

FANTASTIC ADVENTURES

CV2 CAVERNS OF CHAOS

by J

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Introduction

Something dreadful has come to Ravenor.

People have begun disappearing. Fishing boats have been found drifting unmanned in the morning mist. A river boat, bound for the town of Ravenor, was found run aground, the crew and cargo missing. Local merchants and the Lord of the Vale have offered a reward for the recovery of the missing people and stolen goods. The only clue, a previously undiscovered cave mouth and strange tracks in the mud along the west bank of the Crysamar River.

Can your party discover the pirates, rescue any captives and return the stolen cargo, or will they too be lost within the Caverns of Chaos?

ABOUT

Caverns of Chaos is a challenging fantasy adventure for 4-7 experienced characters of 1st to 4th level. On average, the group should have a total party level of 12 and include at least one magic-user or elf and one cleric. If the total party level is greater than 15, the GM may wish to increase the numbers and strength of some of the encounters to maintain the challenge of the adventure.

BACKGROUND

About two weeks ago, a series of tremors began rumbling through Crysamar Vale, damaging buildings and opening holes and fissures in the ground. Shortly after the tremors, fishermen on the Crysamar River began to complain about the lack of fish. As the fishing became worse, the fishermen began to spread out up and down river, hoping to find their elusive quarry. Then fishermen began not to return. First, lone or small groups of fishermen vanished, their empty boats later found floating unmanned in the morning mist. Then the crews of two larger vessels disappeared. Most recently, the crew and cargo of a river boat bound for the town of Ravenor vanished in the night. A group of fishermen found the craft run aground at a bend in the river, south of Ravenor.

Frightened citizens and merchants turned to the town council, demanding action. The Lord of the Vale ordered extensive patrols up and down both banks of the river. On the west bank, about a mile north of town, a previously unknown river was discovered

flowing out of a cave in an isolated cove and into the Crysamar. Numerous strange tracks were found along the muddy banks and the remains of some fishing tackle and a few ragged scraps of clothing.

Now, local merchants and the Lord of the Vale are offering a 2,000 gold piece reward if the perpetrators of these acts can be located, any captives rescued and the stolen cargo recovered. The town council has arranged for transportation to the site and a boat the group can use to enter the caves.

GAME MASTER'S BACKGROUND

Unknown to the residents of Ravenor, the recent tremors altered the course of an underground river, creating an opening that allowed it to flow into the Crysamar. The river flows through a series of caverns occupied by troglodytes and other monsters. Monsters from the caves have been disrupting fishing and attacking fishermen. Troglodytes, and their allies, the lizardfolk, are responsible for the abduction of the fishermen, carrying the humans and the stolen cargo into the caves.

START

The barge slows to a halt and the skipper orders the anchors dropped. Through the thinning mist rising off the river, the early morning light shines on a small, tree-shrouded cove, and the cave mouth beyond. Somewhere within the cave may lie the answer to who is responsible for the missing fishermen and the crew and cargo of the river boat, *Silias Light*. You've volunteered to find out. The town council of Ravenor has put out a call for adventurers, offering a reward for answers and the return of any captives and cargo. Your mission is simple, enter the cave in the cove, search for signs of the missing fishermen, crew and cargo, and the identity of those responsible. If any captives or cargo are found, recover what you can and bring justice to those responsible. To aid you to that end, the town council has supplied you with a barge to transport you to the cove where the cave was found and a rowboat to reach the cave and travel up the river that flows from the cave mouth.

The last of your equipment has been loaded into the rowboat. All that remains is for you to board the rowboat and strike out for the caves.

Caverns of Chaos

After entering the cave, the characters will travel upriver, south, for two miles before entering the caverns at Area 1. If you are using this adventure with **CV1 Catacombs of Chaos**, the characters will enter that dungeon via the river after a mile of travel.

1. Underground River

Water drips from dozens of stalactites, vanishing into the countless rings that swirl across the surface of the river that flows through this cavernous tunnel. The air is damp and chill and smells of mud and mold. Other than the drip and flow of water, there are no other sounds.

The river begins at Area 5 and continues to the northeast for two miles before emptying into a small, isolated cove on the Crysamar River. The river is ten feet deep and the current is not strong. Characters will have little difficulty poling a raft or rowing a boat on the river. There are two landing points along the river, Area 2 and 5, and a smaller tributary to the south. The southern river is only three feet deep.

2. Cavern of Bones

Numerous, thick stalactites and stalagmites adorn this cavern. Some have grown together to form great, glistening columns, further crowding the low-ceilinged area. Near the center of the cave is a tangled pile of bones and leather.

The remains are the scaly hides and bones of two scorpion that were slain by stirges a few months ago. To the characters, the remains will appear to belong to one or more large, five-foot long, lizards. Only a careful examination of the remains, taking at least three turns, would reveal the humanoid nature of the reptiles.

3. Long Cavern

Stalagmites and glistening, striated columns create a labyrinthine path through this large cavern. The floor is rough and uneven, with a number of depressions and low ledges. Water drips from the stalactite-studded ceiling, creating several small, shallow pools.

In a small alcove in the north wall is a large patch of slimy green mold on the floor and partly up the wall.

The mold is harmless. Under the mold are the bones of a dwarf, which appear to have lain undisturbed for a long time. If the characters closely inspect the remains, they will discover the bones of the left hand are missing. Other than the bones, only rusted, unidentifiable, bits of the dwarf's gear remain and six uncut gemstones (10 gpv each).

Each turn, any light and/or noise in this cavern has a 2 in 6 chance of attracting 3 to 6 stirges from Area 4, up to a maximum of 12 stirges. Do not deduct the number of stirges encountered from those encountered in Area 4.

4. Stirge Lair

Dozens of small ledges and niches line the walls of this dry cavern. Shattered stalactites and mounds of crumbling stone lie on the floor and a single, massive column rises to support the shadowy ceiling. The glint of steel and gold can be seen amid the debris, along with numerous bones.

Nesting on the ledges and in the niches are 7 stirges [AL N; MV 30' (10') Fly 180' (60'); AC 7; HD 1; HP 8, 7, 6, 6, 5, 5, 4; #AT 1; DG 1d3 + blood drain; SV F 2; ML 9; XP 16].

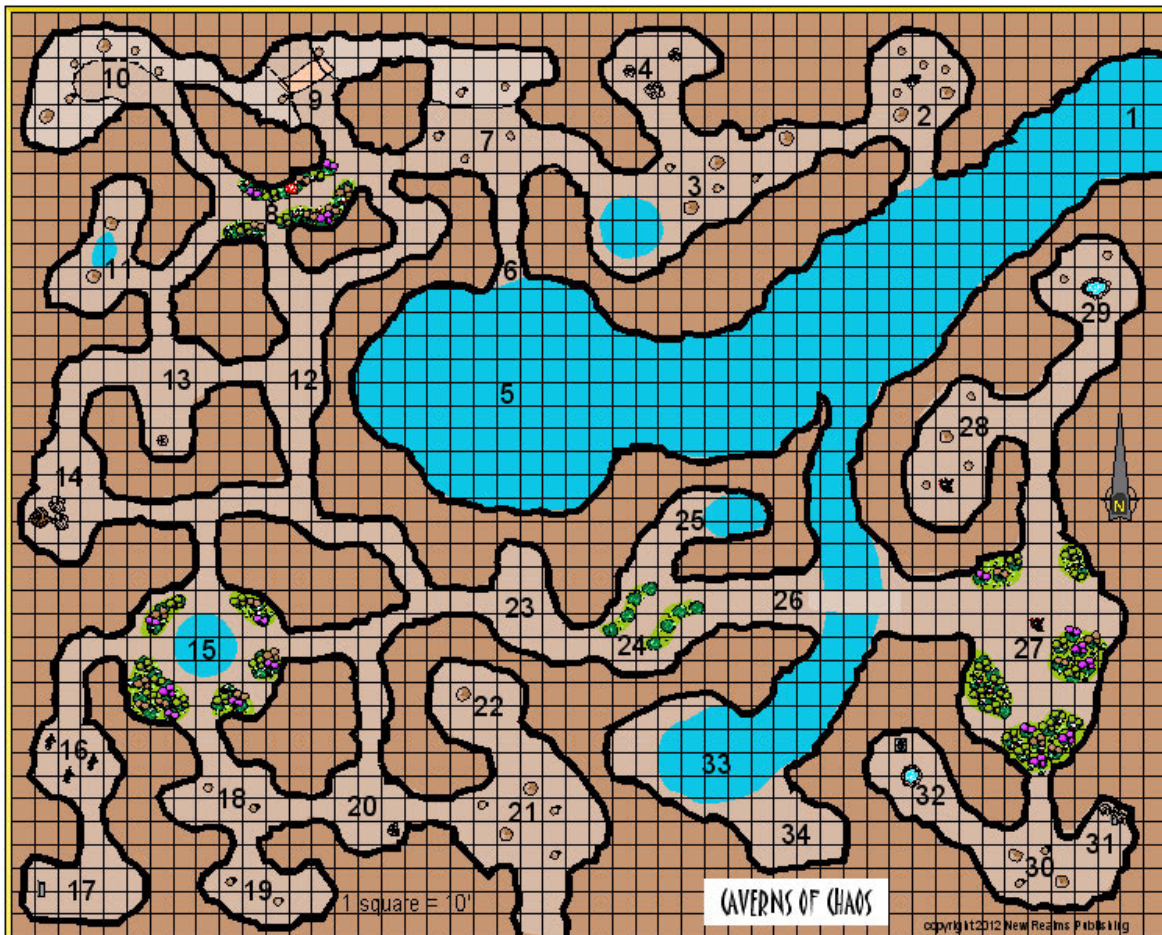
Searching the rubble uncovers 150 cp, 59 sp, 66 gp, 5 gems (25 gpv each), a dagger and a battleaxe.

5. Underground Lake

The underground river begins here, at a small lake, in this large cavern. The water is thirty-feet deep and flows into the lake through a ten-foot diameter hole in the center of the west wall, near the base. Dozens of stalactites stud the ceiling, many of which drip water, adding to the volume in the lake.

There is a 2 in 6 chance per turn that the characters will be attacked by 1-4 tentagorers. If the initial group is defeated, no other tentagorers will enter this cave for 1-4 days. If the characters throw food into the water, particularly fish, the tentagorers are likely to allow the characters to pass.

Tentagorers [AL N; MV 60' (20') Swim 90' (30'); AC 7; HD 3, 2, 1, 1; HP 16, 12, 6, 5; #AT 3; DG 1/1/1d4 + knockdown and constriction; SV F 2 or 1; ML 9; XP 65, 29, 13, 13].



6. Landing

A ten-foot rowboat and a crude, eight-foot square raft, are pulled up onto the smooth, stone landing that slopes up from the lake to the south. The landing leads to a cavernous tunnel that extends to the north.

The rowboat, along with the occupants, was taken by lizardfolk and still contains three oars and the remains of some fishing gear. The raft was built by the troglodytes. There is a 2 in 6 chance per turn that characters with lights, or those making unnecessary noise, will be detected by the scryllions in Area 7.

7. Scryllion Guards

The intersection of three tunnels forms the southern half of this cavern. The northern half is fifteen feet above the main floor. A cliff face separates the two areas.

Three scryllion stand watch in the raised, northern area. When intruders are detected, one scryllion will alert those in Area 9 by moving west through the northern tunnel. The other two will take cover behind stalagmites and watch the intruders, attacking only if discovered and moving to support other areas as needed.

Scryllion [AL N; MV 120' (40"); AC 7; HD 1; HP 6, 5, 4; #AT 1 javelin; DG 1d6; SV F 1; ML 8; XP 10].

8. Fungi Cavern

The smell of rot and mold is strong in this damp cavern and the sound of dripping water echoes from the walls. Two wide strips of fungus carpet the floor along the north and south walls, leaving a path of bare stone down the center of the cavern. Several large mushrooms grow out of the multi-colored blanket of mold and the occasional bone juts out of the mess.

The fungus in this cavern is tended to by the scrillion, who use some of the fungi for food and others for poisons and drugs. The scrillion have also encouraged the growth of a shrieker, who has become something of a pet of the scrillions. The shrieker will not shriek when scrillion pass, but will for other intruders. The sound will alert the scrillion, who will prepare to defend their layer, and attract the attention of a second "pet" of the scrillion, a giant lizard from Area 11.

Shrieker [AL N; MV 9' (3'); AC 7; HD 3; HP 18; #AT scream; DG attract monsters; SV F 1; ML 12; XP 65].

9. Rope Bridge

A crude rope bridge of vines and wood spans the gap between two raised areas on the east and west sides of the cavern. The raised sections are atop fifteen-foot high cliffs and are shrouded in the shadows of numerous stalagmites and stalactites. Many of the stalagmites on the floor of the cavern appear to have been broken off.

Two scrillion are positioned atop each of the raised areas. When intruders are spotted, one of each pair will move to alert those in Areas 7 and 10 while the others take cover and watch the intruders, attacking only if discovered and moving to support other areas as needed.

Scrillion [AL N; MV 120' (40'); AC 7; HD 1; HP 6, 5, 4, 4; #AT 1 javelin; DG 1d6; SV F 1; ML 8; XP 10].

10. Scrillion Lair

Fifteen-foot high cliffs create a crescent-shaped raised area around three-quarters of the cavern. Numerous pieces of stone have been piled along the top edge of the raised area, filling in many of the spaces between the stalagmites and columns. The floor is relatively level and smooth, any stalagmites and loose stone have been removed.

This cavern is the lair of the scrillion tribe. The chief and eight warriors are here. Any females and young do not fight.

Scrillion Chief [AL N; MV 120' (40'); AC 5; HD 1+1; HP 9; #AT 1 javelin or +1 spear; DG 1d6 or 1d6+1; SV F 1; ML 8; XP 15].

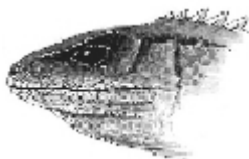
Scrillion [AL N; MV 120' (40'); AC 7; HD 1; HP 8, 7, 6, 6, 5, 5, 4, 4; #AT 1 javelin; DG 1d6; SV F 1; ML 8; XP 10].

The warriors will fight from the cover of the three-foot high barrier around the edge of the raised area, hurling javelins at intruders below.

The chief wears armor made of giant beetle shells and a necklace with six gold nuggets (50 gpv each) and wields a +1 *spear*. The remainder of the tribes treasure is inside a hollow space, which is covered by a large flat stone, in the floor along the west wall. Inside the hollow is 800 cp and 500 sp.

11. Giant Lizard Lair

A foul stench hangs in the air of this damp, gloomy cavern. Water slowly drips from a handful of glistening stalactites, feeding a shallow pool near the center of the cavern that is flanked by a pair of rust-colored columns. The floor is dotted with stalagmites and littered with bones, rags and less identifiable trash.



This cave is the lair of a giant tuatara lizard [AL N; MV 90' (30'); AC 4; HD 6; HP 31; #AT 3; DG 1d4/1d4/2d6; SV F 4; ML 6; XP 570].

The lizard is well fed by the scrillion and will not harm a scrillion unless provoked. The creature normally rests at the northeast end of the cave. Scattered around its nest are 77 cp, 58 sp, 49 gp and a +2 *dagger*, +3 *versus goblins, kobolds and orcs*.

12. Painted Cavern

The tunnel broadens as it intersects with three other passages, forming a small cavern. A few dry stalactites hang from the low ceiling and the floor is smooth, free of stalagmites. The east wall is splotched with a strange pattern of colors.

The east wall is painted with a scene of reptilian humanoids mounted on giant lizards hunting humans in a forest. The reptilian humanoids are dressed in colorful cloth and gleaming armor and wield fabulous weapons, while the humans are dressed in furs and skins. The painting is very old and faded, but done with a remarkable degree of skill. The cave is otherwise empty.

13. Cavern of the Statue

Numerous stalagmites rise from the smooth floor of this cavern. A pair of spiraling, striated columns support the stalactite-studded ceiling just to the fore and either side of a large statue near the south wall. The statue is of a snake, coiled atop the base and rearing a disturbingly human face.

The statue is eight feet tall and cunningly carved from a large stalagmite. The lower half of the serpentine body is coiled above the base while the upper half rears upright. There is a secret compartment in the base of the statue, just below the statue's head. The door to the compartment is trapped. If not disarmed and opened, the lower jaw of the statue drops open and sprays a poisonous cloud of paralytic vapor in the ten-foot space in front of the statue. Anyone in the space must save versus Poison or become paralyzed for six turns. Inside the compartment is a small jade statuette (300 gpv) of a snake, very similar to the large statue.

14. Cavern of the Beetles

Several stalactites have fallen from the ceiling of this cavern, forming a low mound of stone near the west side. Stalagmites, streaked with crimson minerals, rise from the floor and the air is cool and drafty. A clicking sound echoes from the walls.

The clicking sound comes from four cave beetles who are crawling up the walls of a small chasm that is behind the low mound of stone. The sound will grow louder for one round before the beetles come crawling over the mound and attack the party.

Cave Beetles [AL N; MV 120' (40'); AC 4; HD 3; HP 21, 18, 15, 13; #AT 1; DG 2d4; SV F 2; ML 8; XP 65].

The chasm could be used to expand on the adventure, leading to further caverns below.

15. Cavern of the Pool

Water drips from stalactites, gathering into a large pool in the center of this large, circular cave. Mounds of fungi and large mushrooms blanket large portions of the cavern floor.

Characters who explore the cavern will see a glint of metal coming from a large mound of fungi to the southwest. The fungi is harmless, but on the ceiling above the area is a green slime.

Green Slime [AL N; MV 3' (1'); AC -; HD 2; HP 12; #AT 1; DG flesh to slime; SV F 1; ML 12; XP 38].

The glint comes from six +1 *bolts of flame*, 48 cp, 55 sp, 58 gp and six gems (50 gpv each), mixed among the bones of a dwarf in rusted chainmail.

16. Cavern of Bones

Numerous mold-encrusted bones and rusted weapons litter the floor of this damp cavern. The sound of dripping water echoes from the north and a yellowish glow can be seen from the south.

There is nothing of value among the bones.

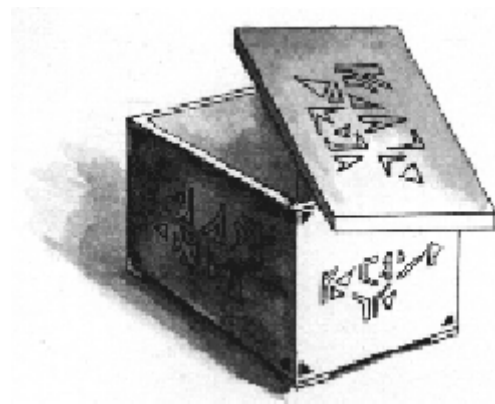
17. Cavern of the Stone Chest

A yellowish glow illuminates this cavern. The light radiates from a large stone chest or sarcophagus along the west wall. Several bones are scattered on the floor in front of the stone chest.

The bones are the remains of three troglodytes who were slain here long ago. The chest is four-feet tall, four-feet wide and six-feet long with a heavy stone lid. The chest radiates magic and evil if detected for, but there is no discernable source of the glow. If the lid on the chest is removed, eight skeletons in Area 16 will animate and move to attack anyone in this cavern.

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 6 each; #AT 1 sword; DG 1d8; SV F 1; ML 12; XP 13]

The chest contains two sacks with 500 sp each, a small coffer with 7 gems (4x10 gpv, 2x25 gpv and 1x50 gpv), a crystal skull pendant, a magic-user scroll of *magic missile* and *mirror image* and a cleric scroll of *cure light wounds* and *bless*.



18. Cavern of the Spider

The shadow-shrouded silhouettes of numerous stalactites can be seen on the ceiling of this gloomy, oval-shaped cavern. The floor is rough, with many small ledges and depressions covered with loose gravel and shale. The air is dry and musty. A few dark, odd-shaped objects lay near the walls.

This cavern is the lair of a giant black widow spider [AL N; MV 60' (20') Web 120' (40'); AC 6; HD 3; HP 18; #AT 1; DG 2d6 + poison; SV F 2; ML 8; XP 80].

The creature lurks in a mass of webbing near the ceiling, among the stalactites. Wrapped in the webbing near the ceiling are the remains of giant beetles, crab flies and creatures less identifiable. The objects near the walls are the husks and remains of giant insects, except near the west wall where lies the corpse of a fisherman who broke free from the troglodytes only to be slain by the spider.

Scattered among the gravel near the center of the cave is 23 cp, 35 sp and 45 gp.

19. Gloomy Cavern

Loose rock and the broken remains of stalactites litter the floor of this gloomy, crescent-shaped cavern. Cobwebs hang from the ceiling and the dry, rough walls and are draped across stalagmites and large stones on the floor. Near the east wall is a pile of cobweb-covered bones.

The bones are those of an elf. All that remains of the elf's gear is a set of silvery, +2 *scalemail*, a crystal skull pendant, and a magic-user scroll of *shield*.

20. Cavern of the Skull

The small cave is formed at the intersection of three tunnels. Atop a large pile of stones near the east wall sits the skull of a large reptile. A cold, damp draft comes from the east, carrying a strange, foul stench.

The pile of stones is five-feet high and the skull is that of a giant horned chameleon. The mound is a territory marker for the troglodytes that live to the east.



21. Cavern of the Troglodytes

Numerous bones and simple stone and wooden implements are scattered about the floor of this large, foul-smelling cavern. Stalagmites, stalactites and columns are common in the cavern and a cold, damp draft comes from the south.

This cavern is the lair of a band of six troglodytes [AL C; MV 120' (40'); AC 5; HD 2; HP 14, 12, 11, 10, 10, 8; #AT 3; DG 1d4 each; SV F 2; ML 9; XP 38; surprise 4 in 6, stench.]

The southern passage slopes down forty feet to Area 1, CV3. The chief and three other troglodytes are in the deeper caverns to the south, taking a group of prisoners to the lizardfolk (see CV3).

22. Storage Cavern

This cavern is where the troglodytes keep their prisoners and treasure. The prisoners include the captain of the *Sillas Light*, three of his crew, a local trapper and two local fishermen. If rescued, the captives can tell the characters that there is more than one kind of "lizardman" and the leader of this bunch occasionally takes captives through the southern passage. In fact, he recently left with three fishermen. When he returns, though, the captives do not return with him.

The band's treasure includes 2,000 cp, 1,200 sp, 800 gp, 10 gems (3x10 gpv, 3x25 gpv, 4x50 gpv), 3 jewelry (40 gpv, 50 gpv, 200 gpv), a +1 *ring of protection*, a spear, two handaxes, three swords, a +1 *battleaxe*, a pile of rags and a pair of *elven boots*..

23. Warning

The tunnel broadens into a small cavern. Water glistens from the walls over bands of yellow and red mineral deposits. On the east wall are carved several angular lines.

Chiseled into the east wall, in dwarvish, are the words "Beware the Bloodeyes." There is nothing else of interest in the cavern.

24. Tunnels of the Tentagorers

The tunnel broadens into a large cave that intersects with two other tunnels. Wide bands of slimy mold grow in long, curvy strips over the cavern floor and around the bases of stalagmites. The sound of

running water comes from the east and a foul smell from the north.

Crawling about the cavern are three tentagorers [AL N; MV 60' (20') Swim 90' (30'); AC 7; HD 3, 2, 2; HP 16, 12, 10; #AT 3; DG 1/1/1d4 + knockdown and constriction; SV F 2; ML 9; XP 65, 29, 29].

Behind a stalagmite along the south wall are three gems (2x10 gpv, 1x25 gpv).

25. Pool of the Tentagorers

Water glistens from the walls of this crescent-shaped cavern and drips from numerous stalactites, gathering into a murky, foul-smelling pool near the east end of the cavern.

Lurking in the pool are two tentagorers [AL N; MV 60' (20') Swim 90' (30'); AC 7; HD 3, 3; HP 22, 16; #AT 3; DG 1/1/1d4 + knockdown and constriction; SV F 2; ML 9; XP 65].

The pool is five-feet deep. Scattered in the muck and mud at the bottom of the pool are 75 sp, 30 ep, 34 gp, and 3 gems (2x50 gpv, 1x100 gpv).

26. Bridge

A natural bridge of stone arcs over a small river that flows through the cavernous tunnel ahead.

Crawling on the bridge is a frogore [AL N; MV 90' (30') Swim 90' (30'); AC 5; HD 4+1; HP 25; #AT 3; DG 1d4/1d4/2d4 + constriction and tongue; SV F 2; ML 9; XP 290].

27. Cavern of the Flies

Several large mounds of fungi grow in this damp, foul-smelling cavern. Near the center of the cavern are the remains of a large monster. Crawling over the carcass are several giant, winged insects.

The insects are five crab flies [AL N; MV 60' (20') Fly 180' (60'); AC 5; HD 2+2; HP 16, 15, 13, 12, 10; #AT 3; DG 1d4/1d4/1d3 + 1d3 acid; SV F 1; ML 9; XP 47].

The carcass is the remains of a frogore. To reach the southern passage the characters must move through a large mound of fungi. In the center of the mound is a patch of yellow mold [AL N; MV 0; AC -; HD 2; HP 12; #AT spores; DG 1d6 + special; SV F 2; ML -; XP 38]

28. Larva Cavern

The decomposing remains of several giant, black beetles lay near the center of this oval-shaped cavern. A foul patch of slimy, green mold grows near the northern wall and to the south are the shattered pieces of several stalactites.

Crawling over the remains of the cave beetles are six crab fly larva [AL N; MV 60' (20'); AC 7; HD 1; HP 5 each; #AT 1; DG 1d3+1d3 acid or acid spray; SV F 1; ML 9; XP 13].

29. Cavern of the Crimson Pool

An eerie red light illuminates this roughly circular cavern. The light emanates from a ten-foot diameter pool near the center of the cave. The air is chill and dry.

The red light comes from a translucent red gem in the pool. The pool reaches a depth of five-feet near the center and the stone lays near the center, surrounded by the bones from a dwarf's left hand. The stone appears to be of great value (500 gold at least). The stone is cursed, however, and part of a statue from the deeper caverns (see CV3).

If a character takes the gem, the character will lose one hit point per hour as the stone slowly drains the character's blood. The character will not be aware of the source of the damage, only that he or she is feeling increasingly weak and tired. A character who dies as a result of the blood drain will later rise as a bloodspawn, an undead, vampiric creature (see CV3).

If the character attempts to sell, or otherwise get rid of the gem, the character must make a save against Spells or be unable to part with the stone. A remove curse or similar magic will allow the character to be rid of the gem. The gem, however, will remain a cursed object.

30. Cavern of the Crystal Columns

Four crystal columns rise from the rocky floor of this cavern, supporting the dry, cracked ceiling above. The withered carcass of a giant insect lies near the entrance to the cavern and loose pieces of stone litter the floor. The air is dry and chill and cobwebs hang from the stalagmites.

The pillars radiate magic and evil if detected for. If

any living thing not wearing a crystal skull pendant comes within ten feet of one of the crystal pillars a tendril of white light lashes out. The target is allowed a saving throw against Breath Attacks. Those failing the save are drained 1d4 hit points. Those succeeding at the save manage to dodge the tendril. The pillars will not attack those wearing a crystal skull pendant. Any hit points drained are sent to the crystal skull in Area 32. Each pillar can attack one target per round.

31. Collapsed Cavern

The eastern wall of this cavern has collapsed in a slide of mud and stone. Sticking out of the rubble is half of a large stone rectangular box. The other half is covered with mud and pieces of stone.

The stone box is a sarcophagus, four-feet tall, four-feet wide and six-feet long covered with a heavy stone lid. The sarcophagus was crafted by an advanced race of lizardfolk centuries ago. Uncovering the sarcophagus would take four man-turns. Inside are the blackened, desiccated remains of a lizardfolk cleric, now a wight.

Lizardfolk Wight [AL C; MV 90' (30'); AC 5; HD 3; HP 21; #AT 1;+ staff DG drain 1 level; SV F 3; ML 12; XP 110; only hit by silver or magical weapons].

In the sarcophagus is an ornate belt made of gold in the shape of a snake with an emerald eye (800 gpv), a pair of silver bracers inlaid with turquoise in the shape of a lizard's head (200 gpv each), a gold circlet in the form of a snake set with an emerald (500 gpv), a crystal skull pendant, and a *staff of the serpent*. The monster can attack with the staff in one hand, commanding it to constrict when able, and attack with a claw in the same round.

32. Cavern of the Crystal Skull

A stone pedestal sits near the north wall of this oval-shaped cavern. At the base of the pedestal is a small, square stone box and atop the pedestal sits a human-sized skull of crystal. Between the entrance and the pedestal is a round pool of water.

The skull stores the energy absorbed by the crystal pillars. If anyone not wearing a crystal skull pendant approaches within twenty feet of the pedestal, the skull will hum with energy and fire a bolt of light at the pool, transferring 3-24 hit points (up to the skull's maximum) to the pool and creating a crystal ooze.

The ooze begins with the number of hit points fired by the skull. The skull can fire one bolt every other round.

The pool is ten-feet deep and appears to be filled with water, but is actually a thick, jelly-like substance. The box measures three feet per side and has a heavy stone lid. Inside is 25 gold nuggets (50 gpv each) and a *wand of paralyzation* (8 charges).

33. Spawning Pool

A shallow pool of foul-smelling water occupies much of the floor of this round cavern. Water from the pool flows to the northeast, creating a small river. To the southeast, a smooth bank of stone slopes up from the pool.

The pool is fed by several small cracks in the bottom. Characters exploring the pool will discover three slimy clutches of fist-sized eggs that were laid here by the frogores in Area 34. Noise and light in this area has a 2 in 6 chance per turn of attracting the attention of the frogores in Area 34.

34. Frogore Lair

A smooth bank of stone slopes up to the floor of this damp, foul-smelling cavern. Bones and bits of trash litter the floor and patches of slimy mold grow on the walls. Gold and silver gleams from among the trash.

This cavern is the lair of two frogores [AL N; MV 90' (30') Swim 90' (30'); AC 5; HD 4+1; HP 30, 22; #AT 3; DG 1d4/1d4/2d4 + constriction and tongue; SV F 2; ML 9; XP 290].

Among the bones and garbage are 500 cp, 900 sp, 600 gp and 7 gems (2x25 gpv, 2x50 gpv, 2x100 gpv and 1x500 gpv).



The Ongoing Campaign

Every adventure in the Fantastic Adventures product line can be played independently or linked together to form an ongoing campaign. Two different elements, setting and storyline, in each adventure can be used to link adventures together.

The setting is identified by a letter/number code in the lower left corner of the cover. The letters identify the setting and the number is the number in the series. For example, Catacombs of Chaos is the first in the Crysamar Vale series of adventures and is identified by a CV1.

The storyline is identified by the color of the skull in the center of the cover. To keep the players from knowing the storyline before the adventure begins, the color codes of the skull are provided in the Module Codes section of each adventure.

MODULE CODES



Dark Water Campaign. Searching the ruins of ancient temples of Ool for lost lore and magic and striking out from hidden bases at travelers and isolated communities, the Cult of Ool and their allies are once more making a bid to rise to power.



Rise of the Reptiles. Some among the reptilian races remember tales of a lost age, when reptiloids ruled portions of the world from shining cities. Humans were cattle, to be eaten or enslaved. Some among the reptilian races would see a return of those times.

New Magic

ARROWS AND BOLTS OF FLAME

These magical projectiles appear to be ordinary arrows and bolts with ornate bronze heads. When fired, the bronze head becomes wreathed in flame and does 1d4 points of fire damage to the target, in addition to the normal damage and magical bonus. To determine the bouse of the arrow or bolt, roll 1d20. On a roll of 1-15 the bonus is +1, 16-18 +2, and 19-20 +3.

CRYSTAL SKULL PENDANT

These pendants are made of a hard, translucent substance and carved to resemble a miniature human skull. When worn on a necklace, the pendants protect the wearer from the magical draining caused by the crystal columns in Area 30.

New Monsters

Cave Beetle

No. Enc.: 1d8 (2d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 3
 Attacks: 1 (bite)
 Damage: 2d4
 Save: F2
 Morale: 8
 Hoard Class: VI
 XP: 65

Cave Beetles are five-foot long black beetles that are encountered primarily underground. They are very aggressive and will attack, and eat, most anything from fungi to humanoids. They are able to climb and move across all but the smoothest of surfaces, including ceilings, and, as long as they are not moving, have a 3 in 6 chance of surprise.

Crab Fly

No. Enc.: 2d4
 Alignment: Neutral
 Movement: 60' (20')
 Fly: 180' (60')
 Armor Class: 5
 Hit Dice: 2+2
 Attacks: 2 pincers, 1 bite
 Damage: 1d4/1d4/1d3+acid

Save: F1
 Morale: 9
 Hoard Class: VI
 XP: 47

Crab Flies are mutant, three-foot long flies with a pair of pincers and a painful bite that delivers an additional 1d3 points of acid damage on a successful hit. Crab Flies avoid sunlight and bright light and when outdoors become active only at night. They are aggressive, but prefer to lie in wait for prey.

Crab Fly Larva

No. Enc.: 3d4
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 7
 Hit Dice: 1
 Attacks: 1 bite
 Damage: 1d3+acid
 Save: F1
 Morale: 9
 Hoard Class: None
 XP: 13

Crab Fly Larva are the immature form of crab flies. They resemble two-foot long, grey, slimy maggots. They attack with a bite that inflicts an additional 1d3 acid damage. They are also able to squirt acid in a 30' long stream that inflicts 1d4 damage (save vs Breath Attacks for no damage). They are only able to use this attack once per hour.

Crystal Ooze

No. Enc.:	1 (1-3)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	7
Hit Dice:	3
Attacks:	1
Damage:	1d6
Save:	F2
Morale:	12
Hoard Class:	None
XP:	95

Crystal Ooze is a form of magical construct that resembles a clear jelly-like substance that is able to flow over any surface, including water. A crystal ooze attacks with a pseudopod. Any damage inflicted is added to the creature's current and maximum hit points. In this manner a crystal ooze is able to grow and gain hit dice. Whenever a crystal ooze's maximum hit points exceed the amount possible for the creature's current hit die, the monster's hit die increases by 1. Each time an ooze's hit die increases, roll 1d6 and add the creature's new hit dice. If the result is 7 or higher, the ooze divides and the hit dice are divided between the two. In the case of odd hit dice, the parent keeps the higher amount.

Crystal Ooze's are immune to mind-affecting magic, sleep, charm and hold spells. They can be damaged by ordinary weapons, fire and cold. Lighting adds to the creature's hit points in the manner described above. Because they are nearly translucent, crystal ooze's surprise 4 in 6.

Frogore

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Swim:	90'(30')
Armor Class:	5
Hit Dice:	4+1
Attacks:	2 tentacles, 1 bite
Damage:	1d4/1d4/2d4
Save:	F2
Morale:	9
Hoard Class:	VI (XXI)
XP:	290

Frogores are giant, six-foot long, frog-like monsters with thick tentacles instead of front legs. They are able to leap up to thirty feet and attack in the same round. They attack with two tentacles and a bite. If a tentacle hits, it wraps around the target and automatically constricts for 1d4 damage each round. The frogore has a +4 chance to bite any target that is wrapped in a tentacle.

Frogore's are also able to strike at targets up to twenty feet away with their tongues. Any target man-sized or smaller that is hit by the frogore's tongue is pulled to the monster's mouth for a bite attack at +4.

Scrillion

No. Enc.:	2d4 (6d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	7
Hit Dice:	1
Attacks:	1
Damage:	by weapon
Save:	F1
Morale:	8
Hoard Class:	XX
XP:	10

Scrillion are five-foot tall reptilian humanoids with three-digit hands and feet and short, powerful tails. They are skilled swimmers and climbers. Scrillion prefer to attack from a distance using javelins. Scrillion chiefs are 1+1 hit die and have 9 hit points.

Tentagorer

No. Enc.:	1d4 (2d4)
Alignment:	Neutral
Movement:	60' (20')
Swim:	90' (30')
Armor Class:	7
Hit Dice:	1-3
Attacks:	2 tentacles, 1 bite
Damage:	1/1/1d4 + special
Save:	F1 or 2
Morale:	9
Hoard Class:	VI (XXI)
XP:	13/29/65

Tentagorers are large, slug-like monsters with a tentacle growing out of either side of their body, shortly below the head. The creatures range from 1 to 3 Hit Die with a body length equal to two feet plus

one foot per Hit Die. The tentacles have the same length as the creature's body.

Tentagorers use their tentacles to aid in movement, manipulate objects and drag prey down or into water. Any creature struck by a tentacle must save vs Paralyze, modified for Strength, or be knocked down. Creatures ogre-sized or larger automatically save. Man-sized or small targets attacked by the 1 Hit Die monster save a +2. Once a creature is struck by a tentacle it will automatically constrict for 1 hit point of damage per round.

Tentagorers are the immature form of frogores. They are amphibious, and will move on land, leaving a slimy trail, when hunger forces them to search for food, but prefer to lurk in pools of water and wait for prey to pass by. When a tentagorer grows to 3 Hit Die, the creature will begin stockpiling food in its pool, which it will feed on when it begins to change into a frogore.

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