

CYCLOPEAN DEEPS

— Chapter 2: Eye of the Titan —

Matthew J. Finch



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Cyclopean Deeps 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 Realms. 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, and the combined strength of the Eye, its normal guards, and the khryll has thus far offered a powerful defense against both treachery and invasion that the Eye has remained as ruler of the citadel.

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 fountain-well 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.

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 Ques Querax.
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.

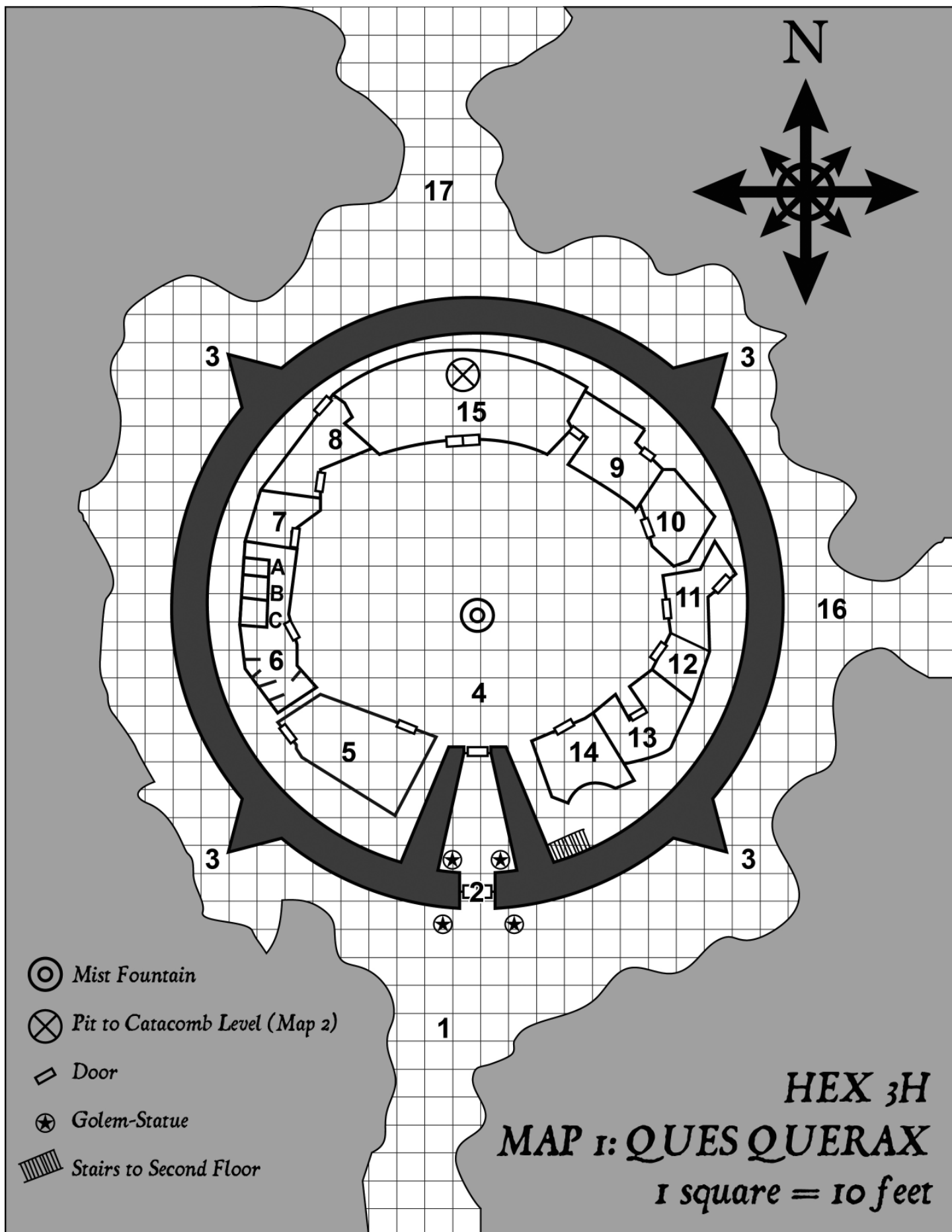
Hex 3H Map 1: Ques Querax

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 is not to be attacked or bothered here unless they try to go around the fortress without paying a toll, or they do something foolish such as attacking the iron minotaurs. 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.

CYCLOPEAN DEEPS 2: EYE OF THE TITAN



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As the party approaches the gate (or the side passages), the minotaurs step forward to collect tolls. One has a huge metal strongbox chained to its leg, which it picks up as it moves forward. When the characters are within 20 ft. or so, the minotaur opens the strongbox, holds it out for treasure, and waits. If the characters try to ignore the minotaur and keep going, the other minotaur blocks their way. If the characters persist in their attempts to ignore the demand, they are 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 Golems (2): HD 20 (80hp); AC 3[16]; Atk 1 fist (4d10); Move 6; Save 3; CL/XP 21/4,700; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

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 happens 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 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 Golems (2): HD 20 (80hp); AC 3[16]; Atk 1 fist (4d10); Move 6; Save 3; CL/XP 21/4,700; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

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 (see **Monster Appendix**).

Bugbears (20): HD 3+1; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Guards (4) (Human Ftr5): HD 5; HP 26, 18, 20, 22; AC 2[17]; Atk longsword (1d8+1) or shortbow (1d6); Save 10; Move 6; AL C; CL/XP 5/240; Special: +1 Str bonuses to hit and damage.

Captain Borkish (Human Ftr8): HD 8; HP 60; AC 2[17]; Atk +2 longsword (1d8+3); Save 5; Move 9; AL C; CL/XP 10/1400; Special: +1 Str bonus to hit and damage, +2 longsword.

Akn-A-Nangish-Te (Khryll): HD 8; HP 41; AC 3[16]; Atk 8 tentacles (0), tongue-tube (special); Save 8; Move 9; AL C; CL/XP 13/2300; Special: Telepathy, mental blast, liquefy

internal organs, 80% magic resistance.

Missions: If the characters end up in conversation with Captain Borkish, he mentions 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 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 100 ft., 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 usually has 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.

If this module is being used in conjunction with *Cyclopean Deeps 1: Down to Ques Querax*, refer to the wandering monster tables in that section to generate 2 caravans 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 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 Realms.

A room with one bed costs 50 gp per night, and a room with two beds costs 75 gp. 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 Realms.

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An *invisible 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 are called. The bouncers are a pair of two-headed trolls. One of them is named **Mimiandora**, the other is named **Orakandomtho**.

Naugr (Ftr9): HD 9; HP 49; AC 3[16] in armor, or 9[10]; Atk 1 bastard sword (1d8); Move 9; Save 6; AL N; CL/XP 9/1100; Special: None.

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, regenerate 1hp/round, surprised only 1 in 8.

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: 3,000 gp, 250 pp, 21 small pearls in a velvet bag (25 gp

each), 2 emeralds (250 gp), and one ruby (1,000 gp). Also within the chest is a pair of *bracers of defense* AC 3[16], a *potion of water breathing*, and a +1 mace.

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

At any given time, the guests of the Sunworm 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 Realms can afford the cost of rooms in the Sunworm.

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.

Patrons of the Sunworm

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	Huggermuggers
61–85	Human mercenaries/slavers
86–87	Humanoid chief (Bugbear)
88–90	Humanoid chief (Orcs)
91–99	Shroom
00	Demon (First Category)

Demon (First Category): HD 8; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

Treasure: 1d6 gems (worth 1d6 x 100 gp each).

Drow: HD 2; AC 3[16]; Atk +1 longsword (1d8+1); Move 12; Save 14 (includes +2); AL C; CL/XP 6/400; Special: 50% magic resistance, +2 on all saving throws, lights, darkness 15ft, 1 in 8 surprise chance. Half of these also have hand-crossbows.

Treasure: +1 longsword, +1 chain mail, 1d20 gp, 1d2 gems worth 1d6 x 10 gp each (magic weapons and armor deteriorate slowly in sunlight).

Duergar (Ftr6): HD 6; AC 2[17]; Atk 1 hammer (1d8+2) or crossbow (1d6); Move 9; Save 9; AL C; CL/XP 7/600; Special: +4 save vs. magic, immune to illusions, invisibility, enlarge.

Treasure: 1d8 gems worth 1d6 x 100 gp each, 10% chance of +1 weapon.

Huggermugger: HD 2; AC 6[13]; Atk 1 dagger (1d4); Move 6; Save 16; AL C; CL/XP 2/30; Special: Confusion.

Treasure: 1d10+10 gp each.

Human Mercenaries (Ftr 4): HD 4; AC 2[17]; Atk 1 longsword (1d8) or longbow (1d6); Move 6; Save 11; AL N or C; CL/XP 4/120; Special: May be led by a magic-user or cleric of higher level.

Treasure: 1d100 gp each, 2% chance of magic weapon.

Humanoid Chief (bugbear): HD 5+1; AC 4[15]; Atk 1 large warhammer (1d8+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: Surprise opponents 50% chance, will be accompanied by 1d4 bodyguards.

Treasure: 1d6 gems worth 1d3 x 100 gp each, 1 jewelry worth 1d10 gp.

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

Treasure: 1d4 gems worth 1d3 x 100 gp each, 10% chance of magic weapon.

Shroom: HD 6+1; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 11; AL C; CL/XP 8/800; Special: Spells.

Spells (3/2)

Level 1: *charm person* x2

Level 2: *phantasmal force*

Treasure: 1d3 x 1,000 gp (25%); 1d8 gems (20%); 1d4 jewelry (20%); 1 magic item (10%).

Syanngg: HD 8+20hp; AC 2[17]; Atk up to 6 bites (1d4); Move 96; Save 7; AL C; CL/XP 14/2600; Special: slow, lightning bolt, dispel magic, petrify, paralysis, charm, 25% magic resistance.

Treasure: 3d6 gp, 1d4 gems (1d4 x 100 gp each), 1d3 jewelry (1d3 x 1,000 gp each), 1d2 magic items (any).

Wererat: HD 3; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL C; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Treasure: 1d20 gp, 1d3 jewelry worth 1d100 gp each.

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 Realms.

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

A. Empty

B. Manticore (1)

Manticore (1): HD 6+4; HP 29; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; CL/XP 8/800; Special: Flies, tail spikes.

C. Gorgon (1)

Gorgon (1): HD 8; HP 40; AC 2[17]; Atk 1 gore (2d6); Move 12; Save 8; CL/XP 10/1400; Special: Breath turns to stone.

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 9, 20, 17, 12, 12, 15, 10, 5; AC 5[14]; Atk 1 bite (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.

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**”) pays 200 gp 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 does 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 always finds the three priests in exactly the same positions every time the door opens. The priests do not speak, although they 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 becomes insane without a saving throw, and goes to join the denizens of Leng, eventually turning into one. Even if this magical effect is somehow reversed, the person has 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.

The Head of Terror: HD 80hp; AC 9[10]; Atk none; Move 0; Save 5; AL N; CL/XP 4/120; Special: Immune to spells, hit only by magic weapons.

Projected-Flesh “Priests”: HD 10 (45hp); AC 9[10]; Atk 2 fists (2d8); Move 8; Save 5; AL N; CL/XP 12/2000; Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

Treasure: There is no treasure in this room.

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 is open to other reptiles or saurians. The proprietor of the den is **Hassasha Tak**, a member of the Grey Clan of the Serpentfolk.

At any given time there are **1d6+10 ordinary serpentfolk** (all of the civilized type) staying in the Den along with **1d2 leader types** (SHD and spells).



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Hassasha Tak: HD 5; AC 3[16]; Atk 1 bite (1d3) and 2 claws (1d4); Move 12; Save 12; AL C; CL/XP 7/600; Special: immune to mental domination, mild venom, spells. Spells (4/2/1): *Charm person*, *detect magic*, *hold portal*, *magic missile*, *Darkness 15ft radius*, *mirror image*, *phantasmal force*, *slow*.

Serpentfolk Leader: HD 5; AC 3[16]; Atk 1 bite (1d3) and 2 claws (1d4); Move 12; Save 12; AL C; CL/XP 7/600; Special: immune to mental domination, mild venom, spells. Spells (4/2/1): *Charm person*, *detect magic*, *magic missile x2*, *mirror image*, *phantasmal force*, *web*, *lightning bolt*.

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 are **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 is 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 causes 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 thick 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 (denizen of Leng): HD 8; HP 34; AC 5[14]; Atk 1 bite (1d3+lassitude), 2 claws (1d4+1); Move 12; Save 8; AL C; CL/XP 13/2300; Special: regeneration (5hp), lassitude, immune to poison, mirror image, constant ESP.

Denizen of Leng: HD 8; AC 5[14]; Atk 1 bite (1d3+lassitude), 2 claws (1d4+1); Move 12; Save 8; AL C; CL/XP 13/2300; Special: regeneration (5hp), lassitude, immune to poison, mirror image, constant ESP.

Leng-Bats: HD 2; AC 3[16]; Atk 1 bite (1d6); Move 18; Save 16; AL C; CL/XP 4/120; Special: immune to magic.

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 3[16]; Atk 1 bite (2d6+1d8 acid) or acid spit (4d8); Move 9; Save 3; AL N; CL/XP 13/2300; Special: Spit acid, resistance to sharp weapons (50%), malleable, vulnerable to salt, telepathy.

Human Slaves (normal humans): HD 1d6 hp; AC 9[10]; Atk 1 dagger (1d4); Move 12; Save 18; AL N; CL/XP B/10; Special: Each of the slaves wears a stone of *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 Realms, 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 immediately reports any suspicious or seditious comments to the palace (**Area 3H-15**).

As with all duergar, Brondignaven hates the "dwarves of the shallows," and attacks 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 to do so (50% chance).

Brondignaven the Duergar (Ftr7): HD 7; HP 31; AC 2[17]; Atk 1 hammer (1d8+2) or crossbow (1d6); Move 9; Save 8; AL C; CL/XP 7/600; Special: +4 save vs. magic, immune to illusions, invisibility, enlarge

Treasure: Brondignaven carries a belt pouch containing 19 diamonds of varying sizes and quality. There are 10 x 100 gp, 4 x 250 gp, 2 x 1,000 gp, 2 x 2,000 gp, and 1 x 3,000 gp.

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 does 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): HD 7; HP 19; AC 9[10]; Atk 1 staff (1d6); Move 12; Save 9; AL C; CL/XP 9/1100; Special: +2 save vs. magic, spells.

Spells (4/3/2/1): *charm person, detect magic, magic missile, read languages, detect invisibility, invisibility, phantasmal force, fireball, lightning bolt, 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 has 1d4+5 perfumes in stock, each one of which is worth 1d4 x 1,000 gp.

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 conceals 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): HD 11d4+1; HP 30; AC 2[17]; Atk 1 staff (1d6); Save 5; Move 12; AL C; CL/XP 13/2300; Special: Spells (4/4/4/4/4/1).

Spells:

Level 1: *Charm person, detect magic, magic missile, sleep*

Level 2: *Detect invisibility, ESP, invisibility, web*

Level 3: *Dispel magic, fireball, fly, rope trick*

Level 4: *Confusion, dimension door, fear, wall of ice*

Level 5: *Cloudkill x2, telekinesis, teleport*

Level 6: *Disintegrate*

Bhan-Rka (Khryll): HD 8; HP 41; AC 3[16]; Atk 8 tentacles (0), tongue-tube (special); Save 8; Move 9; AL C; CL/XP 13/2300; Special: Telepathy, mental blast, liquefy internal organs, 80% magic resistance.

Treasure: Thin Po wears bracers of defense AC 2[17], and carries 2 scrolls of lightning bolt with him at all times, tucked into his belt. In a locked chest hidden beneath a loose flagstone in the floor he keeps 3,500 gp, 2 rubies (250 gp), a wand of *polymorph other* (5 charges) and a bracelet of sapphires (1,000 gp).

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 sidebar on following page).

Bounty of the Week

1. We require a quantity of green moss (reward of 100 gp per pound, up to five pounds).
2. We require the hand of a human (left, preferably; right is acceptable). Reward 500 gp.
3. We require one ton of smelted iron (25 gp reward).
4. We require the head of a bugbear, very fresh (100 gp reward).
5. We require double-fermented mushroom liqueur (50 gallons, all or none). Reward 450 gp.
6. We require a jar of yellow cave-flies (700 gp reward). Must be yellow ones, not green.
7. We require the heart of a piercer (100 gp reward).
8. We require the webs of a giant spider (500 gp reward).
9. We require the finger of a troll. NOT a two-headed troll, NOT a cross-breed, but a pure troll (1,000 gp).
10. We require the stinger of a purple worm (8,000 gp)

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 is 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 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Guards (4) (Human Ftr5): HD 5; HP 26, 18, 20, 22; AC 2[17]; Atk longsword (1d8+1) or shortbow (1d6); Save 10; Move 6; AL C; CL/XP 5/240; Special: +1 Str bonuses to hit and damage.

Captain Culverv (Human Ftr8): HD 8; HP 60; AC 2[17]; Atk +3 mace (1d6+3); Save 5; Move 9; AL N; CL/XP 10/1400; Special: +3 mace.

Ikqil-Otakti (Khryll): HD 8; HP 40; AC 3[16]; Atk 8 tentacles (0), tongue-tube (special); Save 8; Move 9; AL C; CL/XP 13/2300; Special: Telepathy, mental blast, liquefy internal organs, 80% magic resistance.

The Eye of Gaaros-Uaazath (Relic): HD 20; HP 80; AC 0[19]; Atk none physical; Move 0 (Levitate 12); Save 3; AL C; CL/XP 26/6100; Special: Weak telekinesis, Magic Resistance 40%, Gaze of Most Utter Domination*, Aura of Death**, Gaze of Truth***. Spells: Charm person x3, lightning bolt x2, teleport.

*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 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 Truth: Any being the Eye looks upon finds 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 *Cyclopean Deeps 3: Izamne, City of Endless Dark*.

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 *Cyclopean Deeps 4: Dread Domes of the Serpentfolk*.

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 large cavern has two exits: a smooth-walled corridor that leads to the south, and the circular hole in the ceiling that leads up to the palace room. The walls of the cavern itself have been inscribed with thousands and thousands of tiny symbols.

It does 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 70 ft., and the segments have a diameter of about 20 ft. 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; 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 discovers 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. Gray ooze: a gray ooze is inside the colossus, and attacks the character.
5. The character discovers a gem worth 1d10 x 1,000 gp.
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 25 gp.
10. The character discovers two gems, each worth 1d6 x 1,000 gp. 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 leaves behind gems that are somewhat damaged (worth half their original value).

3H-20. Equipment Room

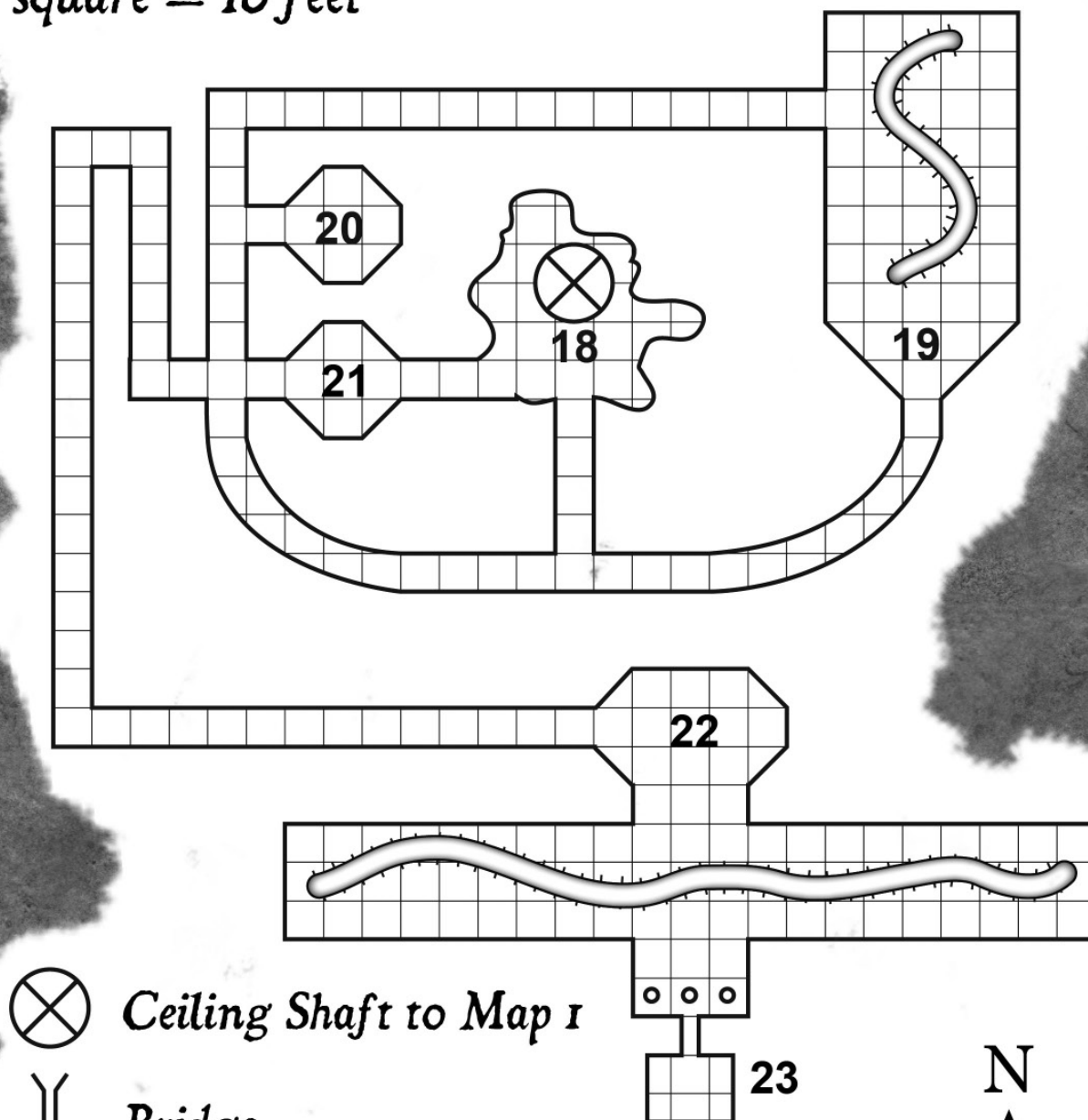
The walls of this room contain a number of shelves that are piled high with various bottles, tubes, glass vessels, and dried plants. A carapaced creature hovers in the air, where it has apparently been inventorying the contents of the room. It turns toward you, the expression on its alien face unreadable.

The creature in 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 attacks using its mental blast.

Eka-Knau (Khryll): HD 8; HP 40; AC 3[16]; Atk 8 tentacles (0), tongue-tube (special); Save 8; Move 9; AL C; CL/XP 13/2300; Special: Telepathy, mental blast, liquefy internal organs, 80%

HEX 3H Map 2 CATACOMBS OF QUES QUERAX

1 square = 10 feet



Ceiling Shaft to Map 1



Bridge



Orb



Titan



THE CATACOMBS

magic resistance.

Treasure: The various materials in the room are collectively worth 40,000 gp, but they need to be hauled somewhere for sale (and that is obviously not Ques Querax). In with the rest of the 40,000 gp 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 10,000 gp 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 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 is then 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 talisman, which it raises in triumph. The image begins to fade, but before it does so the viewer gains a detailed glimpse of the talisman, which is shaped like an octopus with blue sapphire eyes.

This image portrays a dark stalker with dark creepers. The octopus amulet is an important piece of darkstalker 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 does 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 sees a picture form ... of the character’s own face, which then turns into an image of the entire party of adventurers and what they have been doing for the last ten minutes or so. This image remains 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 20 ft. in diameter and 200 ft. 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 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 is 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** defend themselves. One internal organ oozes 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: HD 10; AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

Across the bridge, the characters are 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 causes 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 swings 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 serpent-man. 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 do 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 Clan 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 enslave 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 Clan of the serpentfolk (see *Cyclopean Deeps 4: Domes of the Serpentfolk*) pay a reward of 10,000 gp for the safe return of Saja Kha to them, but if the adventurers rescue the serpent-man and escape toward the Domes of the Serpentfolk, they are relentlessly pursued by the khryll.

Saja Kha (serpentfolk leader): HD 5; AC 3[16]; Atk 1 bite (1d3) and 2 claws (1d4); Move 12; Save 12; AL C; CL/XP 7/600; Special: immune to mental domination, mild venom, spells.
Spells (4/2/1): None memorized.

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 keeps 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 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.

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