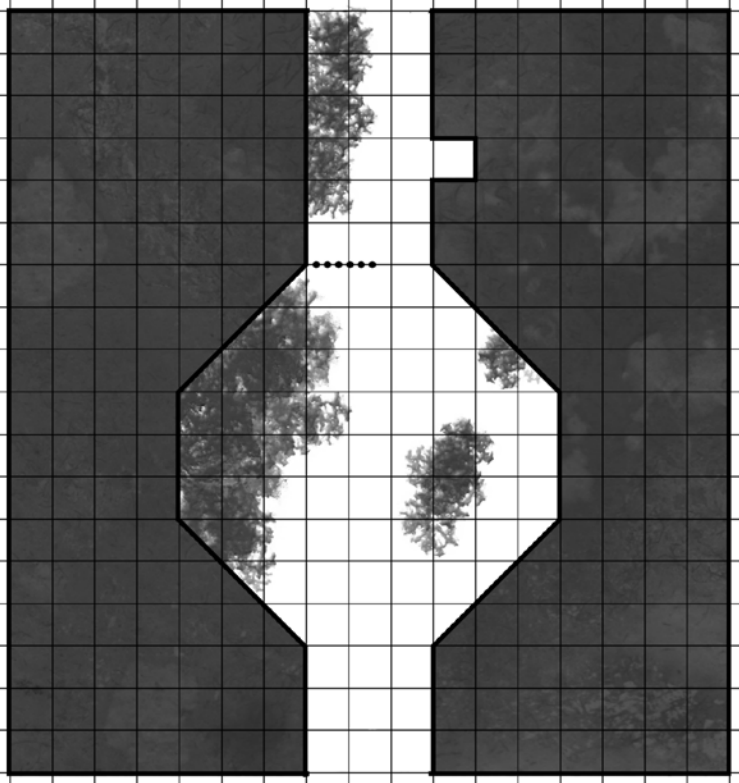


Map Key

Stalagtite
Stalagmite

Pool

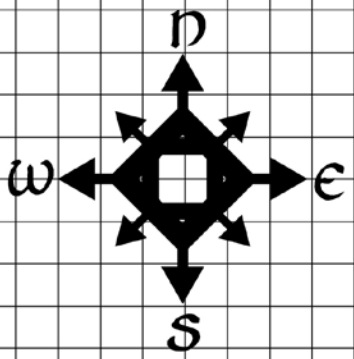
Hex 7N - The Broken Gates



Map Key

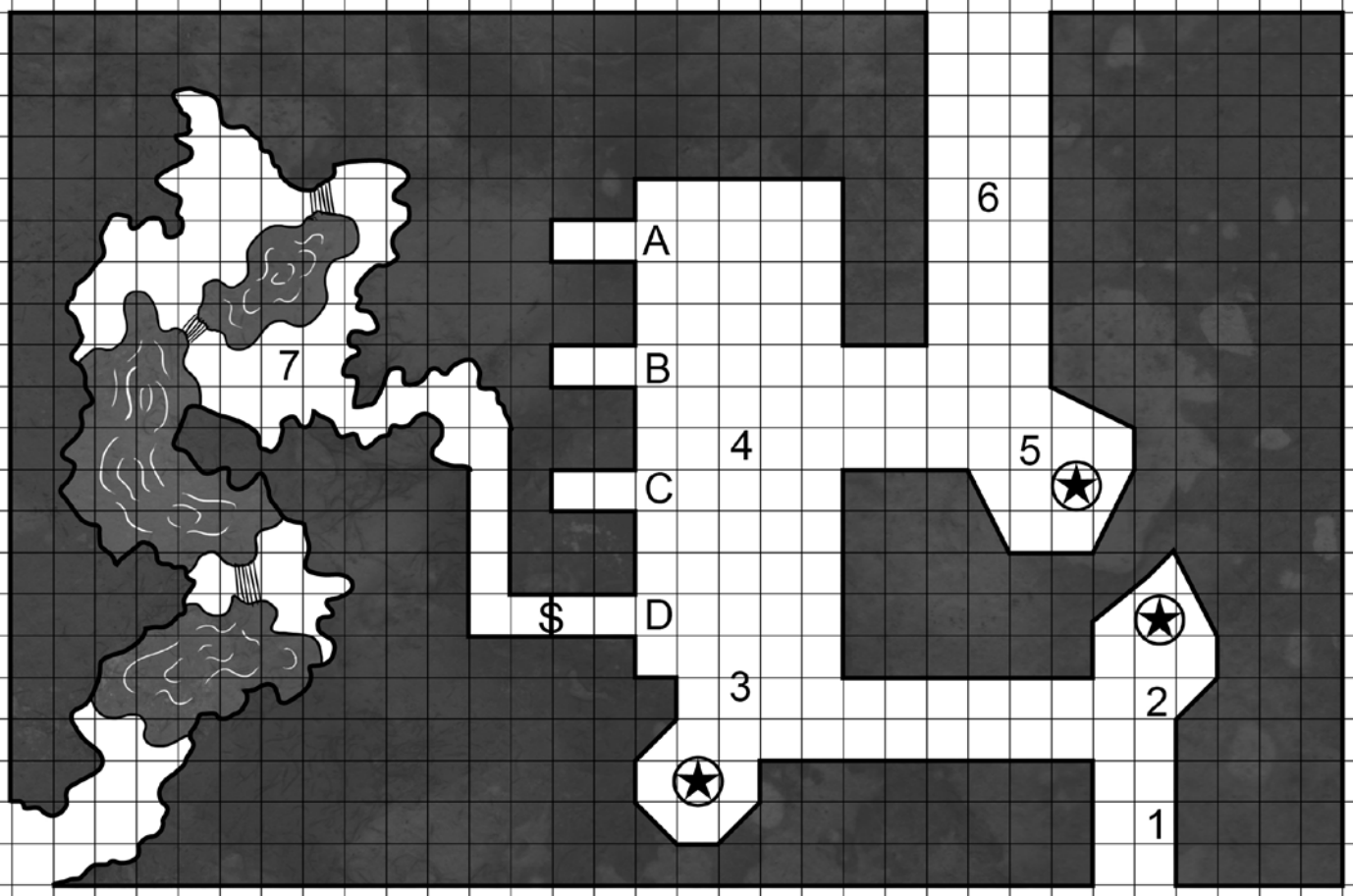
Rubble

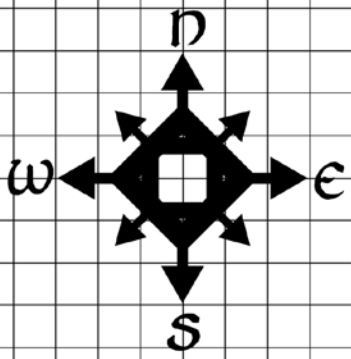
Portcullis



1 Square - 10 Feet

Hex 8Q - The Shrines





1 Square - 10 Feet

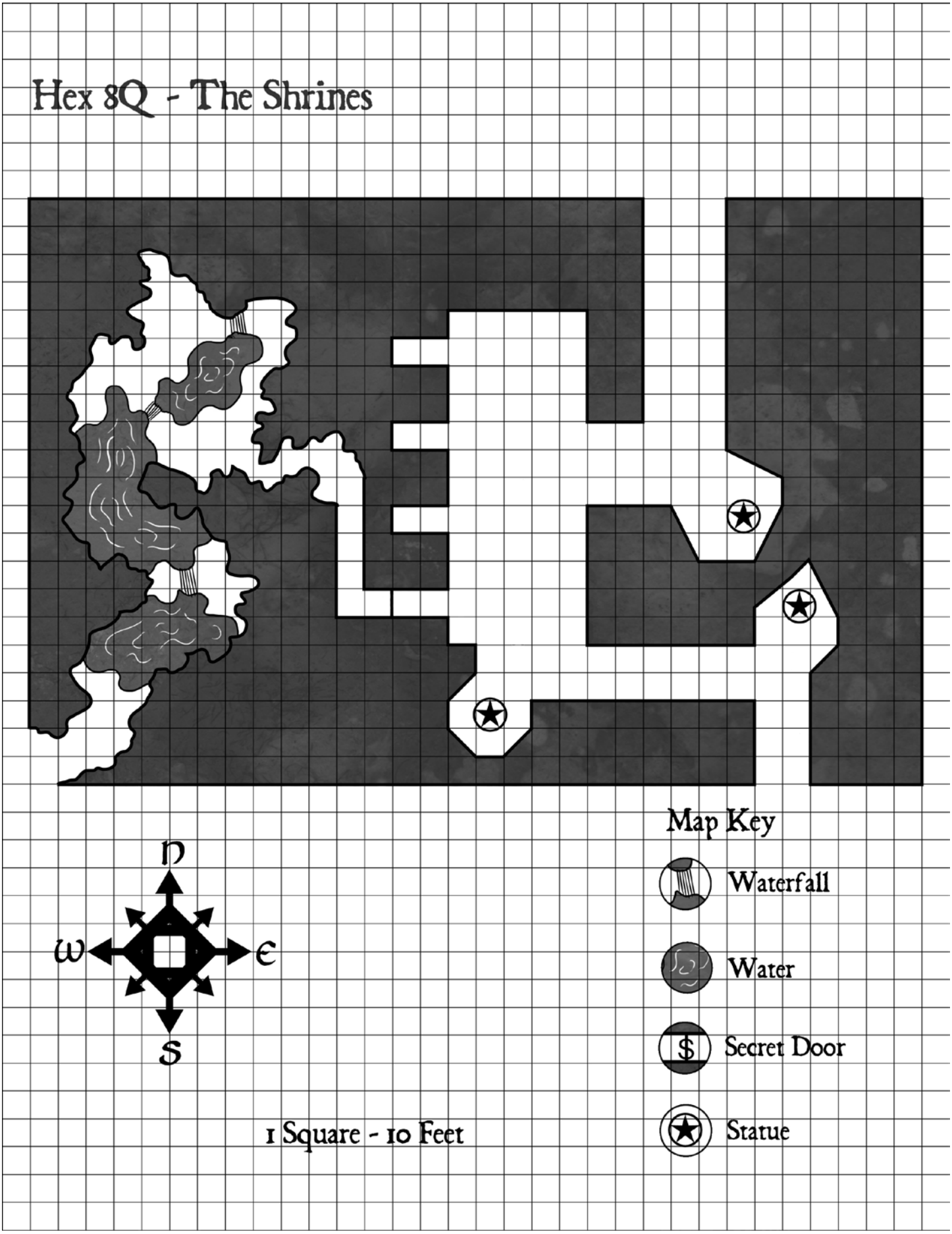
Map Key

Waterfall

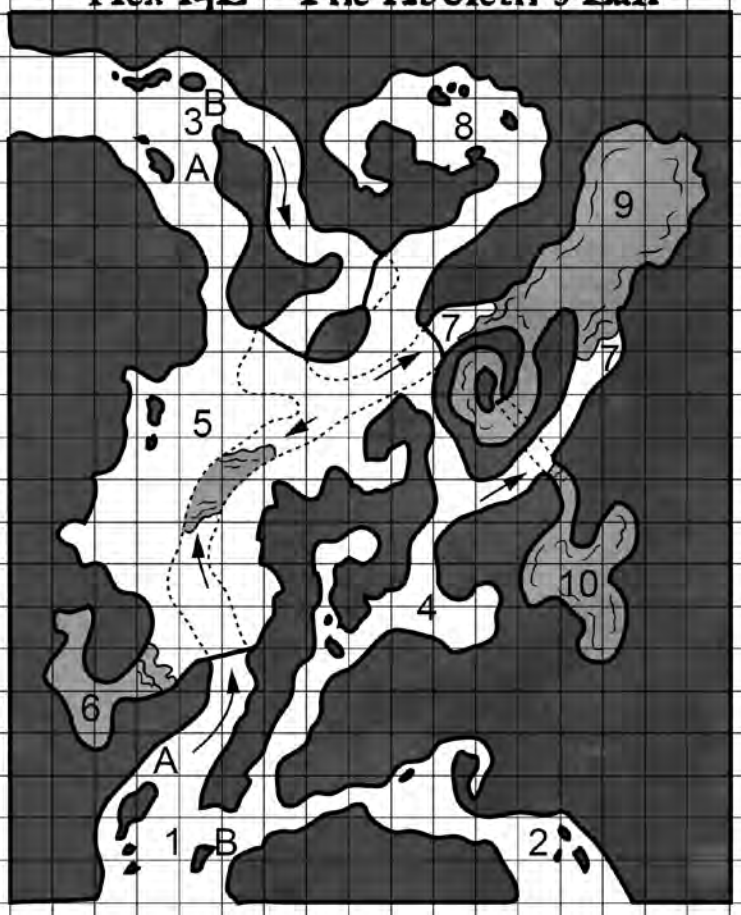
Water

Secret Door

Statue

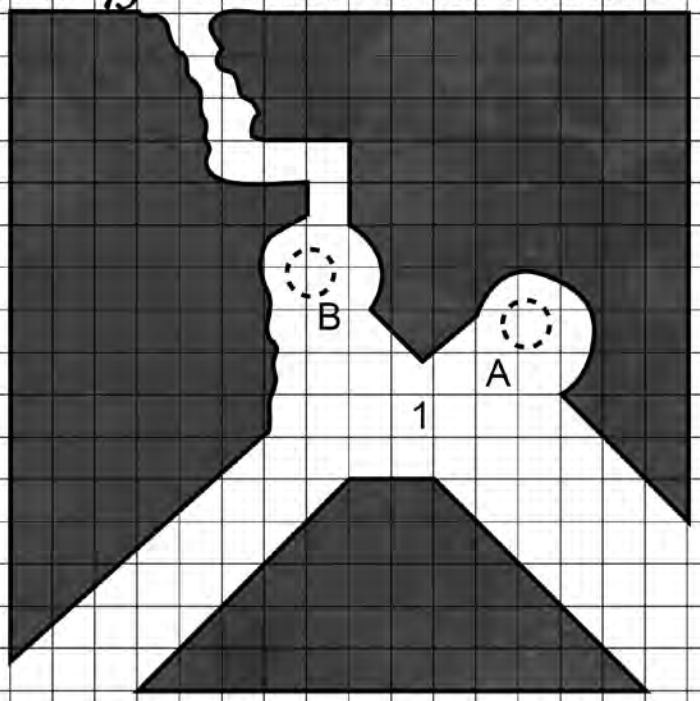

Hex 8Q - The Shrines
N
W
E
S
Map Key
Waterfall
Water
Secret Door
Statue
1 Square - 10 Feet

Hex 14L - The Aboleth's Lair

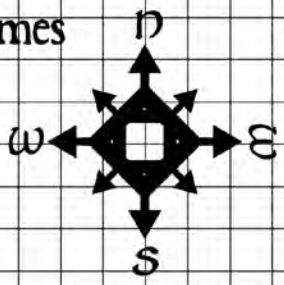


Hex 16M - The Torn Cavern

Hex 17J - Chamber of the Prison Domes



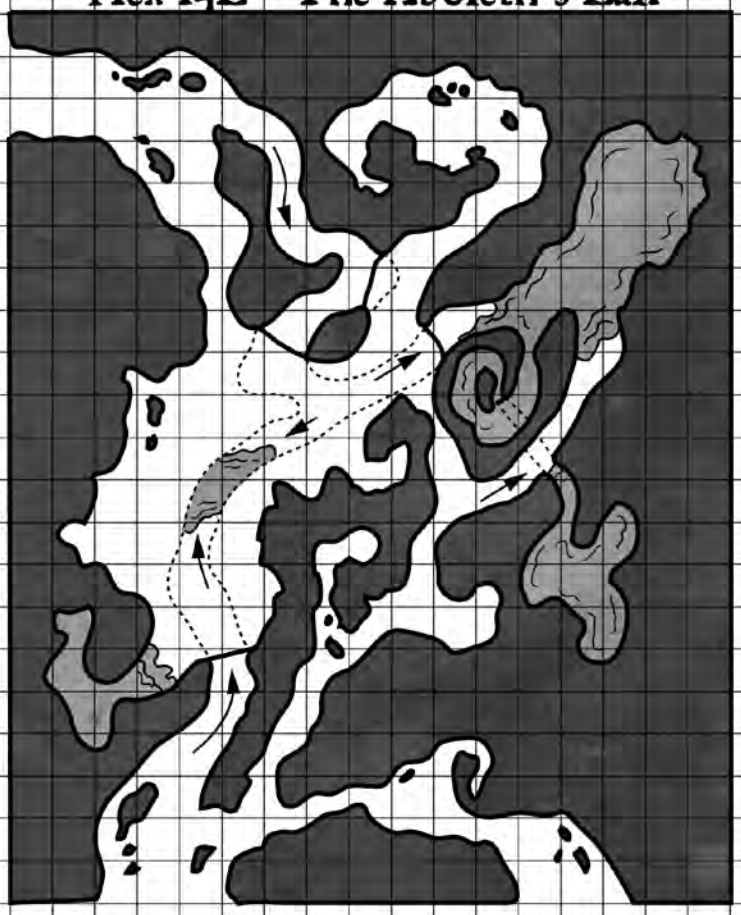
1 Square - 10 Feet



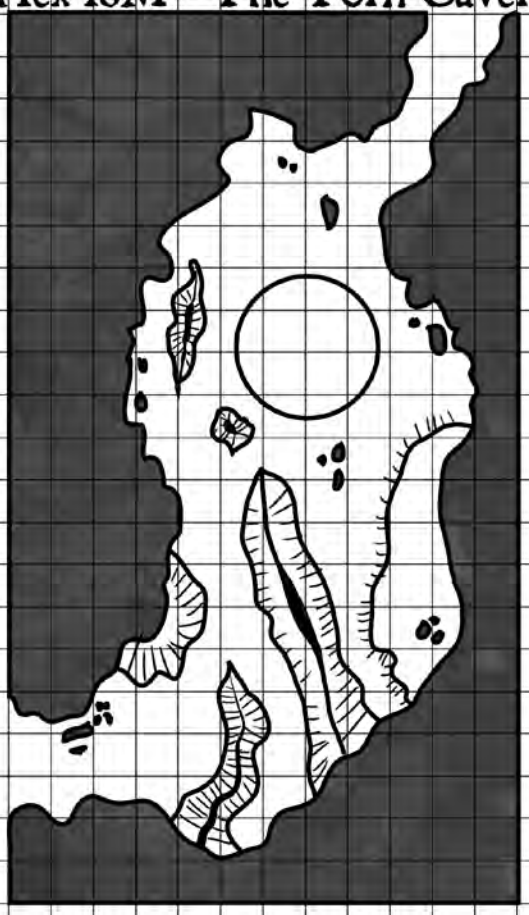
Map Key

- Slope Down
- Underneath
- Under Water
- Stalactites/ Stalagmites
- Waters Edge
- Crevasse/Chasm
- Force Field

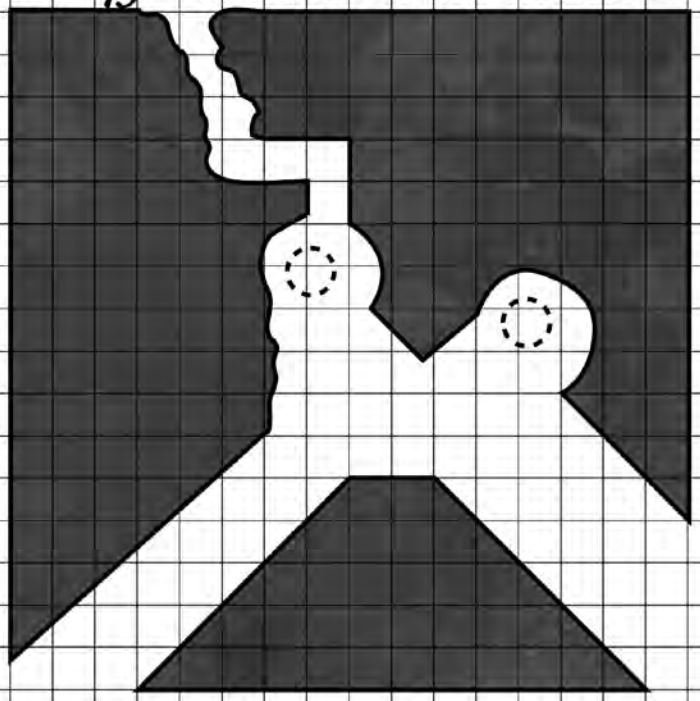
Hex 14L - The Aboleth's Lair



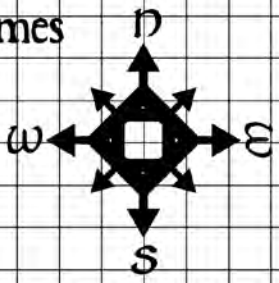
Hex 16M - The Torn Cavern



Hex 17J - Chamber of the Prison Domes

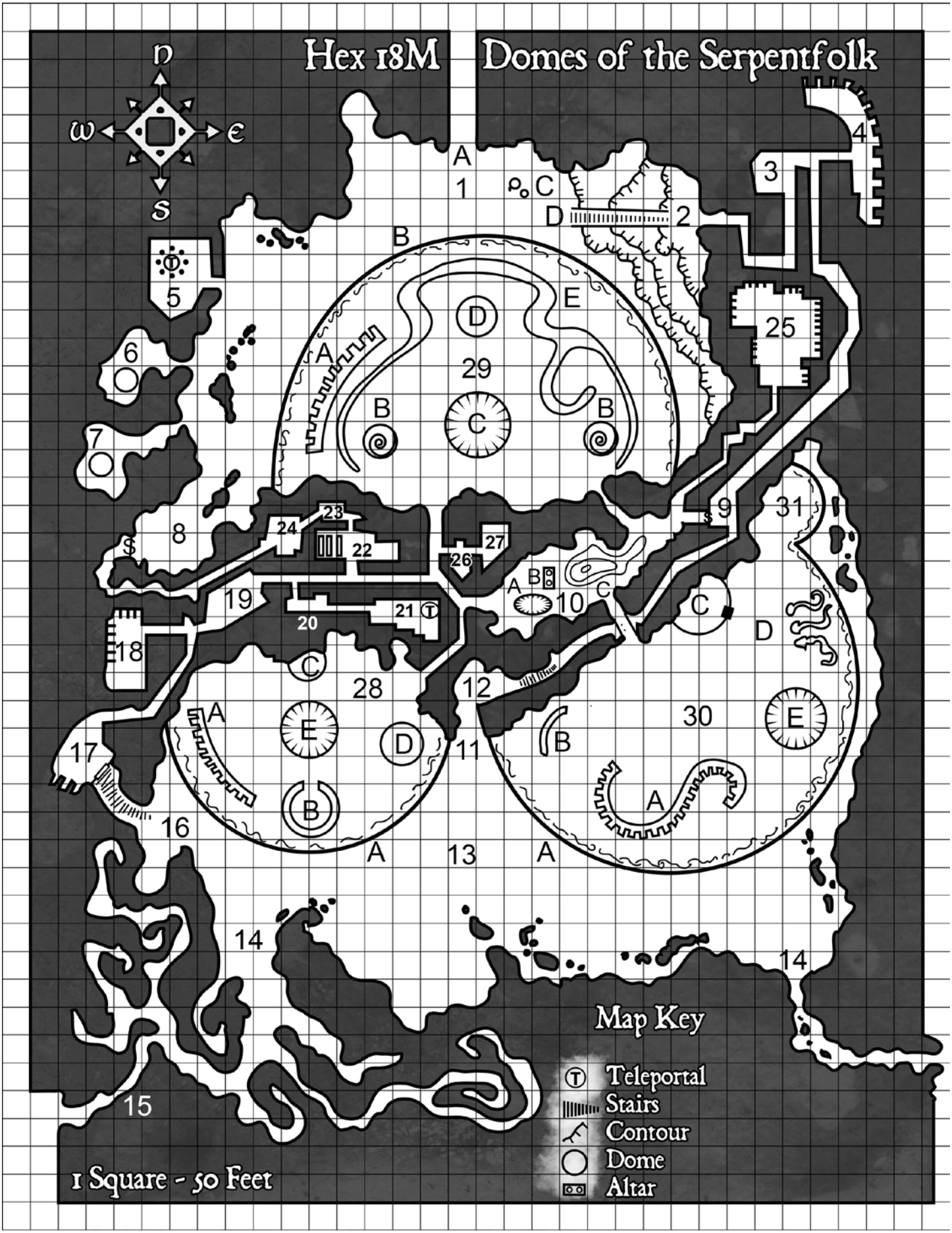


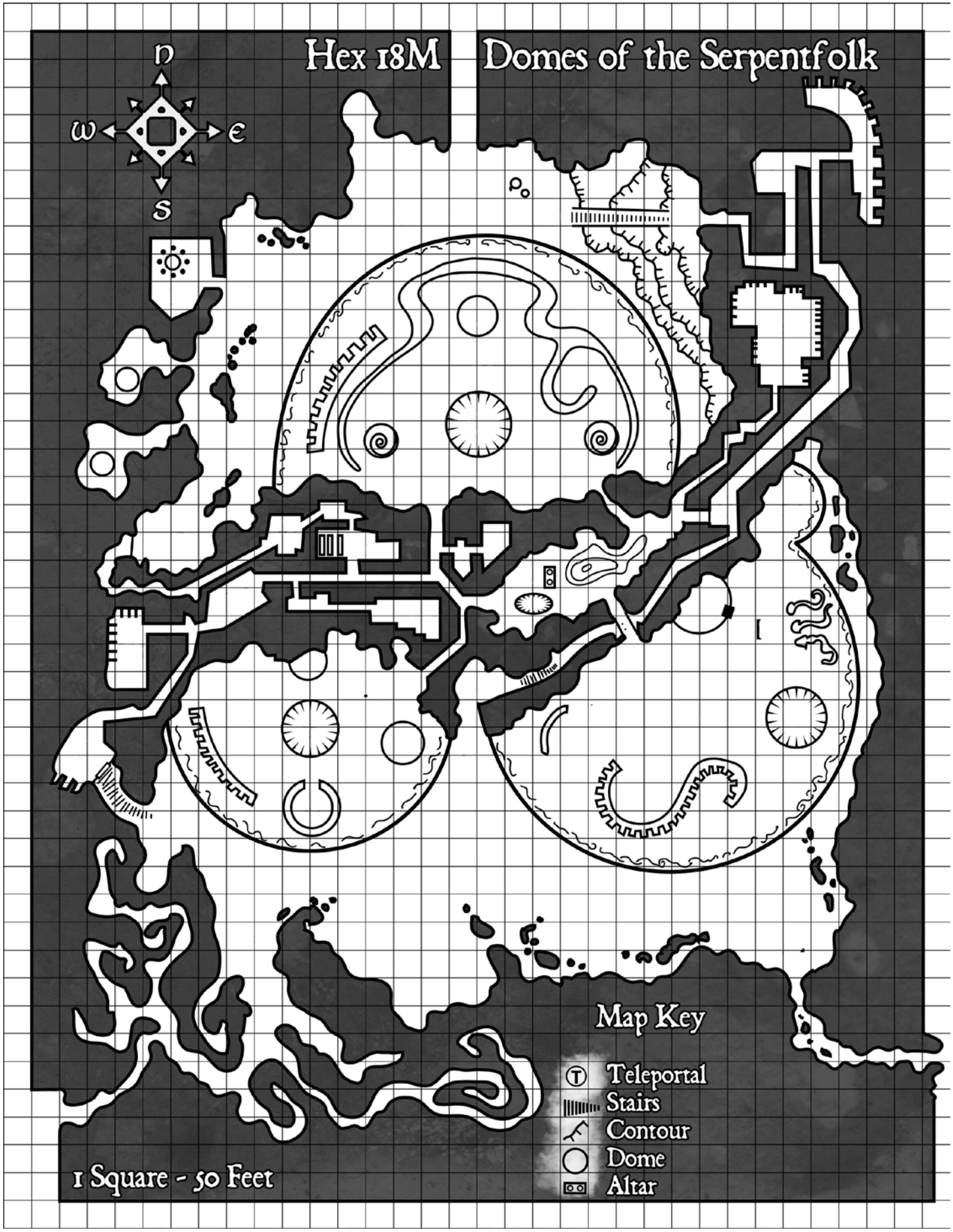
1 Square - 10 Feet



Map Key

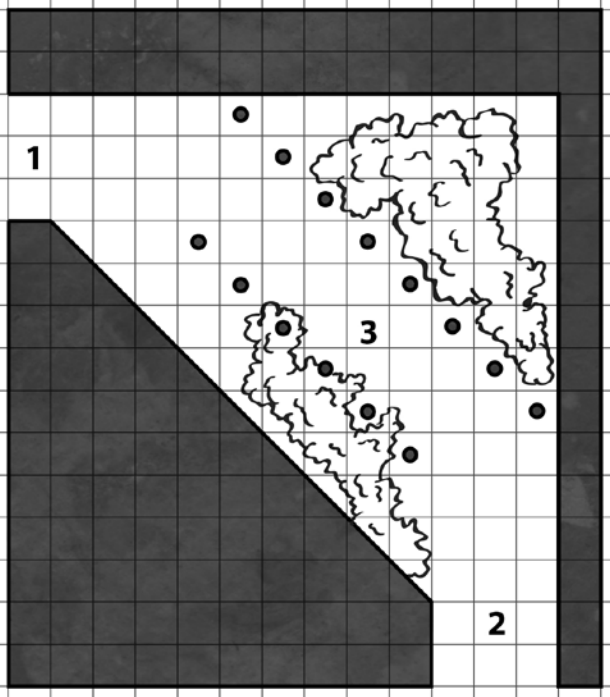
- Slope Down
- Underneath
- Under Water
- Stalactites/ Stalagmites
- Waters Edge
- Crevasse/Chasm
- Force Field


Hex 18M
Domes of the Serpentfolk
N
W
E
S
Map Key
Teleportal
Stairs
Contour
Dome
Altar
1 Square - 50 Feet

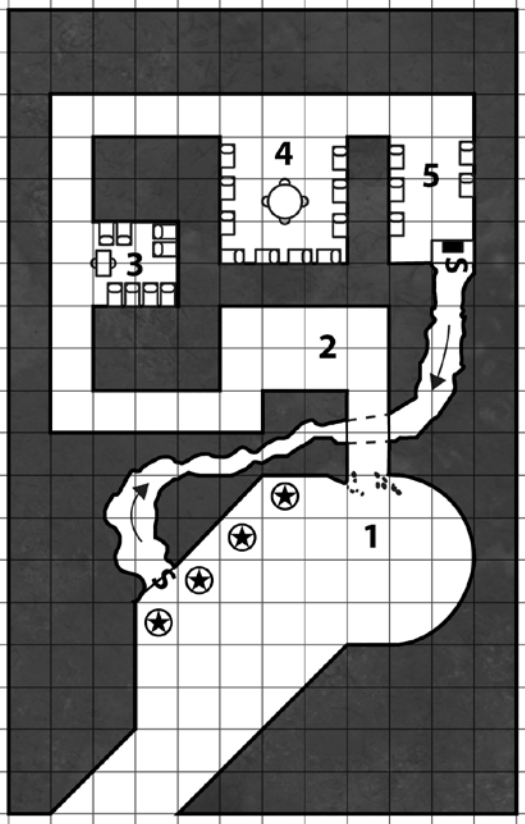

Hex 18M
Domes of the Serpentfolk
N
W
E
S
Map Key
Teleportal
Stairs
Contour
Dome
Altar
1 Square - 50 Feet

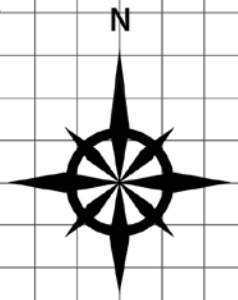
Hex 5C - The Collapsed Hall

Hex 5 F - The Air of Leng



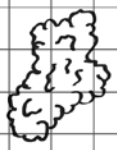
Hex 9G - Holt of Prince Lokragar





1 square = 10 feet

Map Key


Air of Leng

Pillars

Rubble

Bed

Table

Fireplace

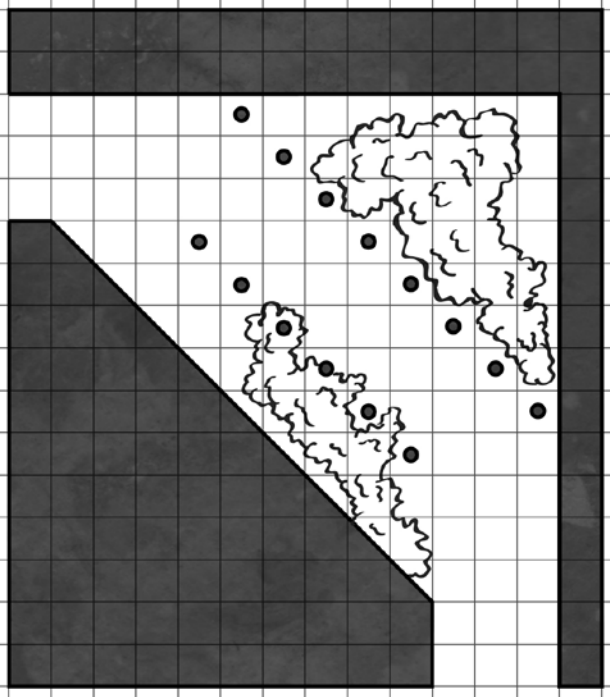
Slope Down

Passes Beneath

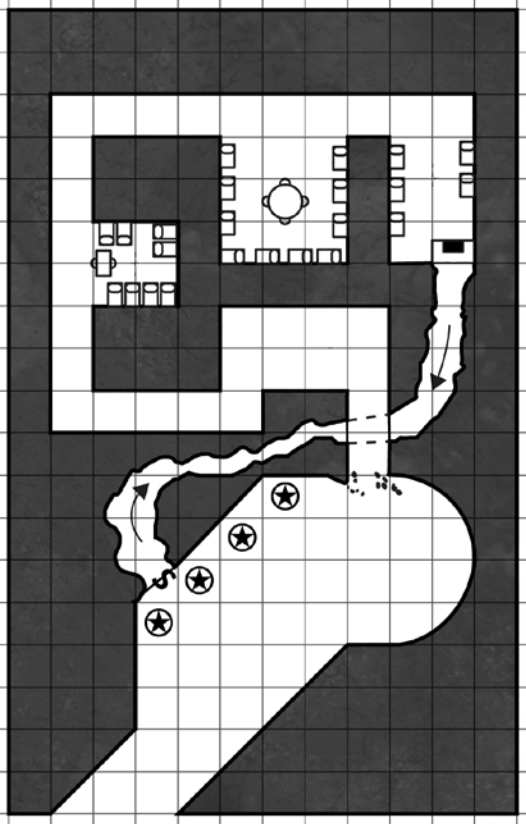
Secret Door

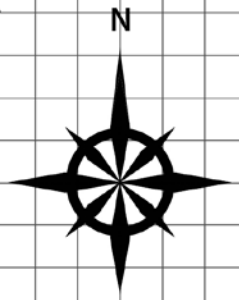
Hex 5C - The Collapsed Hall

Hex 5 F - The Air of Leng



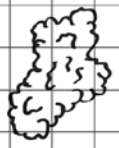
Hex 9G - Holt of Prince Lokragar





1 square = 10 feet

Map Key



Air of Leng

Pillars

Rubble

Bed

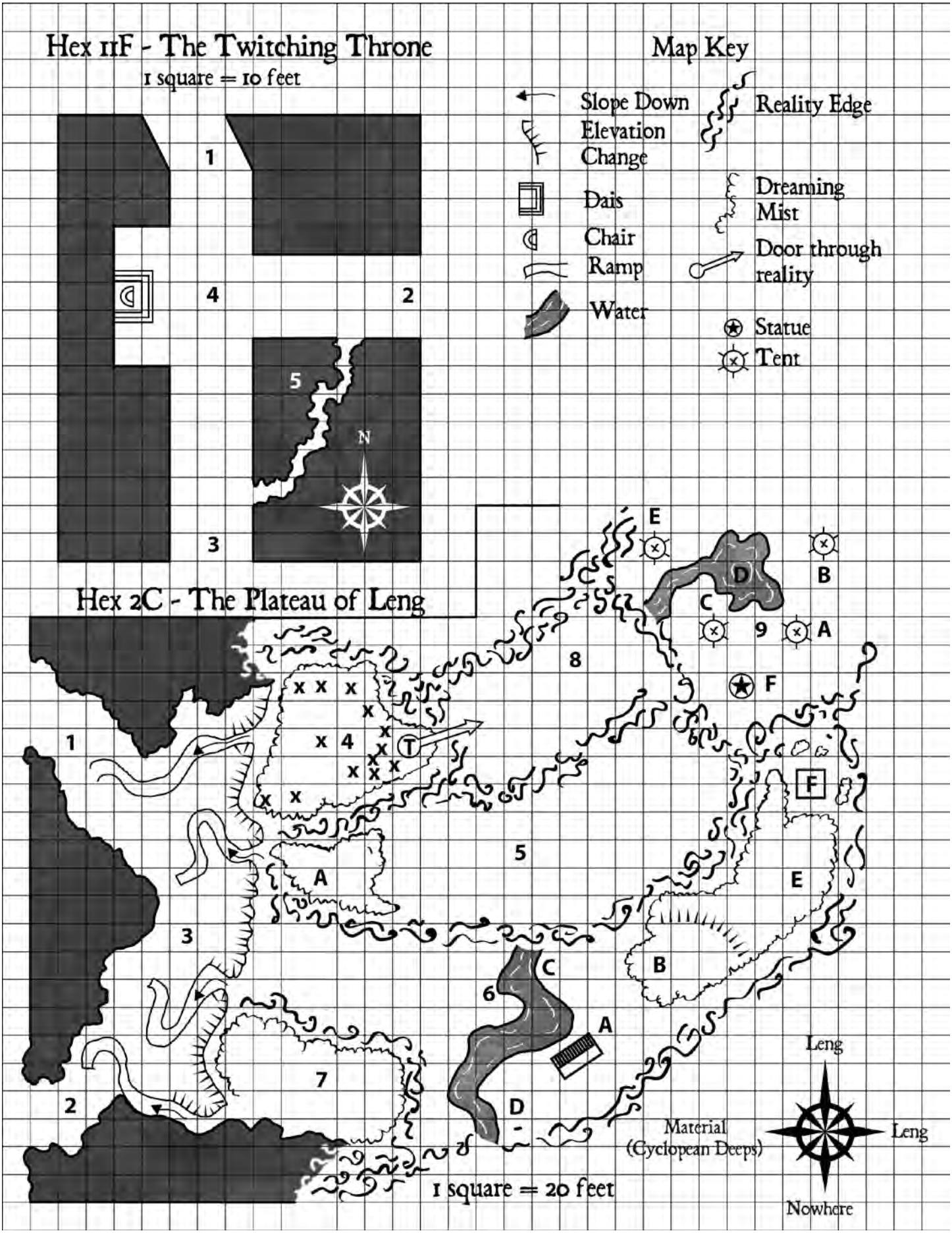
Table

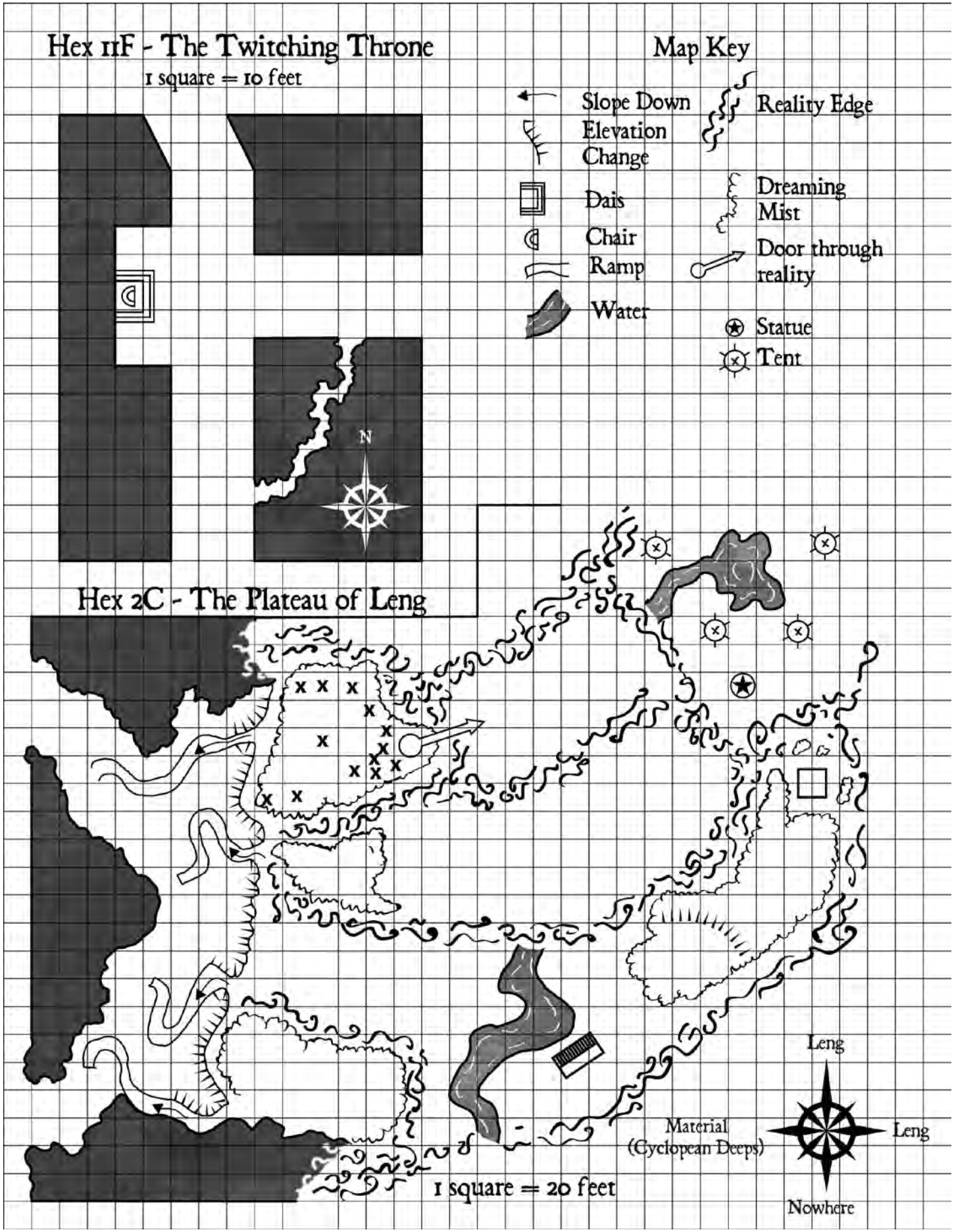
Fireplace

Slope Down

Passes Beneath

$ Secret Door


Hex 11F - The Twitching Throne
1 square = 10 feet
Map Key
Slope Down
Elevation Change
Dais
Chair
Ramp
Water
Reality Edge
Dreaming Mist
Door through reality
Statue
Tent
1
2
3
4
5
N
Hex 2C - The Plateau of Leng
1
2
3
4
5
6
7
8
9
A
B
C
D
E
F
T
Material (Cyclopean Deeps)
1 square = 20 feet
Leng
Leng
Nowhere


Hex 11F - The Twitching Throne
1 square = 10 feet
Map Key
Slope Down
Elevation Change
Dais
Chair
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Reality Edge
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Door through reality
Statue
Tent
N
Hex 2C - The Plateau of Leng
Leng
Material (Cyclopean Deeps)
Leng
1 square = 20 feet
Nowhere

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CYCLOPEAN DEEPS

Volume I

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