

DYSON'S DELVES VOLUME II

A SECOND COLLECTION
OF MAPS & ADVENTURES
SET UNDER THE EARTH

BY DYSON LOGOS

DYSON'S DELVES II

Further
Explorations,
Adventures
&
Cartography

DYSON'S DELVES II

Dyson's Delves II is an adventure and cartographic supplement for old-school role-playing games. The entire contents of this volume is of course fictional - sure there may indeed be things under the earth, even cave networks and so on, but these bear little to no resemblance to the ones presented in this volume. If you find something like this under your house or school, don't load up on pointed sticks and start exploring it, go talk to a professional.

This codex contains a collection of maps of subterranean expanses meant for use in fantasy role playing games. The volume is broken into two sections - the first contains maps that have already been keyed for use in classic fantasy RPGs, while the second set of maps are meant to be stocked and keyed by the Game Master. To that end, these maps include a page for each map where the Game Master can note what is to be found in the mapped areas, as well as where in their game world said areas are to be found.

As the owner of this book, you have permission to photocopy any maps herein for your personal use - thus you don't have to write in the volume itself if you don't want to deface it. That said, I truly do recommend defacing the volume yourself as you go as it makes for a truly unique book that has been customized to your campaign, and it feels pretty cool to reach up onto the bookshelf and pull out a printed book with your dungeons in it instead of using a collection of loose papers.

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You can find out more about books, maps and writings by Dyson Logos at Dyson's Dodecahedron, an RPG blog for all occasions at rpgcharacters.wordpress.com

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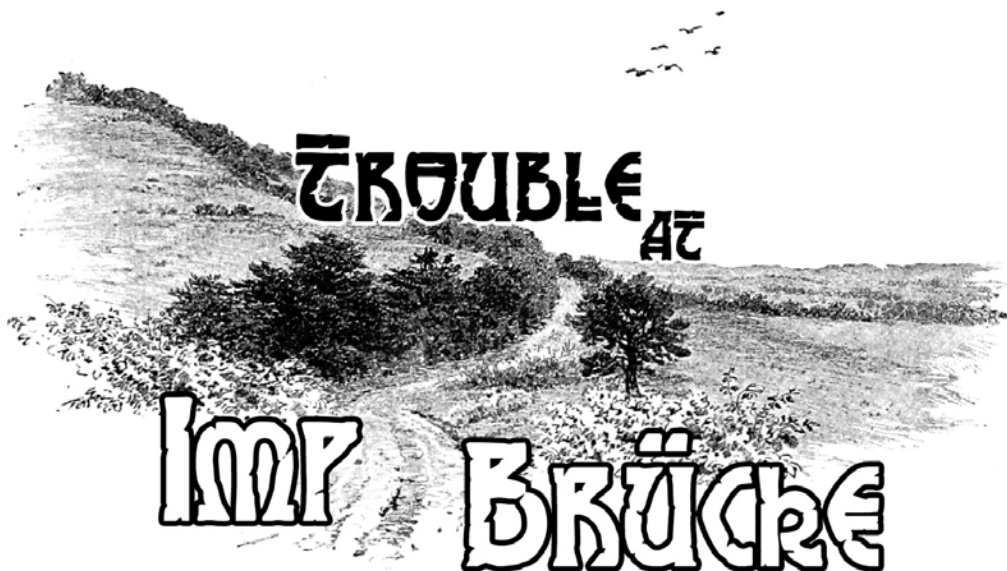
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ADVENTURES

Adventures for
characters of levels
One to Nine



An adventuring environment for characters of levels 6-7

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Imp Brücke refers to both a small collection of buildings (too small to be even called a thorpe) and an ancient stone bridge crossing the Pearl river near it's junction with Scale Creek. The bridge has been here for centuries and shows little sign of the ages passing - sufficient magical investigation (outside the scope of this adventure) can determine that it was originally constructed by earth elementals under the control of a magus of the three circles. The bridge itself is made of a hard brown stone and arches smoothly over the Pearl river. Along the sides of the bridge are the shapes of many misshapen faces with open mouths staring at the river.

The party could be here for any number of reasons, but the most likely is a classic fetch quest. In this case, there are a few items of interest in the area that the party could be searching for:

- Documents and signet ring from Sidral's Tower (area 2) which could easily be linked to a character's family history
- The Iron Hammer in the inn of the same name which may be the only weapon to slay the graveyard elemental in FesterHill
- Rumours of a clan of ur-goblins that were based under the bridge and fought for the forces of law in the great war
- The egg of a dragon, taken by goblins and transported this way



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Or they might just be heading through along the road when they run into the ambush at area 7.

The night before the party arrives at Imp Brücke, there was a bit of a screw-up. Four goblins had slipped into town as they do once a year for a magical ritual with the Elkins family that has bound the townfolk and the local goblins in peaceful co-existence for untold years. Evan Elkins unfortunately botched the ritual and something horrid came through the resulting tear which killed off the Elkin family as well as two of the four goblins. Little do the townfolk realize that the goblins think they have been betrayed...

1. Residents of Imp Brücke

This small collection of homes and outbuildings is the sum total of the residents of Imp Brücke. A scattering of solitary farms exit to the west and the farmers make trips every few weeks to Imp Brücke for trade and news. There are four buildings of interest to the average traveler here.

The Ancient Cheese - run by a mother and daughter, this cheesemaker specializes in exotically herbed cheeses with fungal growths. With the recent troubles, some of these fungal growths have resulted in some truly remarkable cheeses. When visited they will have 1d6-4 of each of the following cheeses (results of less than 0 are treated as 0)

- Tromeo Reggiano (1 gp) - Epicure lapses into death-like sleep for 1d4 days; upon waking, save vs poison or awaken as mold-zombie.
- Orange Marbled Brick (4 gp) - improves the eater's saving throws against poison by +1 for 24 hours.
- Soft Barrel Cherry Cheese (5 gp) - causes a strange tingling sensation in the consumer's extremities for d8+1 hours, no other effects.
- Speckleroot Hard Cheese (7 gp) - consuming this cheese increases a character's healing rate by 100% when combined with a full day's rest.
- The Gaffer's Black (7 gp) causes extreme sweating, consumer can commune with nearby spirits for two turns if she fails a save vs. poison at -3
- Pink Kleebeus (8 gp) - Grants +2 bonus to AC, at the cost of -4 to all reaction rolls. The effect lasts for 6 hours, culminating in an epic visit to the latrine.
- Ancient Lavender Creme (9 gp) - Save vs poison or permanently lose 1 Con. Regardless of save result, gain +2 on all future saves vs poison.
- Wax-Bound Dogwood Cheese (10gp) - A hard wheel bound in bright red wax. Has a shelf life that can be measured in decades (at least, until the waxy rind is broken open). No canine -- not even a hellhound or lycanthrope -- can resist this cheese; it is the ultimate bribe where canines and the like are concerned.
- Juniper Curd (12 gp): For the next 12 hours consumer automatically "turns" insects each round as if a 1st level cleric turning undead of similar HD.
- Truvan Beaver Cheese (15 gp) - causes horrendous indigestion and nausea (-1 on attack rolls for 12+d12 hours) but saving throws against spells cast by the consumer are at a -2 penalty during the first four hours.
- Brindlburn Abbot's Gold (25 gp) - consuming this cheese prevents death for 20 minutes unless completely dismembered, disintegrated, or similar.

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The Iron Hammer - a small inn and the only standing stone building in the area, the Iron Hammer is run by Ol' Chumpin', a rotund man in his mid-30's who inherited the inn from his father. During the day there will be 1d4-1 travelers and farmers here, but an additional 1d4+1 will arrive in the evening. Over the hearth of the main room is a massive iron warhammer, rusted and pitted with age. It is actually a +2 weapon that deals an additional +5 damage against earth elementals and other earth-based creatures.

Maltooth's Smithy - this small smithy makes iron goods for the local farmers. He also has a fine-looking two-handed sword hanging by the entrance that he is inordinately proud of but will sell for double the normal price. It is actually a poor weapon, and will break the first time it rolls maximum damage in combat.

The Burned House - this house burned down last night... Today everyone is trying to ignore it, pretending it was an accident and not something worse.

Everyone in Imp Brücke is extra guarded after last night's fire. However, they are full of gossip and rumours for the curious and social

Roll Rumour

- 1 Sidral's Tower just north of here is haunted by a foul curse that slays all who disturb it
- 2 There were inhuman screams during last night's fire. It was probably just the death screams of the family in the fire, but they sounded far more terrifying than that
- 3 The family in the burned out house had been talking about fixing up the old mill by the river. I knew that place was cursed!
- 4 There's always been goblins living in the bridge. But they are our goblins.
- 5 Don't leave the road when traveling north of here. The tower is a death sentence to those who wander too close, and the giant cat-tails of the swamp hide other foul beasts.
- 6 The Old Mill by the river, behind those trees, stopped being used about 20 years ago after a bunch of folk got sick from some bad flour
- 7 The cat tails in the swamp are so large because the beating heart of a demon is buried in the muck beneath them
- 8 There be wolves about... you hear them howl at the moon, but you never see their tracks come the morning
- 9 Maltooth's son was eaten by the tentacled beast that hides in the giant swamp at the river fork
- 10 There are a pair of ancient treants in the forest that can tell your fortune should you come across them under the light of the moon
- 11 Bree-Yark is goblin for "we surrender!"
- 12 A messenger came through last week from the North with stories of an impending zombie plague heading this way

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2. Sidral's Tower

Also referred to by locals as "Sid's fort" and "Sid's ruins" and "the pile o rocks on the hill", no one in the area ever goes here because it is known to be dangerous, but also a danger that doesn't seem to extend beyond the immediate area of the tower. The tower itself was once 50 or 60 feet tall, but now only the bottom 30 feet are intact, with crumbling remains above. The multiple interior levels have all collapsed, leaving a large interior space with a high, stone ceiling.



Those invading the tower or messing around with the upper areas will find themselves besieged by oversized (3 foot long) **red stirges** (AC: 7, HD: 2+1, Mv: 30 (10), Fly: 180 (60), Att: 1, Dmg: 1d6+1, Sv: F2, M: 10, Special: First attack against a target at +2 to hit, blood sucking for 1d6+1 dmg per round). There are 14 of the foul beasts within the tower defending the **Stirge Heart**. Eight will fly out to defend the tower, the remaining 14 waiting until someone breaches the interior, turning the old ruins into a frenzied tornado of blood sucking beasts. The **stirge heart** (AC: 6, HD: 10, hp: 43, Mv: 30 (10), Att: 1, Dmg: 5d4, Sv: F10, M: 8) is attached to the ceiling of the tower. When targets come within reach it lashes out with one of it's six root-like tendrils up to 50'. If it hits with a tendril attack, the tendril latches onto the opponent's body. This deals no damage, but drags the opponent to the stirge heart's mouth at a rate of 10' per round and the victim suffers from weakness for 1d4 rounds. A character must succeed at an open doors check to break away.

The stirge heart appears to be the mutated and oversized remnants of a human or humanoid, almost “splattered” onto the ceiling of the chamber, with strange tendrils of flesh covering the ceiling and leading down the walls. It can talk, but is almost unintelligible and has 3 Int. If the heart is slain but any of the red stirges escape the extermination, the red stirge will create a new stirge heart in time, using the genetic material of the last sentient creature the stirge fed from.

Under a ruined stone chair on the west wall of the tower is a small locked and rusted iron coffer containing the old deed to the building and land, genealogical charts for the Sidral clan and the Sidral signet ring. This collection would be worth between 500 and 3,000 gp, (1d6 x 500 gp) depending on the buyer.

3. The Old Mill

Abandoned for at least 20 years, the wood of these two buildings is starting to rot and the smaller house has partially collapsed. After last night's debacle, two twisted and chaos-touched **greater goblins** (AC: 5, HD: 5, hp: 20, 26, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F5, M: 7, special: berzerk frenzy grants +2 to hit and damage in melee) are hiding here waiting for the sun to set so they can return to their kin in area 6. Unfortunately the thing that temporarily visited the town during the failed summons also rendered these two insane - they have completely lost the ability to make any form of sense, and instead will attack non-goblins on sight and will cower and hide when among their kin.

4. Ruined Manor

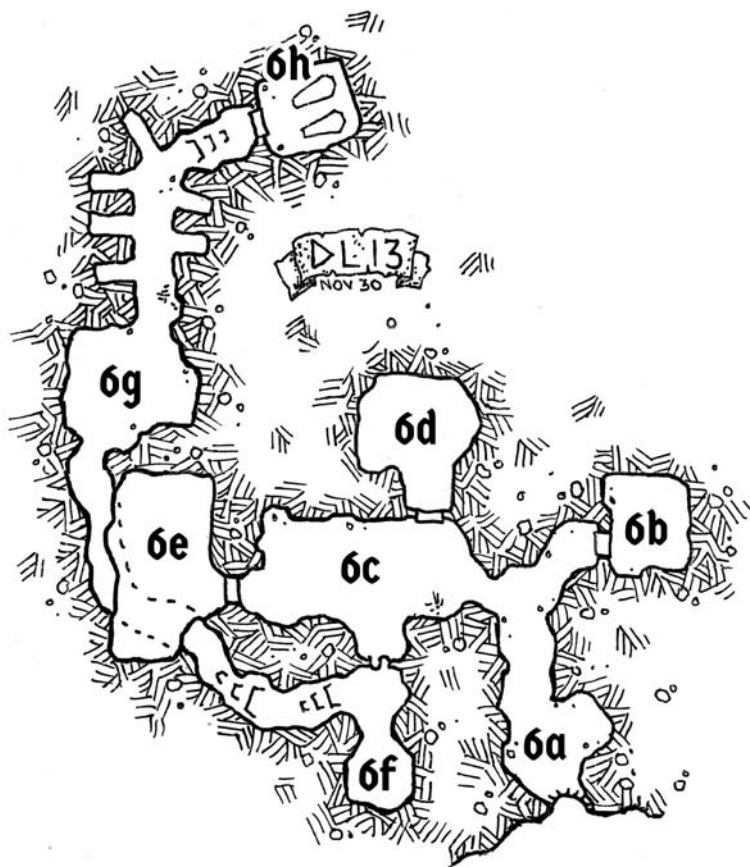
A pair of **dire wolves** (AC: 6, HD: 4+1, hp: 19, 20, Mv: 150 (50), Att: 1, Dmg: 2d4, Sv: F2, M: 8) are kept here under the guard of the **mud beast** (AC: 6, HD: 7, hp: 29, Mv: 60 (30), Att: 1, Dmg: 1d8+2, Sv: F7, M: 7). The mud beast was a goblin that was horribly twisted while undergoing his ur-goblin transformation. The goblins don't know what caused it, but he no longer resembles his kin, and must keep himself wet otherwise he weakens rapidly. When slain it appears that he is mostly mud, with a few bloated internal organs in the mix. The mud beast carries a massive club, and has a coffer chained to his belt that hangs between his massive knees. The coffer is locked (the goblin chieftain has the key) and contains 2,000 ep.

5. Giant swamp

Massive cat-tails make this swamp stand out as unusual - they easily tower twenty feet tall and are two to four inches across. There is nothing particularly special about the swamp besides this overgrown species of reed.

6. Goblin Hole

This natural cave has been expanded by the goblins living here and their forefathers. All sections show some amount of inexpert stonework, mostly to level the floor and make enough head room for goblins to move about. Except in 6e and 6h, ceilings are low - topping out at 5 feet tall. As would be expected of goblin caves, 6a through f are littered with the debris and detritus of goblin life. Door frames are a mix of rough-cut stone and rough masonry with heavy, squat oak doors.



6a. Guard Niche

2 **Goblins** (AC: 6, HD: 1-1, hp: 4 each, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: F0, M: 7) stand guard here. If they spot approaching foes, they will throw their javelins and then one will run to 6c to sound the alert while the other stands his ground (if his morale will let him).

6b. Storage

This room is used to store goods acquired by the goblins when they pillage distant villages and other humanoids (they never cause trouble in Imp Brücke if it can be avoided). It is currently home to a dozen small barrels and wooden boxes of mildewed cloth and grains. Part way down in one particularly foul barrel of grain is a severed elven hand holding a silver piece. If allowed to finish drying, this foul talisman will bring it's wearer a +2 bonus on all saving throws. If the silver piece is removed from it's grasp, however, the person who removed it is cursed to nightmares of an armored elf strangling him in his sleep. This prevents sleep (and thus spell preparation and natural healing) until the curse is lifted by a remove curse.

6c. Goblin Lair

The majority of this small goblin tribe lives here. 10 **goblins** (AC: 6, HD: 1-1, hp: 4 each, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: F0, M: 7), 4 **greater goblins** (AC: 6, HD: 3, hp: 9, 11, 12, 13, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F3, M: 8) and 2 **goblin champions** (AC: 5, HD: 5, hp: 20, 26, Mv: 60 (20), Att: 1, Dmg: 1d6+1/3d4+1, Sv: F5, M: 9, special: the 26 hp champion wields RuinCaller, a magical battleaxe with a +2 bonus to hit that deals 3d4 damage) will defend this space as long as they can, retreating to 6e if they fail their morale, or for the front entrance if that exit is available to them. Sounds of fighting here will alert the Ur-Goblin in 6d who will enter the fray after 3 rounds.

6d. Hole of the Ur-Goblin

In this low-ceilinged chamber, the chieftain of the goblin tribe keeps his harem of 3 **fierce goblins** (AC: 6, HD: 2, hp: 7 each, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: F2, M: 7). The **ur-goblin chief** (AC: 4, HD: 8, hp: 32, Mv: 60 (20), Att: 1, Dmg: 1d6+2, Sv: F8, M: 9, special: can cast *stone shape* 2/day, *wall of stone* 1/day) is a massive and twisted ur-goblin seemingly carved from the dark rock walls themselves. He attacks with a massive Rod of Earth that grants him +2 on all saving throws as long as he is standing on dirt or rock. Once per week he can use the rod to summon an 8 HD **earth elemental** (AC: 2, HD: 8, hp: 36, Mv: 60 (20), Att: 1, Dmg: 1d8, Sv: F8, M: 10, special: can move through earth and stone, attacks against targets standing on earth or stone deal +1d8 damage) for 12 turns that will follow his will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious (or slain) before the duration is done, then the elemental becomes hostile and uncontrollable and will attack the wielder, his kin, and companions. He has the key to the coffer in area 4. His harem is bedecked in the finest jewelry looted by the tribe over the decades - a total of 4 pieces of jewelry worth 600, 900, 1,200 and 1,400 gp.

6e. Goblin Hall

This natural cave towers above the rest of the goblin hole with a 15 foot ceiling glittering with wetness. The room is lit by a supernatural blue light coming from a font of water in the north end of the room. The natural bowl holds about a gallon of water that emits light like a continual light spell. The water loses this glow when removed from the font. Anything placed under the water within the font will emit blue light with the intensity of a candle for 48 hours once removed, but will then wither away as if aged 200-400 years once the light goes out. A save vs spells will prevent both the light and the withering, but only one save is made for both effects.

6f. Shaman's Hole

The secret door to this room is a chunk of stone wedged into the cave walls, leaving only a crack a few inches wide that can be discovered with a successful roll. From the inside, this stone can be easily moved by pushing on the wooden lever attached to the base. It is significantly harder to open from the goblin lair side. Within this small chamber is the aged **goblin shaman** (AC: 6, HD: 5, hp: 15, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: C5, M: 11, Special: Can cast *fear* 3/day, *spiritual*

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weapon 1/day and striking 1/day) and his apprentice (AC: 6, HD: 3, hp: 15, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: C3, M: 8, Special: Casts *fear 1/day* and *spiritual weapon 1/day*). They will stay out of any conflict in the caves beyond, quietly praying that they won't be found.

6g. Guardians of the Dead

The floor of this cavern is covered in rounded stalagmite formations that nearly reach the low ceiling, and practically blocking access to the crypts beyond. Getting past these stalagmites without making contact with them requires a roll against the character's Dexterity - 2. If a non-goblin touches a stalagmite they suffer as if the victim of a cause serious wounds spell. The safest way to deal with these stone formations is to smash them with a large blunt object like a hammer. The crypts beyond this chamber contain the bones and dessicated bodies of many a dead goblin.

6h. Remains of the Ancients

Two rough stone sarcophagi rest in the centre of this 18' tall chamber. One is open and has recently been disturbed (by a young goblin who didn't believe the teachings of the shaman). The second remains sealed. The disturbance of the ancient champion is why the mud beast in area 4 failed his ur-goblin transformation, and no further goblins in this tribe can succeed at such a transformation until the bodies are laid to rest again.

The disturbed sarcophagus is now overflowing with a trio of **yellow molds** (AC: nil, HD: 2, hp: 12, 15, 9, Att: spores, Dmg: 1d6, Sv: F2, Special: 50% chance to spray spores filling the room when contacted, save vs poison or suffocate in 6 rounds, only damaged by fire). Beneath the molds is the rotted corpse of an ancient ur-goblin entombed with his black short sword ElfBiter. The sword has a +2 bonus to hit and deals d20-8 damage (minimum of zero), or d20-4 vs elves.

The second sarcophagus will spring open as soon as a tool is put to the lid in an attempt to open it, propelled by the mass of mold and fungus within that has taken the form of a **shambling mound** (AC: 0, HD: 8, hp: 36, Mv: 60 (20), Att: 2, Dmg: 2d8/2d8, Sv: F8, M: 12). The shambling mound contains the body of the ur-goblin champion within it, still wearing a platinum crown (1,400 gp) and a pair of platinum bracers (900 gp each).

7. Ye Olde Ambush Spot

Thinking the clan has been betrayed, the unstable ur-goblin chief has sent out his kin to ambush any passing humans that come this way. Two of his **champions** (AC: 5, HD: 5, hp: 20, 26, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F5, M: 9) and six **goblin kin** (AC: 6, HD: 1-1, hp: 4 each, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: F0, M: 7) have buried themselves in the leaves at the forest's edge and attack any who approach. Their excellent camouflage and skills at stealth and hunting allow them to surprise on a 1-3. Any survivors from the ambush will retreat down the forest trail towards area 6.

THE SCREAMS FROM JEDDER'S HOLE

An adventure for characters levels 4-5

There's a hole in the floor of the temple of justice. On the hottest days of summer you can feel the cool dampness almost seem to crawl out of it into the main room of the temple. The hole is quite deep, at least a hundred feet, and the space below is significantly wider than the size of the hole.

Once, in a crueler age, prisoners were lowered into the hole by the order of King Jedder. Originally a prison, under the rule of Jedder it became a death sentence - no guards were posted in the hole and no one was ever released from it. The only way in and out was by the rope that lowered new prisoners down.

The practice of using the hole as any sort of prison ended over a century ago, and now the hole seems to work more as a method of keeping the temple of justice cool and a reminder of the extremes to which the law has gone in the past.

Until now. The screaming has begun.

GETTING INVOLVED

The classic method to get the party involved in this adventure is to have one of the clergy of the temple approach them regarding the problems coming from the ancient prison and execution site and offering them a reward for clearing it out.

More interesting would be to have a ceremony that the group is at occur at the temple of justice and for the screaming to begin then. But don't just conveniently have it happen the first time they are at the temple. Introduce the temple and the hole a few sessions before the adventure. Have the party meet someone at the temple, have them attend other functions here... perhaps the local lordling always rewards his servants and adventurers with small public displays of awesomeness?

When the party arrives this time, the ceremony they are here for is sidetracked as the wailing begins. Here's some sample ceremonies to get things rolling:

- A nobleman's wedding that they party was invited to (perhaps they rescued the bride in a previous adventure?)
- A celebration of the party's last great deed.
- The trial of a villain the adventurers took part in the defeat and/or capture of.
- A knighting or coronation ceremony.
- The advancement ceremony for the party's paladin or lawful cleric.

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A few minutes into the ceremony the wailing begins - obviously coming from deep within the hole, but loud enough for all to hear it clearly. Anyone in attendance under level 3 / 3 HD must make a saving throw versus spells. Those who fail quake in fear, although those who fail the save by 10 or more are drawn to the edge of the hole, looking down in shock and horror, and eventually begin to throw themselves into the depths. It will take 2d10 minutes of looking into the hole before someone throws themselves in, so there won't be any jumps for the first two minutes of the wailing screams. But then the first people begin to plummet to their deaths, and the numbers increase rapidly unless someone can put things to order.

Persons of level 3 or higher must still make the saving throw, but a failed save only causes feelings of uneasiness and perhaps mild paranoia and distress, resulting in a -1 penalty on all saving throws for the next 24 hours.

There are two ways into the hole. The obvious one is the hole itself, although ropes must be secured first and this descent may be fraught with dangers as the depths are dark and unknown. Brother Helmad the Bold (Cleric 3) knows of the other way however, an ancient sealed secret door that was used to enter the hole in the era before the rule of King Jedder. The secret door is concealed in the room that is now the office of the Archivist General (who is currently staring down into the hole, with a very freaked-out look in his eye).

BEHIND THE SCENES

The few survivors in Jedder's Hole when it finally stopped seeing use have long since devolved into fierce morlocks that compete with the cave locusts and carnivorous beetles that share their domain. With the death of the last of the bloodline of the Morlock kings (descended from an elven enchanter imprisoned here ages past), a great evil has been released into the hole, and it has raised many undead from the bodies in the place, and now seeks to draw in more to feed it until it is strong enough to escape.

IN JEDDER'S HOLE

Jedder's Hole is unlit, with only a tiny bit of sunlight filtering into area 1 from the hole above. Beyond that is utter darkness, damp and foul. The entire complex is deep beneath the city, with the main level of the floor (in area 1 and most contiguous areas) being 135 feet below the main chamber of the temple of justice and over 140 feet below street level. Besides the secret door leading into the hole, all doors on the map are made of iron and are thoroughly rusted.

The initial entrance into the hole is a long spiraling staircase cut into the wall of the hole proper and leading into area 1. The very top of these stairs is covered in the bones of the dead, many appearing to have died trying to pry open the door from their side of the stairs.



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The entire time the party is in the hole, the sound of the wailing will be clearly audible and grating. Because the bloodline of the morlocks is the same as that of the beast, the beast's screams do not affect them.

WANDERING MONSTERS IN THE HOLE

Roll every turn, 1 in 6 chance. Also roll whenever loud combat occurs or the subterranean locusts begin chirping. If a wandering monster is indicated, roll 1d6 on the table below.

1. 1d3 **Wights*** (AC: 5, Mv: 90 (30), HD: 3, hp: 13, 20, 15, Att: 1, Dmg: Energy Drain, Sv: F3, M: 12)

2-3. 1d4 **Carnivorous Beetles** (AC:3, Mv: 150 (50), HD: 3+1, Att: 1, Dmg: 2d6, Sv: F1, M: 9)

4. 1d6 **Ghouls*** (AC: 6, Mv: 90 (30), HD: 2, hp: 11, 4, 15, 3, 7, Att: 2 claws / 1 bite, Dmg: 1d3 (x3) + paralysis, Sv: F2, M: 9)

5. 1d12 **Morlock Funeral Party**** (AC: 8, Mv: 120 (40), HD: 1, Att: 1, Dmg: 1d6, Sv: F1, M: 5)

6. 1d12 **Cave Locusts** (AC:4, Mv: 60 (20), Fly: 180 (60), HD:2, Att: Bite, Slam or Spit, Dmg: 1d2/1d4/special, Sv: F2, M: 5)

* Once the beast in area 11 is destroyed, there will be no more wandering monster encounters involving wights and ghouls. If these results are rolled, ignore them.

** If the morlocks in area 7 are slain, this encounter can only occur two more times. After that ignore this result when rolled.

1. The Hole

The bottom of the hole is covered in the debris of ages of refuse thrown down here amidst human and demi-human bones (and probably a few members of the congregation by now, potentially more falling down the hole as the characters progress). Unless the party prevented the suicide leaps they will be greeted by the sounds of ghouls tearing apart the fresh corpses, barely audible over the sound of the continued screaming and wailing. Unless the party is particularly stealthy as they descend the stairs (no light, very quiet), the five **ghouls** (AC: 6, Mv: 90 (30), HD: 2, hp: 11, 4, 15, 3, 7, Att: 2 claws / 1 bite, Dmg: 1d3 (x3) + paralysis, Sv: F2, M: 9) will become aware of them before they reach the level of area 2 and will run up the stairs to engage them, but also to get past them and hopefully get to the surface.

2. Admin Antechamber

The three entries to this area were obviously once secured by locked doors, of which only bent and twisted hinges remain today. The walls have niches cut into the stone where torches were once held, giant bug feces and a few well-gnawed-on human bones lie scattered on the floor.

3. Security Barracks

The main room contains a horde of fungus-eating **subterranean locusts** (AC:4, Mv: 60 (20), Fly: 180 (60), HD:2, hp:13, 3, 8, 4, 10, 14, 13, 13, 15, 10, 5, 12, 10, 12, 9, 9, 7, 8, 8, 11, Att: Bite, Slam or Spit, Dmg: 1d2/1d4/special, Sv: F2, M: 5). 20 of these skittish creatures are eating fungus on the walls and floor of this room. They occasionally raid down to the pool in area 9, but spend almost all their time in the administrative complex area.

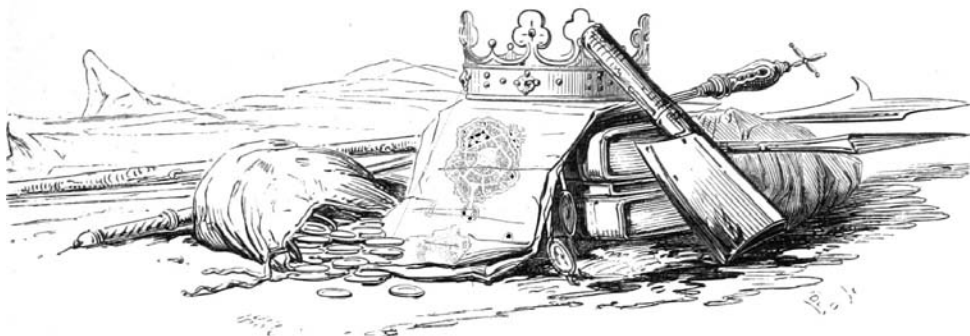
On the south wall of this room is a rusted iron door leading to a smaller room. Water trickles into this room through a crack in the wall, feeding the mushrooms that grow in both rooms.

4. Library

All that remains to indicate this was once a library are a pair of wrought-iron bookshelves too heavy to be easily looted. Over time all the books in this room were burned for light and heat. Five prisoners who tried to prevent the desecration and destruction of the last literature they had access to were killed here and then cooked over the burning books. They haunt the room to this day as **shadows** (AC: 7, Mv: 90 (30), HD: 2+2, hp: 14, 8, 6, 13, 12, Att: 1, Dmg: 1d4 + 1 Strength Drain, Sv: F2, M: 12). All that remains of the treasures they once guarded is ash and dust. They ignore non-sentient and undead invaders in their domain, focusing exclusively on the morlocks and now the characters.

5. Superintendant's Office

The door to this room is jammed in a partially-open position. The floor of the room, like all others in the hole, has a plethora of old bones scattered about it, along with insect droppings and exoskeletons. A thin layer of fuzzy fungus has begun to grow over the dead insects.



6. Operations

This room has been picked clean by the locusts as they gradually move through the operations level eating fungus. The door at the back of the room is rusted shut and opening it is at -2 on the open door check (and each attempt, successful or not, requires a wandering monster check from the loud creaking of the long-seized hinges).

7. Mess Hall

The old mess hall has become the lair of the morlock tribe that has lived in these warrens silently for the last century. Between these three rooms there are a total of 34 **morlocks** (AC: 8, Mv: 120 (40), HD: 1, Att: 1, Dmg: 1d6, Sv: F1, M: 5) as well as the new **morlock king** (AC:8, Mv: 120 (40), HD: 3, hp: 12, Att: 1, Dmg: 1d6+1, Sv: F3, M: 6). The morlocks are quite timid, and will attempt to not engage the adventurers, particularly if they are using visible light sources. However, they will follow the adventurers if they proceed down the corridor towards area 8.

8. Final Lockup

Once used for solitary confinement, the lockup has been converted into a crypt for the line of morlock kings. The only king missing here is the last king of the line, who is still in area 12 where he died. Six **morlock myrmidons** (AC: 7, Mv: 120 (40), HD: 2, Att: 1, Dmg: 1d6+1, Sv: F2, M: 8) stand guard in the main room and defend the brazier in the middle of the room as well as crypt in the next. The brass pedestal-mounted brazier contains the last wood and charcoal in Jedder's Hole as well as a small compartment in the base containing flint and steel for lighting it. The charcoal is only lit during funerary rites and other major occurrences for the morlocks.

9. The Pool

The pool ripples quietly in the darkness, however the pool is completely devoid of life. The rippling is because there is a constant in and outflow to the pool from an underground spring, keeping the water fresh and cold.

10. The Cut

Crushed and torn apart across the floor of this room are the corpses of a half-dozen carnivorous beetles. Eating their way through the corpses are a pair of **morlock ghouls** (AC: 6, Mv: 90 (30), HD: 2, hp: 14, 7, Att: 2 claws / 1 bite, Dmg: 1d3 (x3) + paralysis, Sv: F2, M: 9 - special: see the note below about the amulet that is buried in one ghoul's intestines) while two **morlock wights** (AC: 5, Mv: 90 (30), HD: 3, hp: 13, 20, 15, Att: 1, Dmg: Energy Drain, Sv: F3, M: 12) stand nearby.

At the top of the stairs is a cavern that is the home of the **morlock warlock** (AC: 8, Mv: 120 (40), HD: 4, hp: 1, Att: 1, Dmg: 1d4, Sv: M1, M: 6 - Special: sleep spell 1/day). Once a level 4 magic user, he has been drained to level 1 by the **two wights** (AC: 5, Mv: 90 (30), HD: 3, hp: 8, 18, Att: 1, Dmg: Energy Drain, Sv: F3, M: 12) in the room who are currently ignoring him as he crawls along the floor, reduced to a single hit point. Instead they are searching through the room, looking for the warlock's amulet for their new master. The warlock has hidden the amulet in the

corpse of one of his assistants who then reanimated as a ghoul. The warlock's amulet of blood is a spell adder II (allowing the owner to prepare two additional spell levels of spells each day) and the wearer may cast protection from evil lasting four times the normal duration once per day but at the cost of suffering 2d6 damage as the amulet draws life force directly from the caster.

11. The Nest

When the last morlock king died last night, the demonic entity that his ancestors had bound to their flesh was finally released. It has grown out of the corpse into a all that remains of the morlock is a hideous torn-up parody of a human being through which the mighty tentacular growths of the extradimensional evil is manifesting. This **beast** (AC: 8, Mv: 30 (10), HD: 8, hp: 38, Att: 3 tentacles, Dmg: 1d10x3, Sv: F8, M: 10) has consumed the entire funeral party that was carrying the morlock king's corpse through the hole one last time before entombing him in the crypt, and is now seeking new sources of food. Its haunting scream can be heard by all within 400 feet, drawing them to be consumed. The beast can cast **cast darkness** 10' radius, **charm person**, **dispel magic** and **detect invisibility** at will. Although it moves very slowly, its tentacles can reach targets up twenty five feet away. When slain, the beast practically explodes, showering ichor and its remnants throughout the room exposing the skull of the morlock king, now the beast's heart. The skull has been transmuted into a sixteen-pound crystal skull that serves both as a crystal ball with ESP and a pearl of wisdom.

12. The Pit

The iron door to this room from area 11 is sealed with an iron bar from the side of area 11. Within are three emaciated **morlock thieves** (AC: 8, Mv: 120 (40), HD: 2, hp: 4, 7, 6, Att: 1, Dmg: 1d6, Sv: T2, M: 5) who had been banished here by the tribe. They have already destroyed a pair of ghouls that were animated within the room when the beast first manifested.

CAVANAUGH'S HALL

A short site-based encounter for characters of levels 7-8

RUMOURS

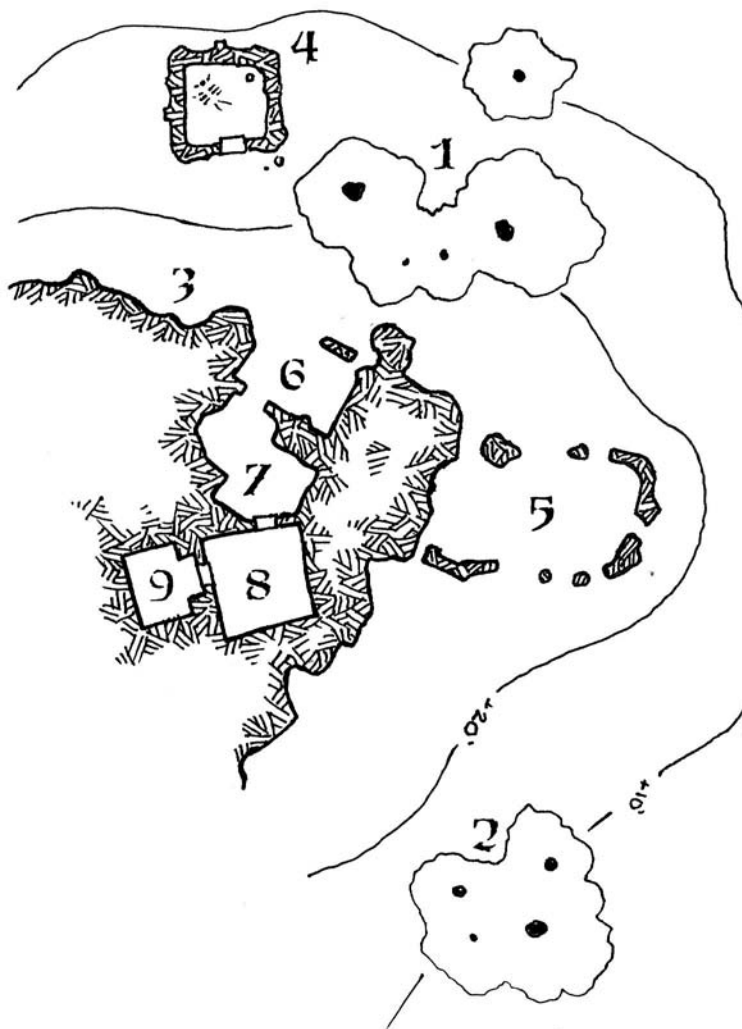
Characters can each hear one rumour while nearby (in a nearby town at the inn, talking to wandering gypsy, stealing people's mail, etc). This typically requires a positive reaction roll or some amount of larceny. Roll 1d12 on the rumour table.

1. [F] A mysterious elven sorceress has claimed Cavanaugh's Hall as her domain, and her oracular visions extend into other worlds. She has the knowledge you seek...
2. [T] The sorceress at Cavanaugh's Hall is held prisoner by a mighty and secretive creature.
3. [T] Massive hunting beasts live around the hill where Cavanaugh's Hall once stood and attempt to bring down just about anything that travels the area.
4. [F] An evil warlord has taken over Cavanaugh's Hall, his laughter can be heard ringing through the surrounding valleys. [Actually the sound of the giant hyenas]
5. [F] A vast beast made of vines and other plantlife rules the hill. Beware and bring flame wherever you go!
6. [T] Cavanaugh himself was a sorcerer who is said to have worked hand-in-hand with celestial powers of incredible might. And somewhere along the way he insulted one or perhaps a few of them and they took the opportunity to show off exactly how mighty they are. The ruins are all that remain to attest to this.
7. [T] There's a tower on the hillside that is magically locked and probably not as heavily looted as the rest of the ruins.
8. [T] Perhaps clearing the ruins of Cavanaugh's Hall would appease some celestial beings and work as penance for those who have allowed their faith to slip. [Like paladins and clerics]
9. [F] The laughter from the hill isn't a foul warlord, but a tribe of bloodthirsty gnolls.
10. [F] Cavanaugh was not slain, but still haunts the ruins, casting strange magics on those who trespass.
11. [T] The ruins themselves can turn on explorers, so be cautious, particularly in the excavations.
12. [F] The signet ring of Cavanaugh can open a secret door from the deepest recesses of the ruins into an entire subterranean city.

WANDERING MONSTERS

The region is of course subject to the typical encounters with hostile forces, however most animals have learned to steer clear of a place overrun by giant hyenas. Roll for a wandering monster once every hour.

- 2 - 1d4x10 Brigands (Men)
- 3 - 1d3 Giant Hyenas
- 4 - 2d6 Wolves
- 5 - 1d2 Giant Hyenas
- 6 - 1d6+1 Ogres
- 7 - 1d3 Giant Hyenas
- 8 - 1d4+1 Dire Wolves



LOCATIONS

1 - Corpse of Trees

The giant hyenas from area 2 used to lair here on occasion, but one of their kills got... infected. Now they keep clear of this bush. In the middle of the copse are the rotting corpses of a giant hyena, a wyvern, and the bones of many prior kills. The hyena and wyvern are both in an advanced state of decomposition and both corpses as well as the tree they are propped against are infested with **rot grubs** (a total of 18 grubs, seven in each of the corpses and a further four seeking food in the rotting bark of the tree). There is nothing of value in the corpses or the trees.

2 - More Trees!

5 **Giant Hyenas** (AC: 7, Mv: 120 (40), HD: 5, hp: 25, 20, 22, 33, 22, Att: 1, Dmg: 3d4, Sv: F5, M: 9) make their lair here among the trees and bushes, keeping out of the mid-day sun, and dragging larger kills back here for later consumption. There is a 60% chance that 1d6 (max 5) of the Hyenas are not here when this area is explored, and are instead out hunting, returning in 1d4 hours.

The remains of a few horses and two owlbears are in the copse, along with the bones of many more animals. There's nothing of actual value here, but it will take a few turns of digging through the grisly remains to determine this.

3 - Something on the Rocks

Vines cover the rocky face of the hill here, just west of the excavated ruins of the hall. The vines themselves are motile but harmless, and slowly slither and clamber their way back and forth across the rock face. Hacking them with slashing weapons will eventually kill them, but it will take time and effort. They can be destroyed more quickly with an area effect attack, and have 20 hit points against such spells and attacks.

4 - Sealed Tower

This 30 foot tall tower is the last "standing" remains of Cavanaugh's Hall. The walls are pitted and weather-worn and a fairly easy climb for anyone with the skills. The rusty iron-reinforced oak door is held to this day by a powerful wizard lock (caster level 14). The wooden roof of the tower is long gone, and the floor is earthen with a few dried weeds. The skeletal remains of a minotaur thief lies in the middle of the tower, dead after falling from the wall above. His equipment is all ruined except for a Battle Axe +2, +3 vs Elementals that is unfortunately cursed - the bearer of the axe must spend the first round of any fight screaming and yelling and posturing before he can engage the enemy, even if attacked first.

5 - Foundations

The crumbling foundations of the great hall stick out of the grass here like many broken teeth. No animal ever enters in past the ruins of the walls, and the grass

within is long, lush and trackless. A minor enchantment remains from the original hall, keeping animals out. Any trained animal ordered to enter must pass a save vs spells in order to do so.

6 - Kitchen

These last four rooms were cut into the stony hill itself and have been half-excavated by a previous group of explorers seeking the treasure of Cavanaugh's Hall. The remnants of the kitchen are currently home to a pair of frightened **halflings** (AC: 7, Mv: 90 (30), HD:1-1, hp: 5, 6, Att: 1, Dmg: 1d6, Sv: H1, M: 6) who are hiding from the hyenas who ate the other two they were traveling with. One has 23 pp in his belt pouch, the other has 76 sp. They aren't brave enough to even consider going deeper into the hill, and are jumpy and likely to run as soon as anyone shows up, probably luring out a wandering monster as they run for their little furry lives.

7 - Secret Pantry

Once hidden behind a secret door, this was a cold room and pantry where valuable wines and cheeses were kept. The door to area 8 is actually a quite intelligent and cunning **mimic** (AC: 7, Mv: 30 (10), HD: 8, hp: 46, Att: 1, Dmg: 3d4, Sv: F8, M: 8 - special: gluey!) who is holding the lamia in area 8 hostage until she reveals where her kin live so it can find them and reclaim a magic locket that it once owned.

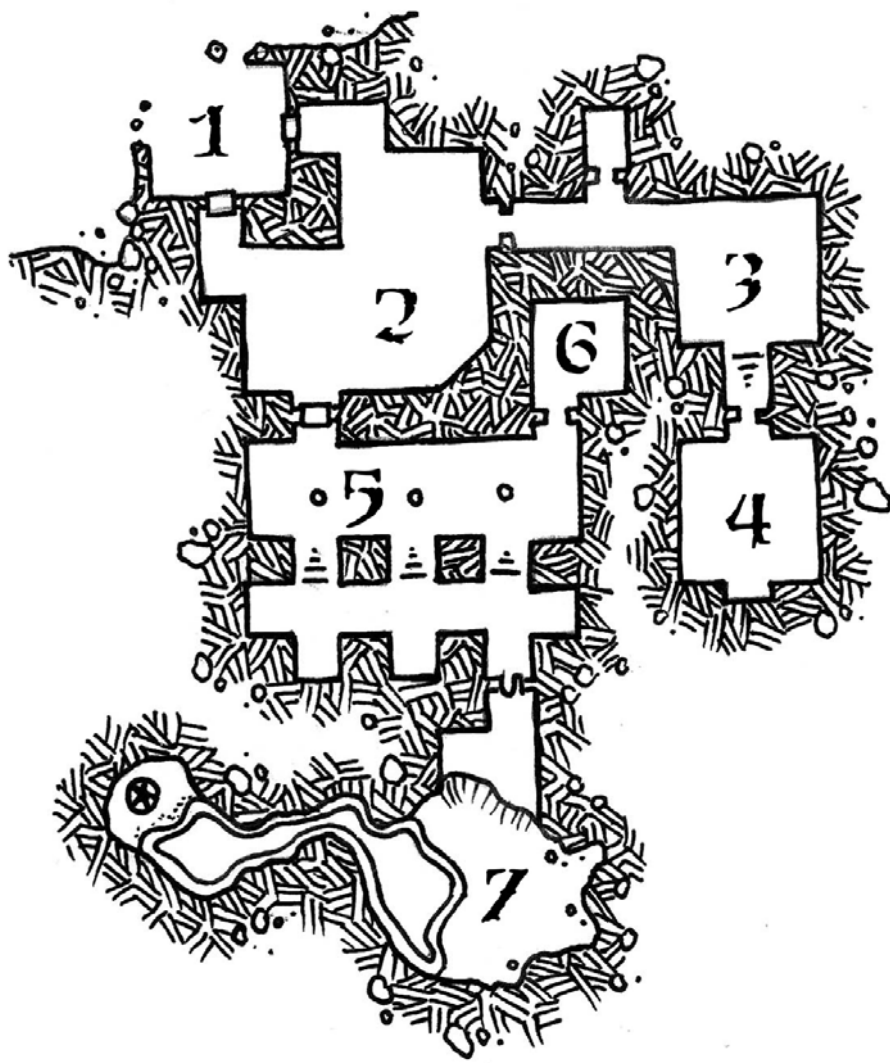
8 - Chamber of Secrets

The mimic's hostage, Deria Mohll, is a bear-bodied **lamia** with the fore legs of an eagle (AC: 3, Mv: 240 (80), HD: 9, hp: 49, Att: 1 (+2 to hit), Dmg: 1d6+2, Sv: F9, M: 9, Special: phantasmal force 1/day, charm person 1/day, mirror image 1/day, suggestion 1/day, touch drains 1 WIS). She is cunning and evil and when the mimic leaves the doorframe she will attempt to charm one of the party. If the party seems to be in trouble fighting the mimic, she will take the opportunity to kill them off too in order to steal their loot. She will create a very loud phantasmal force effect in order to draw in whatever creatures are in the area (if the hyenas in area 2 are still there, they will come running, otherwise roll for wandering monsters) before using mirror image and engaging the party. She has a potion of extra-healing and a shortsword +2 that can cast light three times per day. She wears a harness over her bear body that has a collection of large sacks containing 2,000 ep, 200 pp, and 16 gems (totaling in value at 2,450 gp).

9 - Storage

The final room of the excavations contains a collection of foodstuffs and supplies belonging to the lamia. Mixed in with the food and drink is a small cask of blood brandy. When poured into a small brazier and lit during spell preparation by magic users, the blood brandy allows them to prepare 3 extra spell levels of spells that day. There is enough blood brandy in the cask for 12 uses.

THE RUINS OF CORVEL ON THE MOUNT



Near the ruined city of Peridane's Fall are a series of small plateaus, roughly 50 yards tall, each bearing the ruins of a strange tower that were said to be part of the city's supernatural defenses. With the fell dragon that once claimed Peridane's Fall as it's home now slain, adventurers are coming into the ruins to seek out whatever was left behind in the city by the dragon, it's minions, and those who fled it during the wars, but also in it's ancient defenses.

There were 24 of these plateaus, each with a tower upon it. Various rumours still float about regarding the nature of these defensive installations, but all of them point to them being strange magical weapons. While the towers are long destroyed, there exists a small subsurface structure built into the face of one of the plateaus, "The Tower of Corvel" according to the old maps.

The Ruins of Corvel on the Mount is intended for a party of adventurers of levels 6-7 as written. There are no wandering monsters once the front door to the ruins has been breached, so the party has all the time they want to explore. Although if you want to change things up a bit, consider having other adventurers come in after the party, having seen them breach the doors from their position in the city of Peridane's Fall.

1. The Breach

Once fully hidden on the inside face of the plateau, erosion and warfare have combined forces to break open this small chamber from the rock. The walls are made of stone, but worked in a way unusual to the realm - they appear to have been melted and formed into the clean smooth shapes of the chamber walls, floor and ceiling. All interior walls are of this incredibly strong igneous stone except for those of area 7. The breach itself is not easy to get to, it is over a hundred feet up the side of the plateau, and is still thirty feet from the top.

There are two doors within the breach that lead further into the plateau. Both are identical steel panels devoid of markings, handles or other protrusions, inset into the walls and showing no means of opening. Both have remained sealed since the wars. Each has an effective AC of -4 and 150 hit points (attacks failing to hit still strike the door, but deal no damage). The mechanisms to open the doors require a special key that is no longer available (unless the party has somehow come across one elsewhere, which has lead them here), but it can be opened by a knock spell or by being struck by any electrical spell such as lightning bolt. The doors slide into the floor, and will reseal after 1 turn.

2. Guardians' Antechamber

Ceilings in areas 2 through 6 are 15 feet tall, and the structures are as described in area 1. The doors to area 1 are just as inoperable from within area 2 as on the other side, however they are transparent from this side, allowing those within area 2 to look out into area 1.

A crackling sound can be heard from the open doorway to area 3.

The southeast wall (set at 45 degrees from the other walls in the room) is built around a single silvery metal sphere that appears to be roughly 2 feet in diameter. The **defensive sphere** (AC:0, HD:9*, hp:40, Mv:0, Att:1, Dmg:3d6, Sv:M9, M:12) fires shimmering bubbles at anyone entering the room, projecting them in a cone 60 feet long (just far enough to reach either door to area 1) and 20 feet wide. Anyone within the cone of bubbles must make a save vs wands or be struck by 1d4-1 (minimum of 1) bubbles which burst on contact producing the following magical effects (roll 1d8 for each bubble).

1. Pink Bubble - 4d6 lightning damage.
2. Blue Bubble - loud bang and shockwave sends the victim staggering back 20 feet and causes deafness for 1d6 turns.
3. Pearlescent Bubble - covers the victim in flammable ectoplasm. If the ectoplasm comes in contact with fire it deals 3d6 damage per round for 1d3 rounds. The ectoplasm cannot be removed but evaporates in 1d4 turns.
4. Purple Bubble - 1d6 Strength damage, recovers at 1 point per day.
5. Orange Bubble - 4d6 fire damage.
6. Black Bubble - Renders the target unconscious for 1d3 turns.
7. Grey Bubble - Slow (the opposite of haste) for 1d6 turns.
8. White Bubble - 4d6 cold damage.

Further, the defensive sphere can strike with painful accuracy anyone standing within ten feet with strikes of lightning (the sphere's normal attack, listed above).

The south door to area 5 appears identical to the metal doors to area 1, except it has a set of three two-inch triangular buttons set in a triangle shape in the centre of the door (on both this side and the other). If all three buttons are pressed at the same time, the door slides open for 1 turn. Pressing only the bottom button locks the door for 4 hours.

3. Arc Chamber

Lightning arcs to and from the walls, ceiling and floor of this room. Each round that a character is in the room, they must make a saving throw against dragon breath or suffer 3d6 lightning damage. In the midst of this savage lightning storm are four **iron living statues** (AC:2, HD:4, hp:14, 18, 22, Mv:30 (10), Att:2, Dmg:1d8+3/1d8+3, Sv:F4, M:11 - special: non-magical iron weapons will stick to the statue unless a save vs spells is made, immune to electrical damage) that will attempt to interdict any movement through the room. Because of the electrical charge in the room, attacks from the living statues deal an additional +3 electrical damage (included in the stats above).

4. Electrum Systems

Down the stairs from the arc chamber, this chamber hums with electricity, but is otherwise absent of life or movement. The back wall of this chamber is plated entirely in electrum, with a set of two dozen electrum cubes (3 inches wide on each face - roughly 1.5 pounds each or 15ep value if using 1 cn = 0.10 lb) mounted into receptacles in the wall.

On the floor of the chamber is a wooden crate containing another 48 electrum cubes identical to the above cubes.

Attempting to remove a cube from the wall immediately deals 3d6 electrical damage to the person trying to dislodge it, and they must succeed at an open doors check to successfully remove the cube with each attempt. Once half of the electrum cubes have been removed from the wall, the lightning arcs in area 3 stop.

5. Strange Chamber

The layout of this chamber is unusual, with multiple columns of various sizes. Lurking in the back of the room, in the upper level, is a greater **crystalline earth elemental** (AC:0, HD:12, hp:73, Mv:60 (20), Att:1, Dmg:2d8, Sv:F12, M:10 - special: deals +1d8 damage to targets standing on earth or stone; can move through earth or stone unimpeded; cannot cross water more than 12'; can cast the following spells each 1/turn: mirror image, colour spray). The elemental will attempt to prevent anyone from accessing the secret door at the back of the chamber, as well as the entrance to area 6. It will prioritize those close to the secret door above those accessing area 6 - perhaps giving characters a hint as to the presence of said secret door.

6. Loot

This chamber contains a pair of silvery metal chests mounted to the floor. Both chests are locked and trapped.

The east chest will magically deal 4d6 cold damage to anyone attempting to open it or pick the lock without first disarming the trap. Once the lock is picked, the chest can be opened but a second trap triggers a blast of cold that fills the room dealing 6d6 damage unless a save versus dragon breath is made. The west chest is identical, but deals fire damage.

The east chest contains a scroll of protection from undead and a potion of Hero's Heartblood (the user of this potion gains a +2 bonus on attack and damage rolls, retainer morale goes up by +2, and is immune to fear. Neutral characters gain half this bonus, and Chaotic characters must make a saving throw against spells - if successful they gain the full bonuses as they force the spirit of the hero to help them, otherwise the chaotic character suffers a -1 penalty on attack and damage rolls for the duration).

The west chest contains 20,000 ep.

7. The Secret

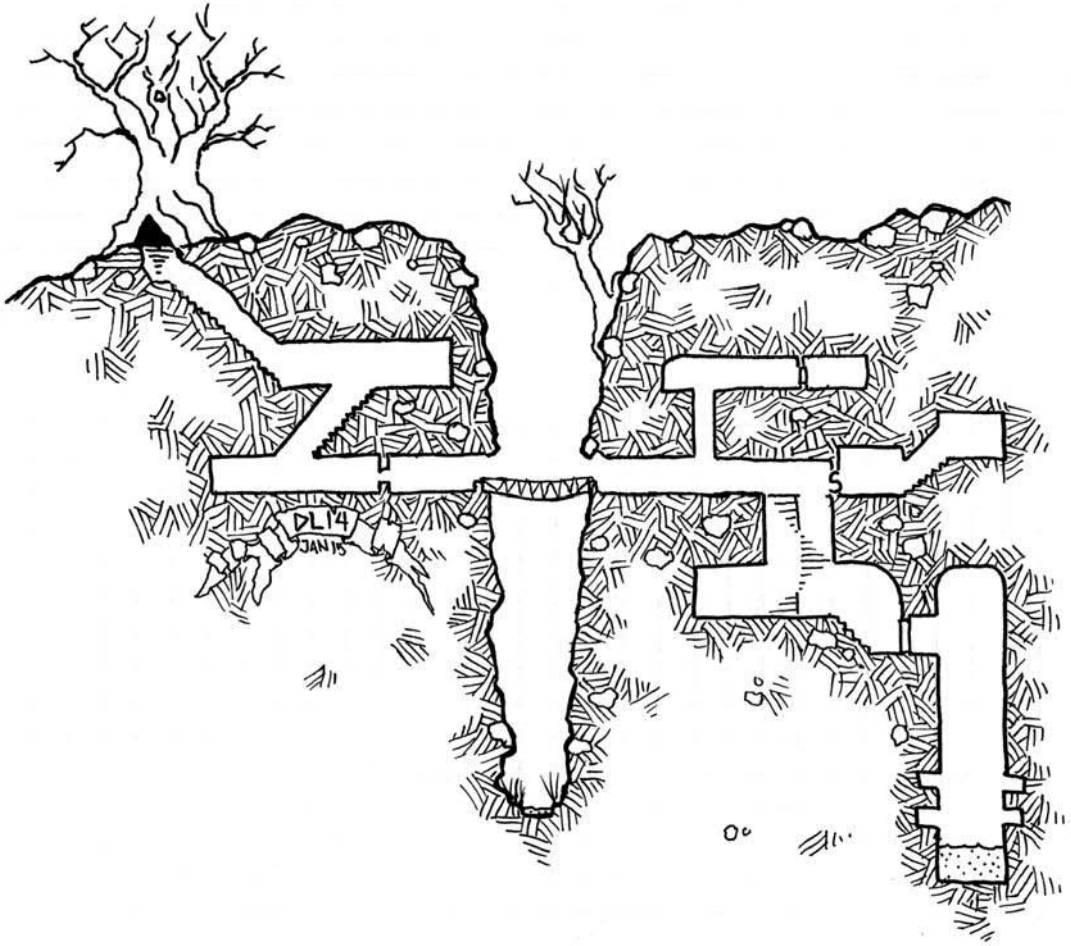
This room ends shortly beyond the door with a drop into a natural cave. The cave is natural stone with an elongated underground lake at the west side. The lake reaches a maximum depth of 30 feet at the narrowest point and is home to the **spectres** of a pair of magical engineers who helped build this place (AC:2, HD:6**, hp:25, 33, Mv:300 (100), Att:1, Dmg:1d8, Sv:F6, M:11, Special: touch drains 2 levels).

At the west end of the cave is the black and blue statue of an ancient extradimensional entity, which appears almost as if the statue was partially melted. A close examination of the statue will always come up with a different number of tentacles on the creature, somewhere between 6 and 12. The statue is nine feet tall and six feet across. If pushed aside (open doors check with a -2 penalty), a hideous **extradimensional spectre** is released from the space beneath it (AC:2, HD:6**, hp:31, Mv:300 (100), Att:1, Dmg:1d8, Sv:F6, M:11, Special: aura of fear and insanity - anyone within 20 feet must save vs petrification or be unable to act each round; touch drains 2 levels) which will surprise opponents on a 1-4 in 6.

Within the space where the spectre has been trapped is a single massive diamond-like gem worth 12,500 gp.

GOBLIN GULLY

An adventure for a small party of characters of levels 1 to 2.



This adventure is a good starting point for a campaign - particularly if you have players who are unfamiliar with the concept of “unbalanced encounters” or adventures where they will run into things that they can’t possibly defeat. There are two encounters in this dungeon that have the potential to be quite deadly - one of which will definitely wipe out a group if they decide to stand and fight (but that has been purposefully “nerfed” by giving it a fear effect, making it unlikely that the entire party can successfully stand and fight).

Everyone in the area knows of the old elven slave pit in the ravine outside of town. It fell into disuse with the collapse of the Kale empire, and only the occasional group of adolescent would-be adventurers ever goes there anymore.

DYSON'S DELVES II

But then the Erhurr Farm was found ransacked, the family missing. And now someone has rebuilt the bridge between the two sides of the old slave pit.

RUMOURS

Roll 1d12 for rumours on the table below. Each adventurer from town knows 1d3 rumours, while visitors can learn 1d2 rumours by asking around.

- 1-2. (T) The pits have been taken over by goblin raiders.
3. (T) There are secret areas in the old slave pits that have never been explored since they were abandoned
- 4-5. (F) The Erhurr family had a magic axe among their stolen possessions.
- 6-7. (F) The slave pits are run by abandoned mutant slaves.
8. (F) There is a secret entrance into pits at the bottom of the ravine.
9. (T) Creepy leftovers of ancient Kale experiments still lurk in the depths of the slave pit.
- 10-11. (T) The main entrance to the pit is a cave now overgrown by a huge tree.
12. (F) It's not goblins or mutants in the pits, but one of the boys in town who was abandoned there and has gone feral.



ENCOUNTER AREAS

1. Entrance

Two goblins (AC: 6, HD: 1-1, hp: 3, 6, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: lvl0, M: 7) are up in the tree watching for approaching trouble. The downside is they can't do much about it except attack - their position makes it unlikely that they will be able to get down to warn their companions when attacked.

2. Empty Antechamber

3. Grand Hall

This 40 foot wide chamber has columns along each wall and is home to 4 goblins (AC: 6, HD: 1-1, hp: 5, 7, 1, 3, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: lvl0, M: 7). If there is any loud combat in here, the goblins in area 4 will commence firing their short bows through the demon's mouth at combatants in this room. The entrance to area 4 requires climbing through the mouth of a relief carving of a huge green demon face.

4. West Bridge Room

2 goblins with short bows (AC: 6, HD: 1-1, hp: 3, 1, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: lvl0, M: 7) fire into any battles in area 3 and otherwise guard the bridge.

5. The Bridge

This rope and wood bridge was built by the goblins, but the supports for it are ancient carved stone. While dangerous looking, the bridge is quite sturdy and safe. Moving on the bridge is at quarter speed at best, and can only be done in single file.

6. Gully Floor

Looking through the reeds along the stream at the base of the gully will reveal the long-decomposed body of an adolescent male, missing from town for 2 years after being pushed out of area 4 by his friends long before the goblins rebuilt the bridge.

7. Empty Chamber

A goblin in area 8 watches for intruders to spring a surprise attack on them - preferably when they head down to area 11.

8. Boss' Chambers

The goblins climb in and out of this room through a narrow shaft, usually using a rope attached to a ring in the floor. There are 4 goblins (AC: 6, HD: 1-1, hp: 3, 1, 3, 4, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: lvl0, M: 8) here as well as the goblin leader (AC: 6, HD: 1+1, hp: 9, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F1, M: 8).

The second room is the leader's personal room, and contains much of the clothes of the Erhurr family as well as the goblin treasure of 5,000 cp, 2,000 ep, a scroll of bless and a potion of fire resistance.

9. Secret Chamber

The goblins have not discovered this secret room. The secret door is trapped, and drops a heavy rock in the opening a few seconds after being pushed open. Whoever opens the door must make a save against petrification or suffer 1d10 damage. The room contains the skeletons of two elven guards equipped with rusted (worthless) chainmail, helmets and each has a magically preserved (but otherwise non-magical) two handed sword that glows with continual light.

10. Secret Storage

This room contains barrels of ancient ruined arrows and there are the remains of bows and swords on the walls. On the back wall of the room is a **crystal animate statue** of an elf (AC: 4, HD: 3, hp: 14, Mv: 90 (30), Att: 2, Dmg: 1d6 / 1d6, Sv: F3, M: 11) that will attack anyone who disturbs the contents of the room.

11. Barracks

Another 6 **goblins** (AC: 6, HD: 1-1, hp: 1, 4, 1, 3, 2, 5, Mv: 60 (20), Att: 1, Dmg: 1d6, Sv: Iv10, M: 7) live down at the base of these spiral stairs. The goblins in area 8 will sneak down to attack anyone heading down the stairs. The massive stone door to area 12 is barred from this side.

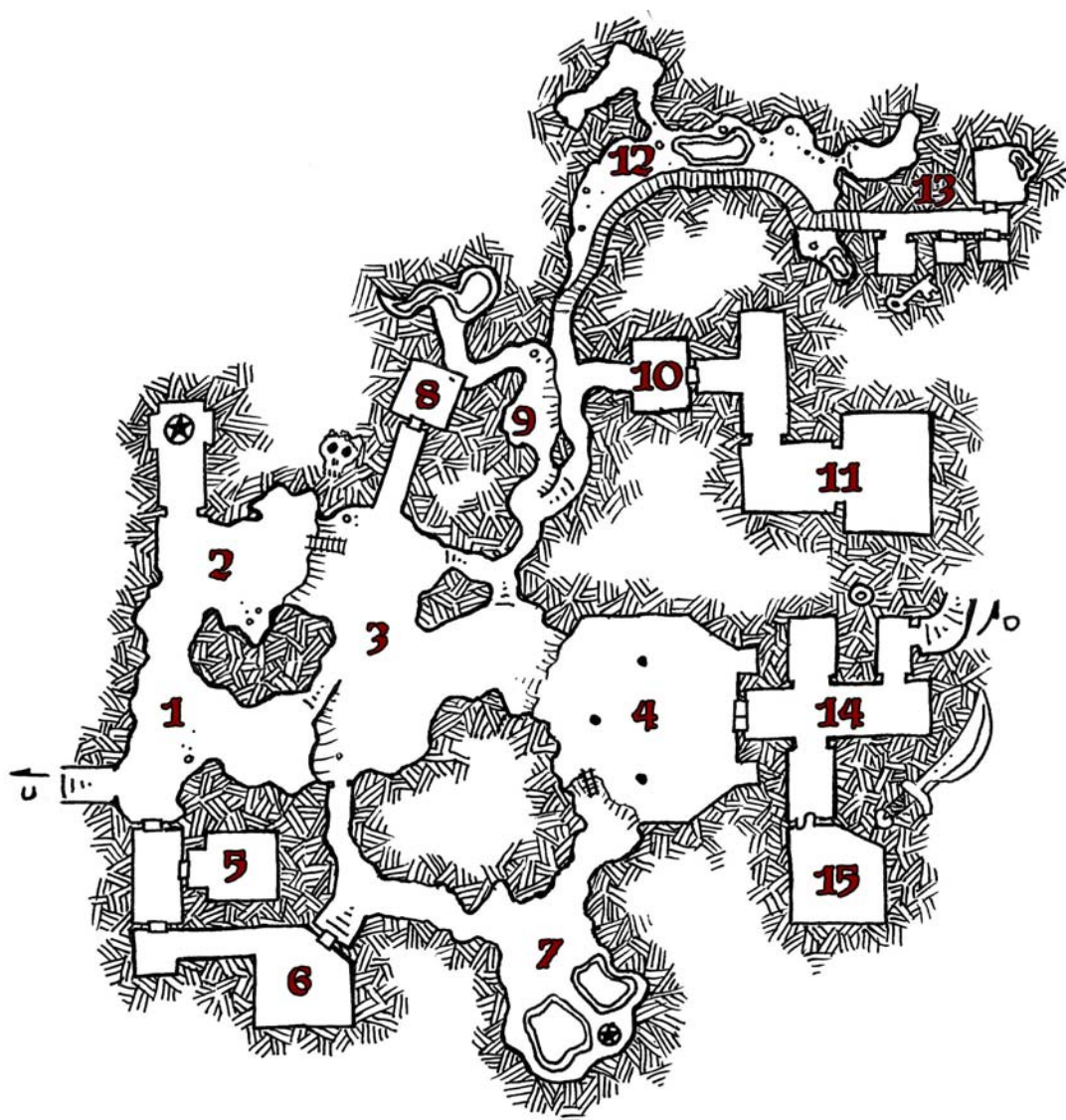
12. The Pit

The bottom of this room is flooded and 50 feet below the entrance. A set of narrow spiral stairs lead down to the alcoves just above the water level. Once the door is open a gurgling, sloshing sound can be heard from below. The pit is home to a putrescent mutant mass of flesh – the last remnant of the Kale experiments. It is treated as a **black pudding** (AC: 6, HD: 10, hp: 69, Mv: 60 (20), Att: 1, Dmg: 3d8, Sv: F10, M: 12) but is far more terrifying looking as putrescent appendages grow and are reabsorbed. Creatures with less than 4 Hit Dice seeing it must make a save versus spells or flee as if under the effects of a cause fear spell. If they fail to bolt the door, the creature will be free to destroy the town...

ATARIN'S DELVE

An adventure for level 4 characters.

Atarin's Delve can either be used as a dungeon on it's own, or can be used as a level in any megadungeon project or when you need a secret area for a treasure map to lead to.



DYSON'S DELVES II

It is stocked here for level 4 characters (who will need some magic weapons), but can be adjusted for higher or lower level parties by increasing or decreasing the number of monsters (or by mutating them - such as replacing the giant crabs with mutant giant crabs with an extra 2 hit dice, -2 AC, and +2 damage and feral intelligence to make them more of a challenge for instance).

If this dungeon is being used as a dungeon on its own right, then either remove the stairs north of area 14, or make them lead to a treasure room with whatever MacGuffin you are using to get your party to adventure here.

Atarin Darkhunter is the lord of this dungeon level, having taken over control along with his crew of murderous thugs. He uses the caverns here as a base of operations and also to hold on to prisoners as he either ransoms them back to someone who cares, or figures out how to make a profit from them as food for other monsters, slaves, or from whatever information they may possess.

WANDERING MONSTERS

(1 in 8, roll each turn - roll 2d4)

2. Special - roll on the level 3 wandering monster table in the rule book
3. 1d2 Giant Crabs (AC: 2, HD: 3, Mv: 60 (20), Att: 2d6/2d6, Morale 7)
4. 1d2 Wererats (AC:7, HD: 3*, Mv: 120 (40), Att: d4 or d8, Morale 8)
5. 1d8 Brigands (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8)
6. 1d2 Wererats (AC:7, HD: 3*, Mv: 120 (40), Att: d4 or d8, Morale 8)
7. 1d2 Giant Crabs (AC:2, HD: 3, Mv: 60 (20), Att: 2d6 / 2d6, Morale 7)
8. Special - roll on the level 4 wandering monster table in the rule book

ENCOUNTER AREAS

1. Entrance

This natural cavern is always guarded by 2 unlucky **brigands** (AC: 4, HD: 1, hp: 5, 7, Mv: 90 (30), Att: 1, Dmg: d8, Sv: F1, M: 8) and a **wererat** (AC:7, HD: 3*, hp: 12, Mv: 120 (40), Att: 1, Dmg: d4 or d8, Sv: F3, M: 8). If they are engaged in combat they will make sufficient noise to get the attention of the party in area 3. If they can, they will try to escape, splitting up towards areas 3 & 5.

2. North Platform

This elevated cave area contains many old and split barrels and crates, leftovers from older raids and booty. Access to area 3 from here is by ladder down 15 feet to the floor below. To the north is a finished stone area with a low (4 1/2 foot) ceiling leading to a small chamber, 8 feet tall, containing a stone statue of a lizard man with a very thin slot in the middle of it's back. The statue can be rotated clockwise to open a secret compartment under its feet, but doing so without inserting Atarin's dagger will release a cloud of a fiercely hallucinogenic gas. Each person exposed to it must save versus poison or suffer as confused (roll 2d6 each round: 2-5 - attack any enemies or the lizard statue if no enemies are about, 6-8 - stand baffled and inactive, 9-12 attack your fellow adventurers). Within the secret compartment is a velvet bag containing 3 pieces of jewelry (1,000 gp, 1,300 gp and 1,500 gp).

3. Lower Cave

This large cave contains a cooking fire and 12 **brigands** (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) who are enjoying a meal of giant crab.

4. Pillared Chamber

This area is partially natural but has been enlarged by workmen in ages past. The pillars are magical - anyone passing between them must save versus magic or fall asleep (even elves) for 1d4 hours or until smacked awake. The wererats are aware of this, but the brigands are not.

5. Atarin's Kin

This room is home to 4 **wererats** (AC:7, HD: 3*, Mv: 120 (40), Att: d4 or d8, Morale 8). One has a 250 gp gem, but their remaining treasure is in the possession Atarin.

6. Brigands

The remainder of the brigands operating under Atarin's control live here (superior quarters to area 3). There are 8 **brigands** (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) and their **lieutenant** (AC: 2, HD: 2, Mv: 60 (20), Att: d8, Morale 8).

7. Pools

This sunken cavern has two pools in the southern end with limestone stalagmites hanging down above them. Within the pools are a pair of **giant crabs** (AC:2, HD: 3, Mv: 60 (20), Att: 2d6 / 2d6, Morale 7). Beyond the pools is a statue of a dragon rampant with a small slot in its back (like the slot in the lizard man statue in area 2). The statue can be moved identically to the one in area 2, however the trap here is a poisonous gas that deals 1d4 damage to each victim, or 2d12 damage if they fail their save versus poison. In addition, the gas is highly flammable and will explode for 1d20 damage (in addition to the poisonous fumes) if there is a torch, lantern or similar fire source. In the secret compartment is an unlocked coffer containing 200 pp and 4,000 ep.

8. The Hollow Priest

The only creature here who has been able to coexist with Atarin's crew is the hollow priest, an ancient and twisted creature that was once a hobgoblin. The passage leading to this room is decorated with bones of all kinds, and close examination shows they have been gnawed clean before being used here. The **hollow priest** (AC:5, HD: 4, hp: 21, Mv: 60 (30), Att: 1d8, Morale 11) looks like an ancient hobgoblin until he has been reduced to 10 or fewer hit points, when it becomes apparent that his dry skin is home to some dark ooze that gives him his power and mobility. He can cast spells as a level 4 cleric and has the following spells prepared: *darkness*, *cause fear*, *hold person*. Deep within the goo that animates the hollow priest is an unholy symbol that grants the wearer protection from good once per day.

9. Split Passage

The passage splits to an upper and lower area here. The lower area finishes at a clear source of good water, while the upper passage leads to area 10 and the wooden causeway.

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10. Guards

4 **brigands** (AC: 4, HD: 1, Mv: 90 (30), Att: d8, M: 8) and a **wererat** (AC:7, HD: 3*, Mv: 120 (40), Att: d4 or d8, M: 8) are based here and guard areas 11 and 13.

11. Atarin's Base

These rooms and corridor are home to Atarin and his personal crew. Typically 1d4 **brigands** (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) and 1d4 **wererats** (AC:7, HD: 3*, Mv: 120 (40), Att: d4 or d8, Morale 8) are found in the passage from area 10 acting as guards or dealing with minor tasks such as cleaning up or arranging a kidnapping. The two rooms to the south house Atarin Darkhunter and 5 **wererats** (AC:7, HD: 3*, Mv: 120 (40), Att: d4 or d8, Morale 8). Atarin Darkhunter is a grizzled and mean wererat of considerable size. He spends most of his time in his giant humanoid rat form, but can also shift to rat or human forms. He receives +1 to hit and damage for his mighty strength. (AC: 5, Hit Dice: 4*, Move: 120 (40), Att: bite or polearm, Dmg: 1d4+1 (+ lycanthropy) or 1d10+2, Save As: F4, Morale: 9). Any of his wererats have their morale increased to 9 when in Atarin's presence or when they can hear his orders. He wields a rusted and serrated Barbed Eastern Poleaxe +1 that deals +1 additional damage to anyone it has already dealt damage to. He also wears the Iron Band of the Hunter, a black iron ring that gives him +1 AC (like an inferior ring of protection). He has three 100 gp gems, a key (to the coffer below) and a decorative knife (used to open the statues in areas 2 and 7) on his person. Atarin's distrust of his kin has him store his treasure in secret (see areas 2 and 7 for more of his treasure), but for appearances he does keep a locked coffer of 1,000 gp and 1,000 sp here.

12. Dark Recesses

This cave is 12 feet below the wooden causeway above that leads from area 9 to area 13. This lower area is home to 5 **giant crabs** (AC:2, HD: 3, Mv: 60 (20), Att: 2d6 / 2d6, Morale 7) who will remain hidden and under cover unless people explore the lower area.

13. Prison

2 small cells and a large cell are locked and hold prisoners. One unlucky **brigand** (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) stands guard in the open alcove, and has the keys to the cell doors. Time to rescue the townfolk - this is likely why the players are here.

14. Ancient Evils

This room is lit by a glowing blue orb. Within it are 9 **ghouls** (AC:6, HD: 2*, Mv: 90 (30), Att: d3/d3/d3 +paralysis, Morale 9) who are very hungry. If the blue orb isn't shattered (AC:0, 20 hp), ghoulish corpses left here will re-animate in d12 hours.

15. Secret Spoils

This ancient secret chamber has been long forgotten and contains 3 locked and poison-neededled coffers. They contain 4,000 sp, 4,000 ep and 1,000 gp respectively.

VALLEY OF THE RED APES



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The Valley of the Red Apes is a feral unexplored region with a collection of site-based encounter locations to be explored throughout. The adventures to be found in the valley range from level 5 to level 8.

The valley is located a fair distance from any form of modern civilization. Mountain an expedition to the valley should be a job of it's own - not just collecting the appropriate adventurers for the adventure, but putting together the necessary provisions and infrastructure to support a team in the field far from home.

There are many reasons to explore the valley, although most are hidden in legend, myth and the notes of sages. The most likely reasons to head to the valley is to find either the secret of Jen's Hall, or to plunder the mysterious ziggurat of Rhissel the Morning Lord. However, with the number of carnivorous red apes present, as well as the other interesting areas to be found, no adventure should manage to just quickly get in, find their target ruins, explore and get out.

This valley and the valleys nearby are heavily wooded and infested with various tribes of warlike **carnivorous apes** (AC:6, HD:5, Mv:120 (40), Att:3, Dmg:1d4/1d4/1d8, Sv:F5, M:10 - special: if both 1d4 damage claw attacks strike in the same

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round, the victim suffers an additional 1d8 damage; surprised 1 in 6). The largest tribe of the valley is ensconced just north of the Ziggurat of Rhissel the Morning Lord, but other tribes also have established hunting and warring grounds in the area. If an entire tribe is wiped out, it won't take long for ape scouts from other valleys to notice the power vacuum and rush in to take over the new territory.

A few small tribes of Neanderthals also eke out a living in the valley, avoiding the apes and watching for easier prey.

Wandering monster checks in the valley are made thrice per day and once per night. Wandering monsters are encountered on a 1-2 on a d6.

WANDERING MONSTERS - Valley Floor (2d4)

- 2 - 1d6 Ankhegs (AC: 3, HD: 1d6+2, Mv: 120 (40), Att: 1, Dmg: 3d6+1d4, Sv: as HD, M: 9 - special: can spit acid for 8d4 damage 1/day, but bite no longer deals acid damage)
- 3 - 1d6 Axe Beaks (AC: 6, HD: 3, Mv: 180 (60), Att: 3, Dmg: 1d3/1d3/2d4, Sv: F3, M: 8)
- 4 - 1d12+1 Neanderthals (AC: 8, HD: 2, Mv: 120 (40), Att: 1, Dmg: 2d4, Sv: F2, M: 7)
- 5 - 2d4 Carnivorous Apes (AC: 6, HD: 5, Mv: 120 (40), Att: 3, Dmg: 1d4/1d4/1d8, Sv:F5, M: 10 - special: if both 1d4 damage claw attacks strike in the same round, the victim suffers an additional 1d8 damage; surprised 1 in 6)
- 6 - 1d6 Boars (AC: 7, HD: 3, Mv: 150 (50), Att: 1, Dmg: 2d4, Sv: F2, M: 9)
- 7 - 1d4 Spiders, Giant Crab (AC: 7, HD: 2, Mv: 120 (40), Att: 1, Dmg: 1d8 + poison, Sv: F1, M: 7)
- 8 - 1d4+1 Owls, Giant (AC: 6, HD: 4, Mv: 30 (10), Fly: 180 (60), Att: 3, Dmg: 2d4 / 2d4 / 1d4+1, Sv: F4, M: 8)

WANDERING MONSTERS - Hills & Mountains (2d4)

- 2 - 1d4 Phase Tigers (AC: 4, HD: 6, Mv: 150 (50), Att: 2, Dmg: 2d4/2d4, Sv: F6, M:8, Special: -2 to be hit, +2 on all saves)
- 3 - 1d2 Cats, Sabertooth Tiger (AC: 6, HD: 8, Mv: 150 (50), Att: 3, Dmg: 1d8/1d8/2d8, vSv: F4, M: 10)
- 4 - 1d12 Neanderthals (AC: 8, HD: 2, Mv: 120 (40), Att: 1, Dmg: 2d4, Sv: F2, M: 7)
- 5 - 2d4 Carnivorous Apes (AC: 6, HD: 5, Mv: 120 (40), Att: 3, Dmg: 1d4/1d4/1d8, Sv:F5, M: 10 - special: if both 1d4 damage claw attacks strike in the same round, the victim suffers an additional 1d8 damage; surprised 1 in 6)
- 6 - 1d6 Ogres (AC: 5, HD: 4+1, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10, Special: carry sacks with 1d6x100 gp)
- 7 - 1d3 Giants, Hill (AC: 4, HD: 8, Mv: 120 (40), Att: 1, Dmg: 2d8, Sv: F8, M: 8)
- 8 - 1d4+2 Eagles, Giant (AC: 7, HD: 4, Mv: 30 (10), Fly 480 (120), Att: 3, Dmg: 1d6/1d6/2d6, Sv: F4, M: 8)

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MAJOR ADVENTURE SITES IN THE VALLEY



1. The Ziggurat of Rhissel the Morning Lord (page 43)
2. The Secret of Jen's Hall (page 49)
3. The Cliffside Stronghold (page 53)
4. A Devourer Most Foul (page 54)
5. The Silver Obelisk (page 60)

ZIGGURAT OF RHISSEL THE MORNING LORD

The central adventure of the Valley of the Red Apes is not for the faint of heart nor those new to exploring the lands of the Fallen Empire. But there are many who seek out the treasure of the Morning Lord, and I would be a fool to not bring along those who could aid in this endeavor. This journey, however, is truly best suited for those between levels 6 and 8.

The stories of Rhissel, the Morning Lord, are known across the lands, although sometimes his name changes. It is said that he fought with great mind magics against invaders from another realm, harnessing even the sun itself to strike down his enemies, and sometimes his friends. His great might was indiscriminate, and his armies were rarely safe from the devastation his magics brought to the battlefields.

In time, like most who stood against the other realms, Rhissel was slain and his body and supposedly some of his great magics were entombed in his ziggurat. But in this day and age, few know of it's location, and fewer still are willing to mount the months-long expedition to find it.

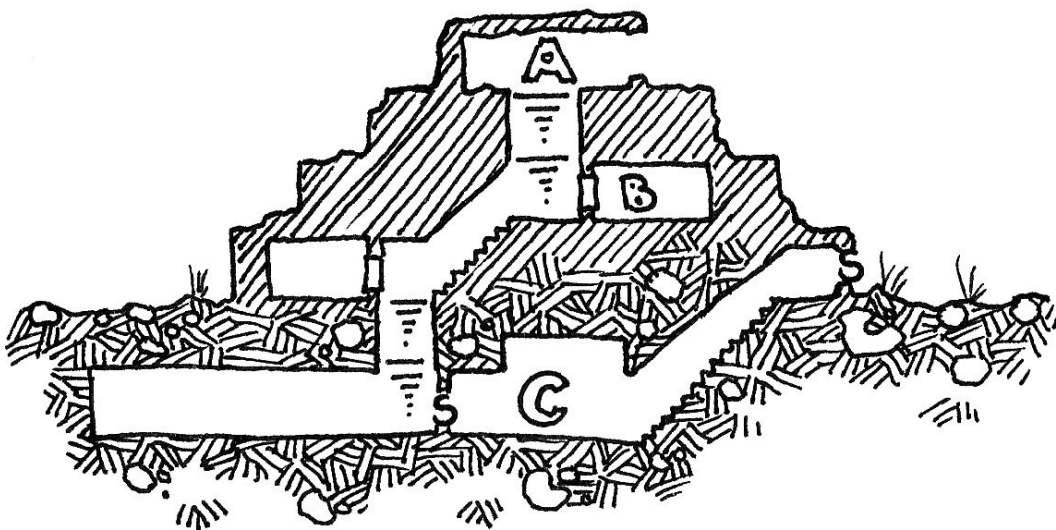
A clan of a dozen **red apes** (AC:6, HD:5, Mv:120 (40), Att:3, Dmg:1d4/1d4/1d8, Sv: F5, M:10 - special: if both 1d4 damage claw attacks strike in the same round, the victim suffers an additional 1d8 damage; surprised 1 in 6) has established their home in close proximity to the Ziggurat. Typically about half the tribe will be present (1d4+3) at the Ziggurat while the others are either out raiding, searching and hunting for food, or otherwise scouring the valley for anything interesting. In the centre of their communal nesting area are the remaining scraps of a poor elf who found his way to the valley seeking treasure. All that remains of interest is a belt pouch containing 50 pp, and a fine silver scroll tube (500 gp value) containing a treasure map. The treasure map leads out of this valley and into the next, where a pair of massive standing stones indicate the location of the buried treasure. A few feet under the heavy earth is a locked steel coffer with a magical trap that explodes as a 6d6 damage fireball if it is opened without using both the proper key and also giving the command word in the process. Within the coffer are a pair of magical gauntlets - Darmon's Fists. The wearer of both gauntlets gains a +2 bonus on attack rolls with melee weapons, and increases melee weapon damage rolls by one die step (d6 becomes d8, d8 becomes d10, etc).

Fortunately, the Red Apes have a superstitious fear of the Ziggurat itself, and none will enter it, nor even set foot upon the lowest stone of the structure.

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The ziggurat proper is an old and abused 4-step stone pyramid showing the marks of the ages squatting in the centre of the valley. There is a single entrance facing to the east seemingly cut into the top tier of the pyramid, like a single eye socket in a dead god's skull. Each step of the Ziggurat is just over 12 feet tall, and no stairway has been added to access the opening at the top.

In addition to the visible entrance at the top of the Ziggurat, there is a secret door almost exactly in line with it on the ground level. This secret door is very difficult to find as it is not only concealed very cleverly into the stonework, but it is also completely concealed behind vines and bushes. Only once the vines are at least partially removed will it be possible to find the door. Opening the door requires pushing on both the lower left and upper right corners of the door at the same time (requiring two people), at which point the door slides backwards into the face of the pyramid, opening into Section C, area 7.



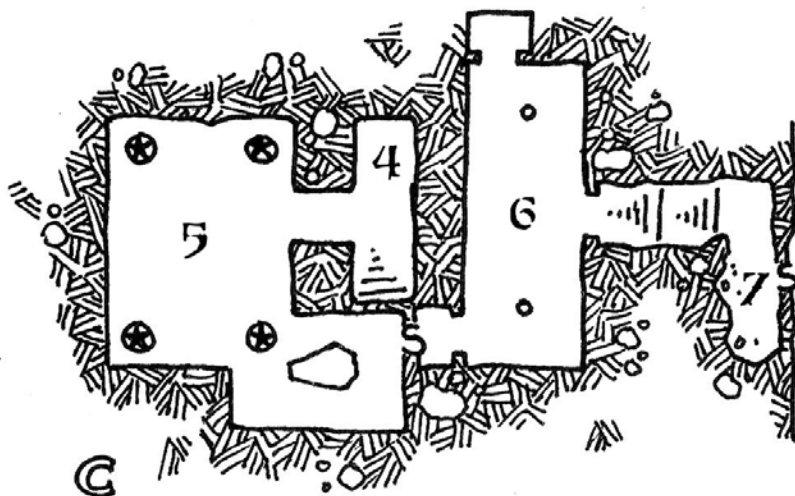
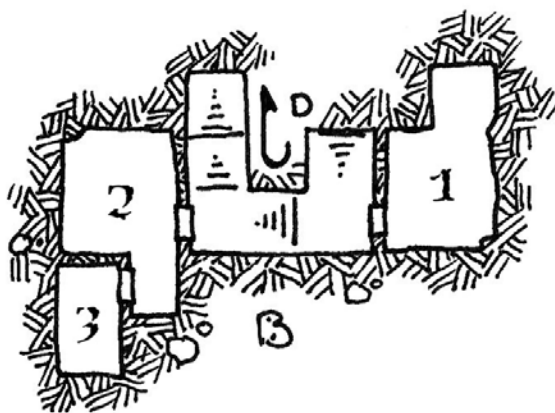
ZIGGURAT INTERIOR - SECTION A

The entrance to the ziggurat shows the signs of the ages and of lack of care. Debris blown in during storms litters the floor. Stone stairs lead down into the pyramid proper, overlooked by a dark alcove.

The stair lead down to Section B and are as debris-strewn as the open-air chamber above.

The alcove is home to the skeleton of an unlucky elven adventurer chased into the ziggurat by the Red Apes below. He triggered a deadly spear trap that impaled him

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to the wall - a warning to those who would follow in his tracks. His chainmail is shredded by the iron spears, but his belt is intact along with his sword and pouch. The sword (named *Eternal Hunter* in elven script along the blade) is a magic long sword that provides no bonus to hit or damage, but that heals the bearer of 1d4 damage whenever it is used to slay a sentient foe. Within the pouch are 100 pp covered in in a slow-acting contact poison (save vs poison or suffer 1d6 damage every turn for 1d6+6 turns).

If the sword or coins are taken from the skeletal corpse, it will animate as a **skeletal hunter** (AC:4, HD:8, hp:49, Mv:90 (30), Att:1, Dmg:1d10+2, Sv:Elf8, M:12 - special: +2 to hit and damage due to great strength; can cast *Bestow Curse* once per day) to pursue those who have stolen from it. This animation takes place several

turns after the remains have been disturbed, and the skeletal hunter will follow the party into the Ziggurat and beyond to reclaim it's treasures. It's best to have it turn up just as the party is finishing another fight, or is otherwise not expecting the dead elf to turn up.

ZIGGURAT INTERIOR - SECTION B

The stairs from above turn to the right and then to the right again after another dozen steps. At each landing there is a single stone door recessed into the heavy stone block walls. The doors open outwards onto the landings, The litter on the floor is significantly reduced compared to upstairs. The stairs continue down into Section C.

1. The Stone Angels

Along the walls of this room are sculptures representing Rhissel the Morning Lord throughout the eight ages of his life - from a cherubic child to an ancient warrior priest - with some artistic license (the wings for instance). Anyone entering the room without first singing the praise of the Morning Lord or the rising sun will release these **stone figures** from their bondage and they will leap out to destroy the intruders (AC:5, HD:4*, hp:17, 19, 22, 16, 27, 19, 20, 23, Mv:90 (30), Fly:150 (50), Att:3, Dmg:1d4/1d4/1d6, Sv:F4, M:11, Special: Silver & Magic weapons to hit; immune to sleep and charm), only to be returned to their bondage when they are done picking through the bodies of their foes.

In the alcove in the north end of the room is a secret compartment in the floor. The compartment is trapped with a sleeping gas that fills the entire room (save versus poison or be rendered unconscious for 1d4 turns). This is the perfect time for the skeletal hunter to show up. Within the secret compartment are three brass coffers, each locked with an ornate lock that required a key in the shape of the holy symbol of the Morning Lord to open. The first coffer contains 2,000cp and 2,000ep. The second coffer contains 4 500 gp gems that carry a curse - anyone with one of these gems on their person suffers a -2 penalty on attack rolls and saving throws. The third coffer contains 10 +1 crossbow bolts that +1d12 damage to undead (seemingly made of gold, and decorated like beams of sunlight) and a potion of clairaudience.

2. Preparation Chamber

This chamber contains a single large (3 foot across) brass basin on a two-foot stone plinth, with stone benches built into both the east and west walls. Within the basin is a bright water, glowing with the light of the sun (basically a continual light spell on the water). The water ceases to glow if taken beyond the preparation chamber. Anyone anointing themselves with the liquid sunlight is healed of 1d8+5 damage and will emit a faint glow with intensity roughly equal to that of a candle for 1d4+1 days. Any water elemental summoned in this room has 7 hit points per hit die and deals double damage to summoned and extra-planar creatures.

3. Alcove of the Grand Priest

The master of the ziggurat lived within this small chamber to welcome and prepare those who sought the tomb of the Morning Lord. The priest is long dead, and the furnishings of his small alcove have decayed over the ages. Within his bookshelves are a pair of scrolls of interest - one is a treasure map, the other a clerical scroll of continual light, bless, remove curse and snake charm.

ZIGGURAT INTERIOR - SECTION C

There are two accesses into the depths of the ziggurat - the stairs down from the surface leading through A and B (and leading into area 4) and the secret door from the ground level of the ziggurat leading into area 7.

4. Trapped Landing

The landing at the bottom of the stairs is a mosaic of bright coloured stones that looks like a winged human in the middle of the sun blasting fire down upon dark and tentacular beasts. The mosaic is partially covered with leaves and debris blown in down the stairs from above. At the back of the alcove at the base of the stairs is another mosaic of the sun this time with four small niches set in it - two of the niches contain 1,000 gp diamonds, and two are burned and scorched.

Anyone stepping onto the landing at the base of the stairs (or who tries to skip the landing by jumping from the stairs through the archway into area 5) who has not been anointed with the liquid sunlight in area 2 has a 4 in 6 chance of triggering the magical trap. The trap triggers both a wall of fire (as the spell) across the entrance archway to area 5, and a blast of light that makes all within the alcove and stairway on this level make a save vs petrification or be blinded for 1d6 rounds. Finally, it summons an **invisible stalker** (AC:3, HD:8*, hp:38, Mv:120 (40), Att:1, Dmg:2d6+2, Sv:F8, M:12) to slay the interlopers. It will start with those that do not glow from the liquid sunlight, but will then hunt and slay any companions it saw with them when the trap was triggered.

Triggering the trap consumes one of the diamonds from the wall mosaic.

5. False Tomb

Beyond the trapped archway is a large chamber decorated with four massive 9 foot tall statues of soldiers of the Morning Lord. One of the statues seems to guard an extension of the room beyond which is a massive sarcophagus.

The walls of the entire area are set with small (4" x 4" x 4") alcoves at a height of five feet, each set two feet apart. Each little alcove contains the stub of several candles that once lit this room.

The ornate black stone sarcophagus shows signs of having been attacked with some sort of tool to open it in the past, but the massive lid is firmly in place. Removing

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the lid requires a successful open doors check at a -2 penalty (-4 if no appropriate tools can be found and brought to bear).

Within the sarcophagus is a simple wooden coffin within which, in turn, is the skeletal remains of a man in ornamental golden plate mail wearing a massive golden medallion studded with rubies (1,700 gp value). (This is not actually the body of Rhissel, but of one of his priests, slain in battle near the time of the Morning Lord's destruction.)

The secret door to area 6 is triggered by reaching into the small alcoves cut into the wall on each side of the door and pushing upwards. The secret door then slowly slides into the floor.

6. Secret Tomb

Beyond the secret doors lies the ever-undisturbed memorial to Rhissel the Morning Lord. As with most who battled the otherworldly foes, he was not just slain, but fully consumed and destroyed by the forces of chaos, and then remade in their image. However, this tomb was built to commemorate his life and death, not the twisted remnants that perhaps stalk between the world boundaries.

The secret door to area 5 is easily seen and opened from this side.

As soon as the tomb is entered through any of the three archways, the two crystal pillars light up with unearthly intensity (dealing 1d6 damage per round to any undead in the chamber) and a ghostly yet brilliant apparition of Rhissel the Morning Lord will appear between them. If approached with anything but immediate attack, roll a reaction check for the party (applying the leader or speaker's Charisma modifier to the check). He then disappears, only reappearing if a new party arrives with no one from a previous party, and only then if he still has not given up his amulet.

2 or less	Rhissel curses the party, giving them a -2 penalty on all saving throws until the curse is removed. At his feet a chest appears containing 5,000cp.
3-5	Rhissel tells the party that he would like to help them, but his powers are long dispersed from this plane of existence. The best he can offer is a chest that appears at his feet containing 5,000gp.
6-8	Rhissel blesses the party, granting them +1 on all saving throws for one month, as well as bringing forth the chest with 5,000gp.
9-11	Rhissel offers the Amulet Of Morning to those seeking his aid. This golden amulet allows the wearer to cast continual light 3/day, striking 2/day and wall of fire 1/day. It appears atop the chest containing 5,000gp.
12 or more	In addition to offering his amulet and chest of gold, Rhissel blesses the party, granting them +1 on all saving throws for one month.

7. Secret Entrance

This secret entrance is easily seen and opened from the inside. However, like the front entrance to the tomb, it is trapped both physically and magically. Each person stepping on the floor on the inside of the secret doorway has a 3 in 6 chance (1 in 6 for halflings and similarly slight folk) of triggering a heavy spear trap that deals 4d6 damage as four iron spears on a metal rack are slammed into the victim. Stepping past this trap (or jumping over the detected pressure plate) activates the second trap that creates a burst of magical fear. Anyone within 30 feet of the triggered trap must make a saving throw against spells or run in fear from the Ziggurat for 1d4 turns. Further, said persons cannot re-enter the ziggurat through this entrance without succeeding at another save vs spells.

THE SECRET OF JEN'S HALL

Jen "the Rose" was a human adventurer during the last great war, a freebooter who exploited the chaos to make her fortune and acquire great interesting treasures from the various worlds of the Kale - worlds that are difficult if not impossible to find now. Some sages have learned that she was known to base some operations out of a secret hall of some mystical power (and possibly treasure) that she had built or found (the stories are vague and contradictory - one even indicates that the hall was brought here from another world) in the area near the Ziggurat of Rhissel the Morning Lord.

The area around Jen's Hall is rough hills on the edge of heavy jungle forest. The entrance to the hall is a cave cut into the side of a mountain, about a hundred feet above the floor of the Valley of the Red Apes. Getting here, just like anywhere in the valley, probably involves at least one encounter with the red apes. Around the actual entrance to the caves that contain the hall are the signs of intelligent workmanship - or at least something approximating intelligence. There are skulls stacked on each side of the entrance and blood and entrails smeared about the area. Someone with the right knowledge or background may even note that the entrails have been spread out in a specific blasphemous design, one associated with foul creatures from beyond the edges of this world.

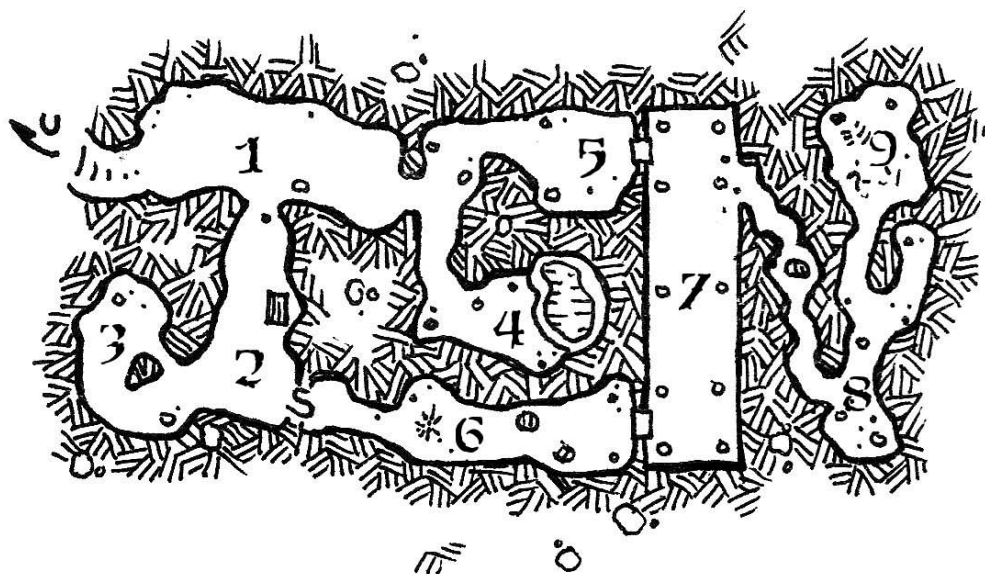
CREATURE NOTES

Albino Apes are used to represent the Red Apes of the valley. Ogres and Ogre Magi are Apes that have been perverted by the otherworldly forces that have come through to the Hall since it was first placed here. Ogre Magi are those apes that are actually possessed by foul entities from other worlds, while Ogres are their children and those they have invested with magical powers by feeding them their blood. Not all apes accepted the curse of these foul beasts however, and some Shadows of their former selves still wander.

WANDERING MONSTERS

1 in 6, check every turn - Each encounter except the Albino Apes can only occur once, ignore them if they are indicated again. Roll 1d4 for the specific encounter.

1. d4+1 **Albino Apes** (the Red Apes of the valley) (AC: 6, Mv: 120 (40), HD: 4, Att: 2, Dmg: 1d4/1d4, Sv: F2, M: 7)
2. d4 **Shadows** (AC: 7, Mv: 90 (30), HD: 2+2, Att: 1, Dmg: 1d4 + Strength Drain, Sv: F2, M: 12, Special: Magic Weapons to hit)
3. d3 **Ogre Magi** (AC: 4, Mv: 90 (30), Fly: 150 (50), HD: 5+2, hp: 18, 25, 30, Att: 1, Dmg: 1d12, Sv: M5, M: 9, Special: Fly 12 turns; At Will: darkness 10' r., invisibility, polymorph self, 1/Day: charm person, gaseous form, sleep, 8d6 cone of cold; Regenerate 1 hp / round)
4. d4 **Ogres** (AC: 5, Mv: 90 (30), HD: 4+1, Att: 1, Dmg: 1d10, Sv: F4, M: 10)



1. Into the Depths

Down the natural stone stairs from the cave entrance the cave becomes wider and taller, with roughly 20 foot ceilings. Debris from the valley and a significant amount of ape droppings litters the floor. The smell of something cooking comes from the cave to the south, along with a slight glimmer of firelight.

2. Ogrish Delights

Four ogres (AC: 5, Mv: 90 (30), HD: 4+1, hp: 21, 19, 29, 17, Att: 1, Dmg: 1d10, Sv: F4, M: 10) are cooking up a pair of jungle halflings. A third hangs from his intestines wrapped around a hook on the wall, semi-conscious and slowly bleeding out. Scattered about the fire pit (and really only noticeable if the the fire is put out) are a collection of five 150 gp rubies.

The secret door to area 6 is very difficult to find from this side - the fact that a halfling is dangling by his entrails off the door also makes it less likely to be inspected closely.

3. Food Storage

The corpses of a pair of red apes are stuffed into the back of this space, slowly rotting. The mutant apes and their kin would rather eat just about anything else than the stringy meat of their own kind. The red apes are more than just rotten, they have become infested with **rot grubs** (AC: 9, Mv: 10 (2), HD: 1 hp, Attack: special - burrow. Fire burns them out, but deals 1d6 damage to the host). A total of 17 of the foul little grubs infest the corpses.

4. Someone's Poisoned the Watering Hole!

Approaching this cave the characters will be able to hear water dripping into a pool. The far end of the cave is depressed and filled with clear, cold water. However the water bears the taint of other worlds where it was originally drawn from, and any creature with 1-3 natural Hit Dice drinking from it (including all humans and demi-humans, regardless of level) must save versus poison after ten minutes or begin taking damage at a rate of 1d12+1 hit points per round until either remove curse or neutralize poison is administered. Creatures with 4 natural Hit Dice or more must instead save versus spells or slip into a coma for 1d6 days. They must make a saving throw versus poison each day or die. Survivors awaken changed and twisted... Like the ogrish albino apes.

5. Guards

Three **Ogre Magi** (AC: 4, Mv: 90 (30), Fly: 150 (50), HD: 5+2, hp: 18, 25, 30, Att: 1, Dmg: 1d12, Sv: M5, M: 9, Special: Fly 12 turns; At Will: darkness 10' r., invisibility, polymorph self, 1/Day: charm person, gaseous form, sleep, 8d6 cone of cold; Regenerate 1 hp / round) live in the tight quarters of this cave, guarding the sanctum of Jen the Rose. They will initiate combat with charms before going invisible and scattering around the area to make the battle as awkward as possible.

6. The Favoured & Escape Route

Once just another red ape, the favoured companion of Jen the Rose is kept in bondage here. A powerful **Ogre Magi** in his own right (AC: 4, Mv: 90 (30), Fly: 150 (50), HD: 5+2, hp: 38, Att: 1, Dmg: 1d12, Sv: M5, M: 9, Special: Fly 12 turns; At Will: darkness 10' r., invisibility, polymorph self, 1/Day: charm person, gaseous form, sleep, 8d6 cone of cold; Regenerate 1 hp / round), he cannot leave this chamber because he is bound in cursed cold iron chains. He bears the many brands and injuries of his love for the creature that keeps him here, and if she is threatened, he will fight to the death for her.

The bed to which he is chained is actually a massive locked chest, the key for which is held by Jen the Rose. Within the chest are a collection of six silver potion bottles (worth 50 gp each without the potions within them) sitting atop 11,000 gp and a collection of gems of all sorts (19 gems totaling in value at 9,550 gp). The potions are:

Potion of Mischief (grants the drinker the thief skills of a thief of level 1d6, or increases the effective level of a thief by 1d6 for all skills for the duration)

Potion of Battle (grants the drinker a +1 bonus to AC, attack rolls and missile and melee weapon damage rolls)

Potion of Revival (removes paralysis and grants immunity to sleep for 24 hours)

Angel's Tears (treat as holy water with four times the potency)

Draught of Otherworldly Voices (treat as if the drinker had cast Contact Other Plane - roll d6+2 to determine the number of questions the caster must ask)

Delusion (drinker believes it to be a potion of healing)

7. The Hall of Jen the Rose

This hall seems radically out of place within these caves. Although the floor is as messy and debris-strewn as the rest of the caves, the walls are of a strange almost translucent green stone, and heavy black pillars support the ceiling 60 feet overhead.

Claiming to be Jen the Rose, this foul (but beautiful) **Succubus** (AC: 0, HD: 6, hp: 35, Mv: 120 (40), Fly: 180 (60), Att: 2 claws or bow +2, Dmg: 1d3/1d3 or 1d6+2, Sv: F6, M: 7, Special: magic weapons to hit; kiss drains a level; at will spells: charm person, clairaudience, ESP, ethereal form, shape change, suggestion; Gate: 65% success - Balor) wears a pair of golden bracers with platinum inlay (1,500 gp each), and bears a short bow and a small quiver of 5 arrows +2. She wears the key to the chest in area 6 and the crates in area 9 around her neck.

If seriously threatened, she will attempt to escape via area 6, leaving her playmate as rear-guard. (Obviously, if the party arrived via area 6, she'll try to escape via area 5).

8. Vile Mess

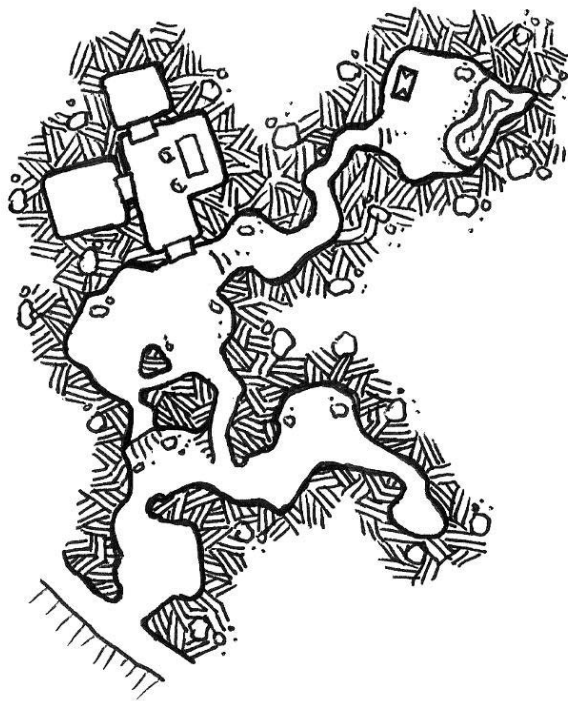
The bodies of three red ape ogres, twisted and seemingly torn apart from within, lie on the floor of this cave. The succubus is keeping them here to feed the Otyugh in area 9 should she have nothing else for him.

9. The Trash Heap

The succubus' **Otyugh** (AC:3 HD:7, hp:39, Mv:60 (20), Att:3, Dmg:1d8/1d8/1d4+1, Sv:F7, M:10, Special: bitten victims save vs poison or disease deals d3 dmg / day) lives in the reeking hole in the depths of the caves. In the trash heap where it lives (composed mostly of rotten flesh and its own excrement) are many of the treasures of the succubus that she keeps here where she knows they are safe since she can command the otyugh to let her through to them. In the mess are four small cases containing:

- 80,000 sp (divided between two cases)
- 10,000 gp
- Potion of Poison, Scroll of Ward vs Lycanthropes & 4 Gems (100 gp each)

THE CLIFFSIDE STRONGHOLD



Sitting about twenty feet above the valley floor on the hundred-foot-tall cliff face that divides the valley across the middle, this cave has become the magically fortified stronghold of an insane priest. The red apes and other local wildlife have learned to give the cave a wide berth.

The cave stronghold is divided into three areas - the entrance, the shrine to the north-east and the priests chambers to the north-west.

Flindar Thrice-Cursed, Priest of Madness (AC: 5, HD: 9, hp: 44, Mv: 90 (30), Att: 1, Dmg: 1d6+1, Sv: C9, M: 9, Special: First attack is with a Staff of the Serpent (to entangle his foe), afterwards attacks are with his mace or fists

and anyone struck must save versus spells or have sudden eruptions of 1d6' long tentacles from the struck location resulting in a -1 / -5% penalty on all attacks, skill checks and so on as these tentacles flail about. Removing the tentacles requires a remove curse spell or cutting them off dealing 2d6 damage to the victim.)

The entrance to the stronghold is accessed by a narrow path along the cliff face. At multiple points along the path there are scorch marks, some as large as 45 feet long. At two points along the path the priest has inscribed Glyphs of Warding (dealing 18 fire damage each when triggered). There are further Glyphs scattered throughout the cave (dealing 18 lightning damage when triggered), as well as one that triggers a Dispel Magic effect (at caster level 9) in the narrow passage leading up to the central cave from the entrance.

There is a 66% chance that Flindar will be found in his chambers, otherwise he's in quiet contemplation of his cursed nightmares kneeling in front of the altar in the shrine cave.

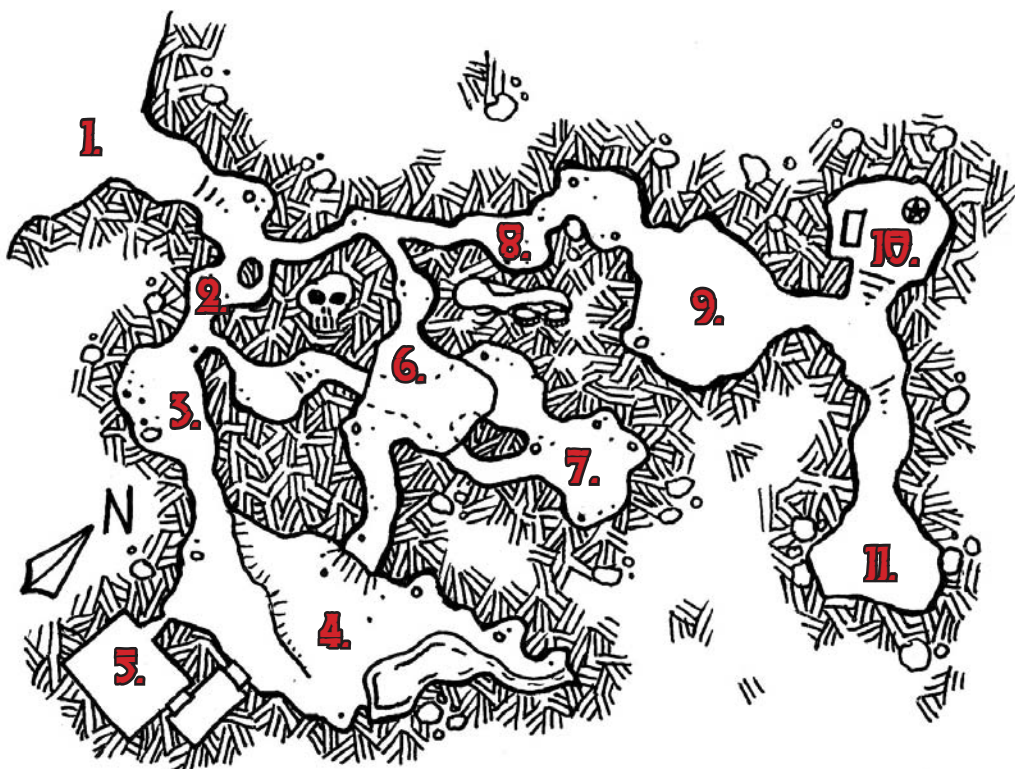
DYSON'S DELVES II

Flindar's chambers are locked at all times (he carries the key in his mouth). The northernmost room contains his treasures - a collection of scrolls (including scrolls of cure serious wounds, contact other plane, find traps, hold person and gate) and a massive wooden chest full of red ape skulls, carefully cleaned and painted with strange glyphs and symbols drawn from Flindar's insane dreams and nightmares.

The shrine cave is a veritable minefield of Glyphs of Warding. Not only is the altar itself warded against being touched (with a fire glyph), but the two chalices and two candlesticks upon it each have their own glyphs as does the small rug upon which Flindar normally kneels before the altar (mix of fire and lightning glyphs).

The pool in the shrine cavern heals 1d20 damage to anyone who drinks from it or submerges themselves in it, but also curses them to have strange and horrific nightmares for the next 13 nights. At the bottom of the 9 foot deep pool is a small wooden chest that contains 1,217 gp and a pair of gold and bronze bracers worth 1,300 gp for the pair.

A DEVOURER MOST FOUL



This side-quest in the Valley of the Red Apes is best suited to a medium-sized party of levels 5-7. You will want to increase or decrease the servants of the devourer based on how well the party can handle the challenge. Never be afraid to throw another half-dozen servants of the devourer even in the middle of the final encounter as they rupture their way in from the walls, ceiling and floor.

In addition to being attracted to the site by the unusual smell, parties may have heard any number of myths & stories about a "fountain of youth" or other magical pool found in the area. Perhaps they are searching for an adventurer that was looking for said magical waters and has since gone missing, or seeking the dark blessings of a forgotten god whose shrine is in this hole.

And for lower-level parties, give them a treasure map to something hidden in the hot spring itself that they need... and then they need to get in, get the object, and leave before the devourer gets hold of them.

The reeking hole is one of several caves in the forested hills along the valley edge where the heavy smell of carrion lingers. Most are shallow caves and small limestone gullies, but the hole is obviously the source of the stench. Anyone with a modicum of experience with battlefields or butchers will recognize the mix of excrement and rotting flesh blasting forth from the hole.

The reason the smell seems to be venting from the hole so aggressively is the hot spring in area 4 producing a constant current of hot air and accelerating the decay of the corpses in that area.

1. The Reeking Hole

One of a half-dozen small caves in the hillsides, this particular cave has a hot humid stench emanating from it.

2. Marked Fork

a red handprint has been painted on the natural stone pillar here, with an arrow drawn beneath it pointing towards area 8. The painted marking is quite old, at least a century (and was drawn to mark the way to the shrine in area 10)

3. Thieves in the Dark

A pair of **red ape ghosts** (AC: 4, HD: 5+1, hp: 24, 30, Atk: 2 claws (1d3+1), 1 bite (1d6+1), Mv: 150 (50), Sv: F5, M:9, Special: those within 10' must save versus poison or the stench causes a -2 penalty on attack rolls; hits require a save vs paralysis to avoid being paralyzed for 3d6 turns) lurk here with two corpses they stole from area 4.

4. Place of Dead Souls

The cave floor is 15 feet below the two entrances and is covered with the rotting corpses of red apes, baboons, and other wildlife. All the corpses are covered in human-sized bites, and their skulls have been violated, typically via the eye sockets or nose, and the brains removed. Millions of beetles and flies crawl over the field



of bodies. At the back of the cave is a bubbling sulfuric hot spring keeping the temperature hot and pushing the stink out into the world. The skeletal remains of several corpses lie in the spring, a few covered in yellow crystals. One of the oldest skeletons, submerged 20 feet below the bubbling scum of fat and decomposing fluids atop the spring water, is that of an elven adventurer, still wearing a silver helm that grants the wearer the ability to cast *light* 3/day and *feather fall* 1/day. The incredibly hot water deals 1d8 damage per round spent within it. Each turn spent within this cave there is a 50% chance of an encounter. Roll 1d3:

1. d2 scavenging **red ape ghosts** from the left tunnel (use stats from area 3)
2. d4+1 scavenging **ghouls** from the left tunnel (AC: 6, HD: 2, Mv: 90 (30), Att: 2 claws (1d3), 1 bite (1d3), Sv: F2, M:9)
3. d6+1 servant **troglodytes** from the right tunnel (use stats from area 9)

5. Chamber of 3 Fears

the stone doors leading to this chamber are both sealed with old crumbly clay and wax. The three walls that don't have a door are decorated with mosaics of foul mutants of chaos. The left wall depicts a mutant warrior in heavy armour burning

a city. The far wall is of a mutant sorcerer standing on a pile of dead humans and elves. The right wall depicts a priest of chaos summoning forth a miasma of darkness (the arrow slit / window to area 4 is in the middle of this miasma). Attempting to touch any of these mosaics requires a save vs spells for each mosaic, if one is failed, no further mosaics can be touched. Upon touching a mosaic, a second save vs spells is required, failure or success determines whether the effect is beneficial or harmful. The warrior grants +/- 3 to melee damage rolls. The sorcerer grants +/- 3 to all saving throws. The priest grants +/- 1 on all reaction rolls. The effects remain for 3d30 days.

6. Body Drop

Too lazy to dump all the bodies into area 4, many are piled up here by the servants of the devourer.

7. Infested Hole

A morass of sticky slime molds and insects infest this room. Any attempts to dig through this mess requires a save vs poison to avoid a horrible and terminal disease that deals 2d12 damage per day.

8. Eyes in the Wall

Three starving **watchers** (level 4 Gibbering Mouthers - AC:2, HD: 4, hp: 15, 19, 24, Att: 5 bites (1), Mv: 30 (10), Sv: GM4, M:8, Special: Drooling, Ground Control, Screaming) hide in the walls of this room that have been converted into a rubbery morass by their ground control powers. They are hungry because the alien hunger will not allow them to eat the corpses it has stolen the brains from.

9. Troglodytes

Six humanoid servants of the devourer wait on it's call in this cavern. Each has had it's brain removed and replaced with an infant gibbering moulder (1 hp). They are treated as tough **troglodytes** (AC: 5, HD: 3, hp: 21, 14, 10, 15, 18, 14, Att: 2 claws (1d4+1), 1 bite (1d4+1), Mv: 120 (40), Sv: F3, M:10, Special: Stench) in all ways. Two of the troglodytes wear heavy golden necklaces set with large pieces of jade worth 1,500 gp each.

10. Shrine of the Forgotten

A statue and altar to a forgotten extradimensional evil are both set at weird angles into the floor of this cave.

11. Hole of Eyes

An **alien hunger** (level 8 Gibbering Moulder - AC:0 [19], HD: 8, hp: 49, Att: 9 bites (1d2), Mv: 30 (10), Sv: GM8, M: 10, Special: Drooling, Ground Control, Screaming, Gibbering, Maddening) fills much of this room in a mass of eyes and mouths. It is consuming the brains from all who are brought to it, seeking a way to escape this world. It will be especially happy to see sentient creatures in it's domain... Ensnared in the walls of this room are strange lumps containing 4 **troglodytes** (see area 9) and 2 **watchers** (see area 8) waiting to erupt at the call of their alien master.

GIBBERING MOUTHERS

A Devourer Most Foul uses several varieties of Gibbering Mouters that are weaker or stronger than the standard monster of it's kind. Here are rules for handling gibbering mouters from 1 to 10 HD in size & power.

Requirements: Cha 9+, Con 13+, Int 10-
 Prime Requisite: Con
 Hit Dice: 1d8
 Max Level: 10

Disgusting, loathsome and hungry. Gibbering mouters are protoplasmic blobs seemingly made up entirely of mouths and eyes. While most are only semi-intelligent at best, a few are well beyond their kin, with a strange alien intelligence and hideous cunning.

GIBBERING MOUTHER PROGRESSION

Level	Level Title	XP	HD	AC	Special Notes
1	Drooler	0	1d8	7	Drooling
2	Spotter	3,001	2d8	5	Ground Control
3	Screamer	6,001	3d8	3	Screaming
4	Watcher	12,001	4d8	2	
5	Gibbering Mouter	24,001	5d8	1	Gibbering
6	Ululating Beast	48,001	6d8	1	
7	Vile Protoplasm	96,001	7d8	0	d2 damage
8	Alien Hunger	192,001	8d8	0	Maddening
9	Shoggoth	400,001	9d8	-1	d3 damage
10	Shoggoth Lord	600,001	10d8	-2	d4 damage

GIBBERING MOUTHER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1-3	15	12	12	14	15
4-6	13	10	9	12	13
7-9	11	8	6	10	11
10	9	6	3	8	9

Being essentially formless masses of variable size and weight (a level 1 drooler is typically the rough size and weight of a 50 pound dog - this doubles at every level thereafter with Shoggoth Lords weighing in at 12 tons of screaming eyeballs),

gibbering mouters cannot wear armour and can only carry one quarter of their normal carrying capacity.

Gibbering mouters move by latching on to the ground with mouth-covered pseudopods and pulling themselves. On most terrain this has a movement rate of 30' (10'), but on muddy or slippery terrain this increases to 60' (20').

Being made of eyes and mouths, gibbering mouters have a tendency to notice things sneaking up on them, reducing surprise chances by half.

While gibbering mouters can wield just about any kind of melee weapon, they usually attack by extending pseudopods covered in mouths to bite their foes. They can attack with a number of mouths equal to their level +1. Each mouth deals only one damage, but fastens to the target and deals an additional damage each round thereafter. A target with 3 or more mouths attached must make a saving throw against wands with a +4 bonus (plus any Dexterity modifiers) every round to resist falling under the gibbering mouter. A target that fails this save can be overrun by the gibbering mouter the next round and is automatically struck by twice the number of mouths the gibbering mouter can attack with. The mouter then can use his full complement of "attacking" mouths on other targets. The damage per mouth increases to 1d2 at level 7, and further to 1d3 at level 9 and 1d4 at level 10.

Drooling: Beginning at level 1, a gibbering mouter produces prodigious quantities of drool. This lubricates the ground under them, but also can be used to produce a blinding flash of light. Once per day per two levels (round up), the gibbering mouter can spit a special drool that explodes into a flash of bright light. In a dark environment like a dungeon, this is enough to blind those looking at the flash for one round if they fail a save versus petrification.

Ground Control: Level 2 spotters can change the consistency of the ground around them as long as it is made of dirt or stone. This takes one round to do, but changes the consistency of the ground within 5 feet of the mouter to that of a weird dough-like texture, a mealy quicksand, or back to normal stone.

Screaming: Level 3 mouters are known as screamers or wailers because they can scream at incredible volumes for far too long - typically when they see something they want to eat. This screaming will attract wandering monsters, but it also renders opponents (and friends) nearly deaf. Everyone within 10 ft per level of the mouter is considered deaf for the duration of the screaming, and must make a save versus spells or be rendered deaf for 1d4 rounds thereafter - deaf spellcasters have a 20% of failure when casting spells because they can't hear the somatic components of their spells.

Gibbering: Level 5 mouters learn to turn down the volume of their screams, but instead produce an incoherent gibbering that causes all intelligent creatures within a 10 ft radius per level of the mouter to make a saving throw versus spells

or be confused for the duration of the gibbering. Roll 1d8 each round to determine each confused creature's actions:

- 1 - wander for the round
- 2-3 - stand stunned for the round
- 4-5 - attack the nearest living creature
- 6-7 - act normally
- 8 - run in fear from the gibbering moulder

Maddening: At level 8, the alien hunger's gibbering continues to effect those who failed their saves against it for 1d6+2 rounds after the gibbering ends.

THE SILVER OBELISK



This massive construction is hard to miss during the day if it is not obscured by trees. A 23 foot tall obelisk, it stands alone in a clearing where the grasses don't seem to grow more than a few feet in height and that is rarely visited by the local wildlife. Wandering monsters within 600 feet of the obelisk only occur on a 1 on a d6 instead of a 1-2.

The obelisk appears to be made of a reflective stone, not metal like silver, but very similar in colour if not texture. It is fairly reflective, making the clearing on the sunny side of the obelisk brighter than the rest of the area.

Anyone coming within 200 feet of the obelisk feels like they have intruded on something unusual / supernatural. They must make a saving throw vs spells or the next

spell they cast will automatically fail (don't explain this to the player / character, just take note - it has no effect on non spellcasters). Anyone touching the obelisk properly must roll on the following table:

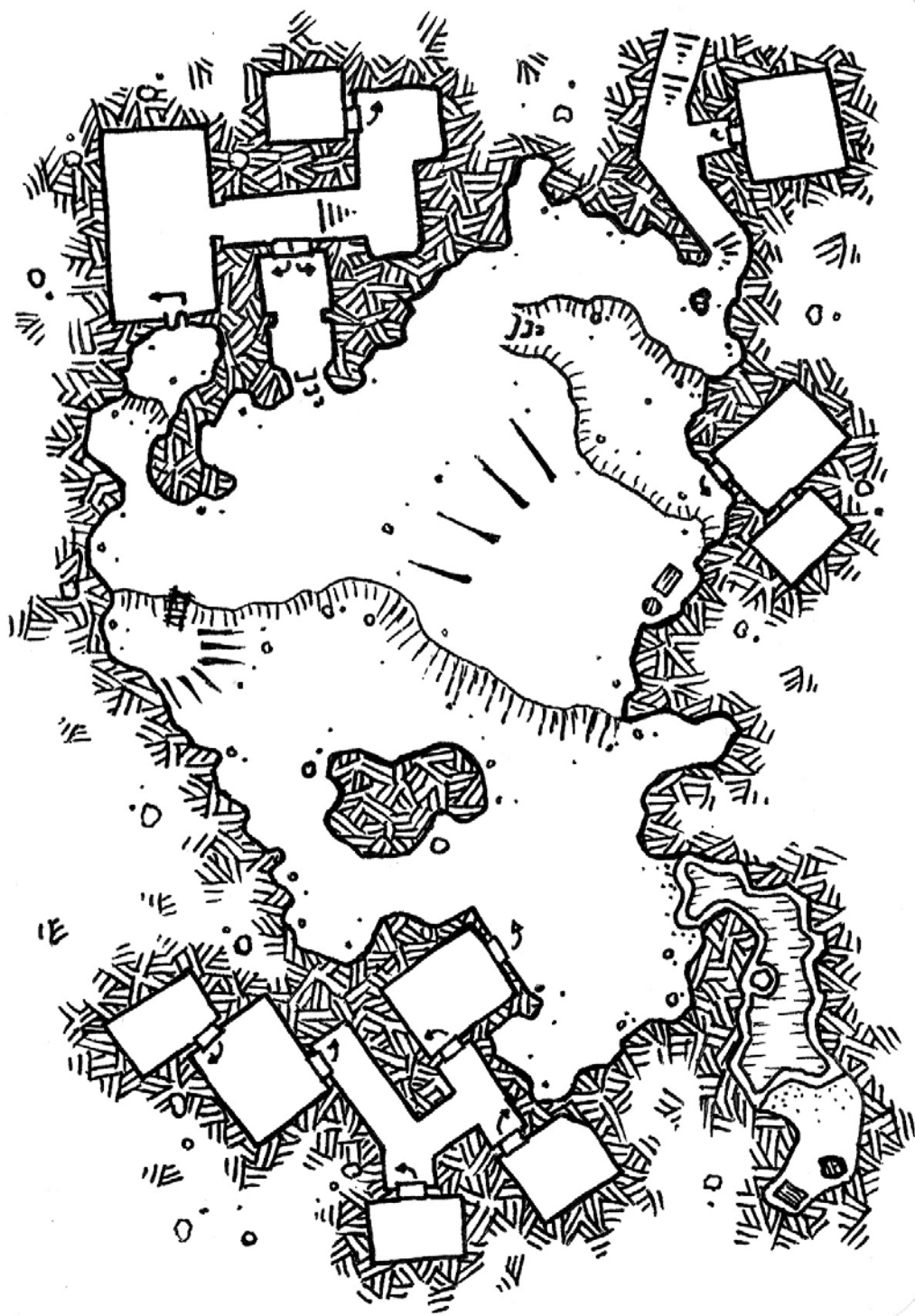
- 1. Gain +2 to hit and damage in melee for 48 hours.
- 2. Gain +2 on all saving throws for 48 hours.
- 3. Reduce their prime requisite by 1d6 for 48 hours.
- 4. -2 penalty on reaction rolls for 48 hours.

A character can only roll on this table once every week.

MAPS

Unstocked maps
for you to custom
stock, modify and
use in your game

GROTTO OF THE EYE EATER



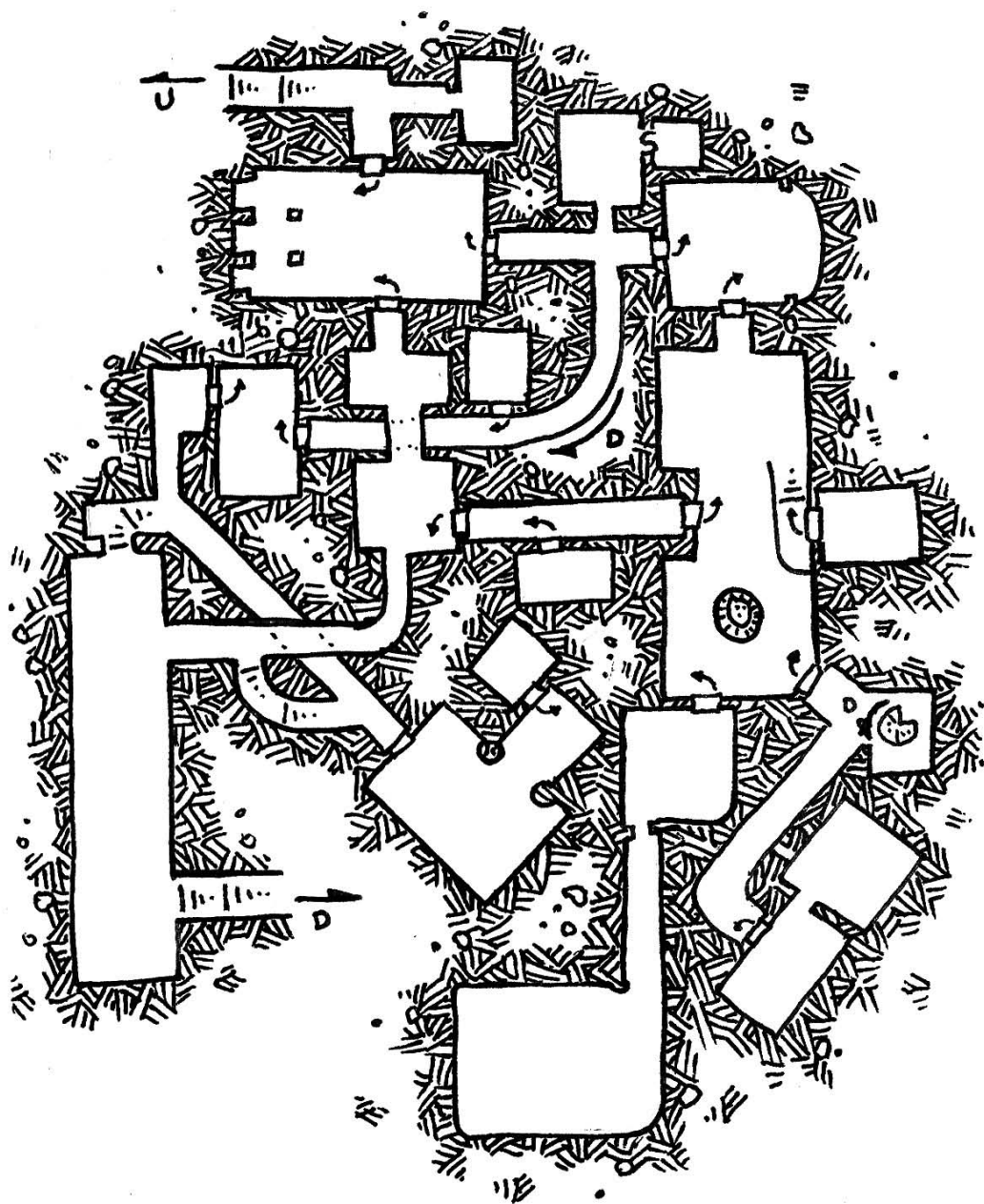
GROTTO OF THE EYE EATER

Location: _____

Also Known As: _____

Contents & Description: _____

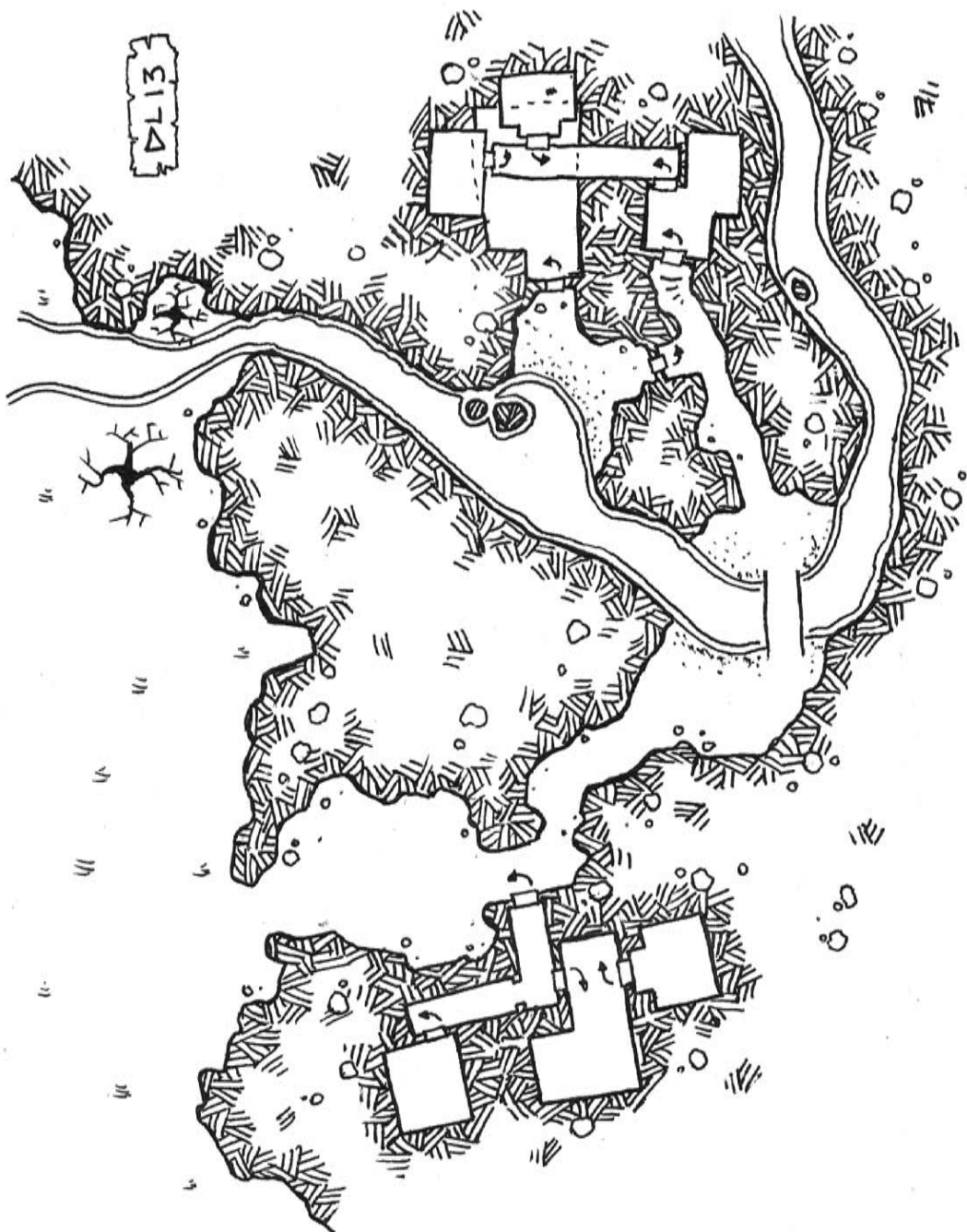
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MARROWHEART'S LAIR

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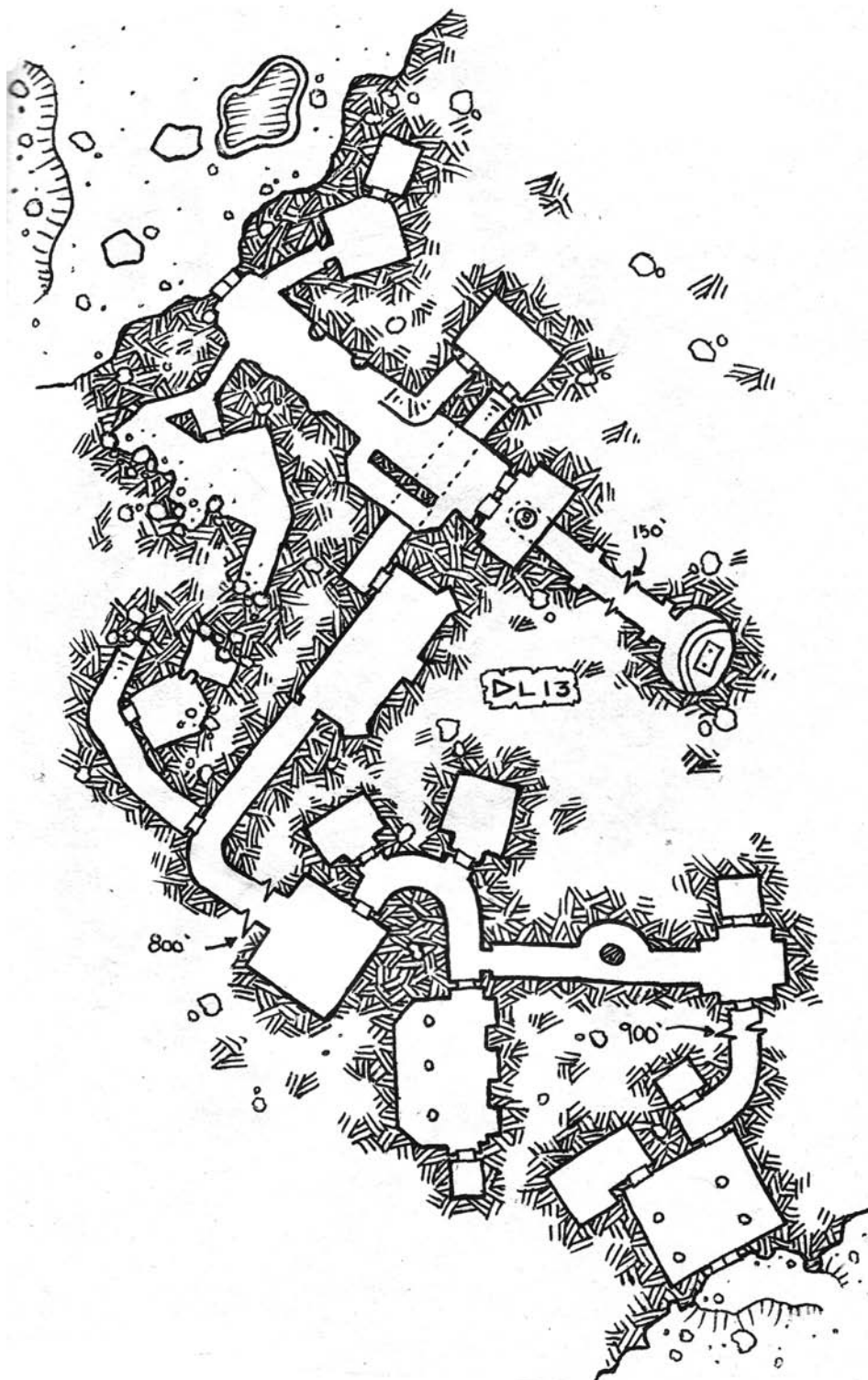
REDWELL CREEK'S BEND



REDWELL CREEK'S BEND

Also Known As: _____

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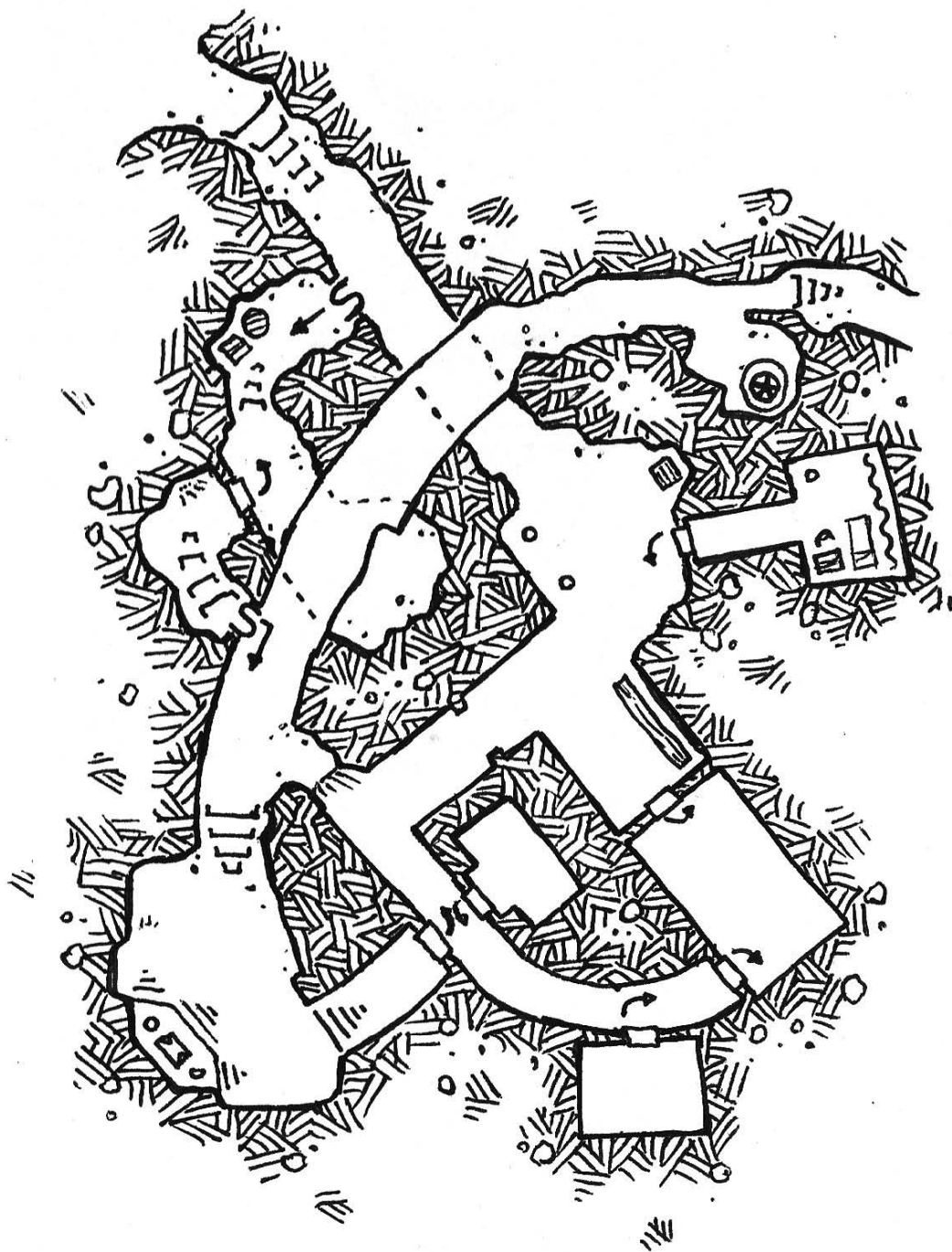
THROUGH THE MOUNTAIN OF EVAN'S TRIALS

Location: _____

Also Known As: _____

Contents & Description: _____

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OUBLIETTE OF THE LAUGHING KNIGHT

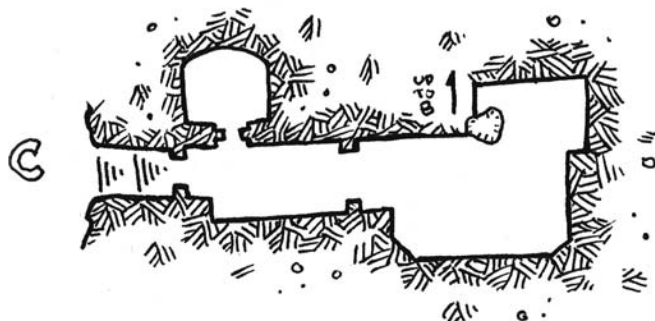
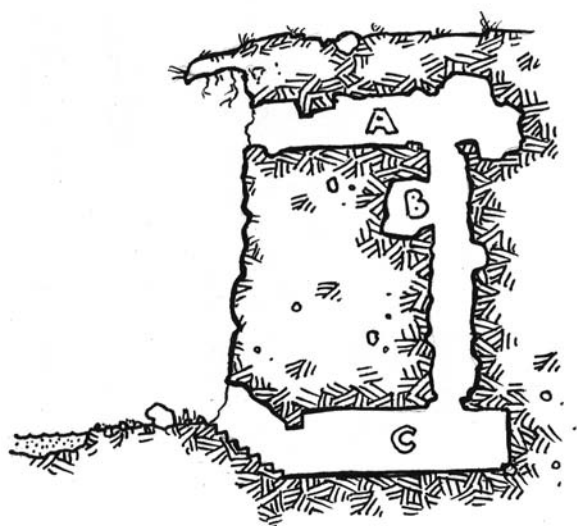
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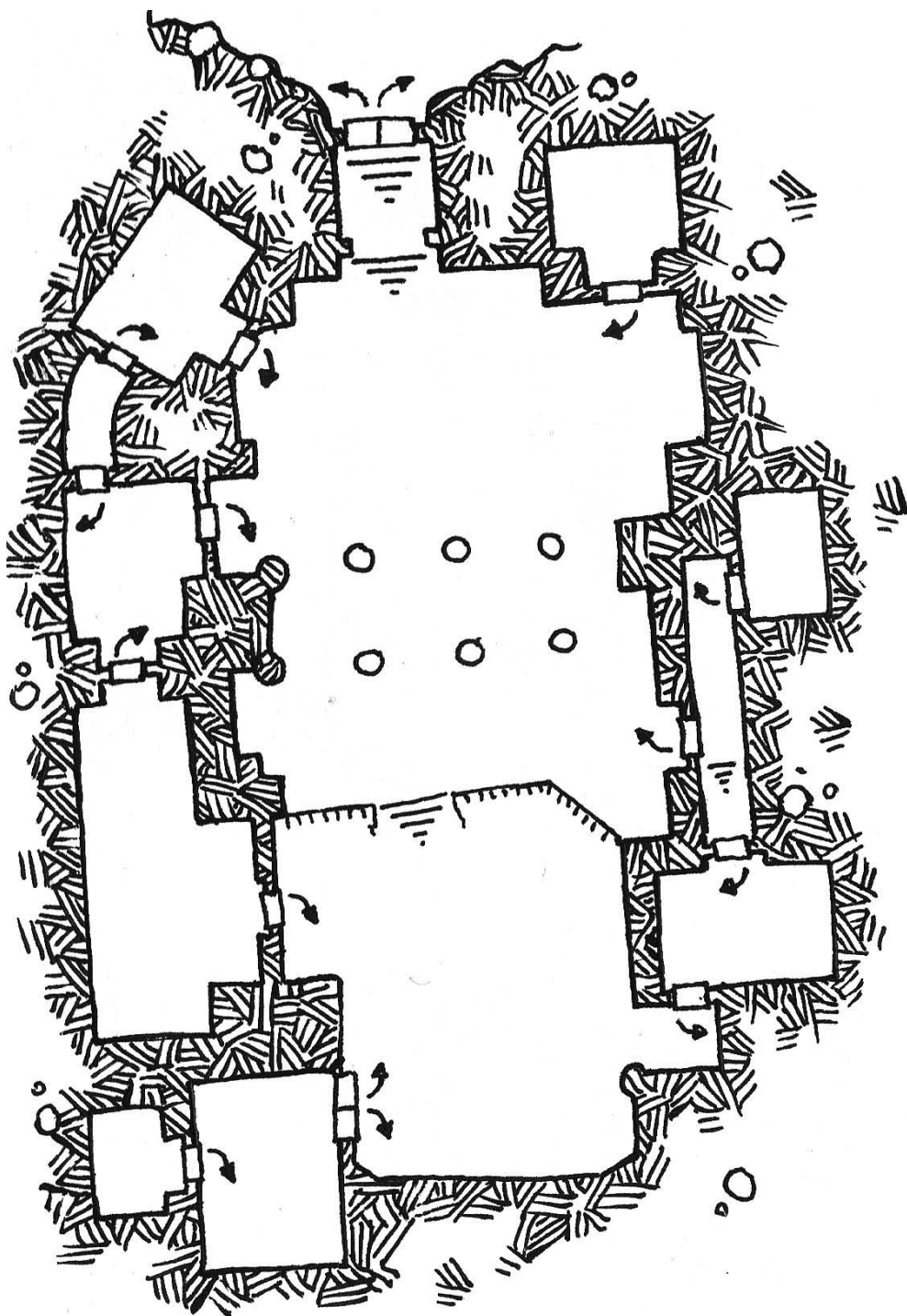
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LAIR OF THE SCABROUS HARPIES

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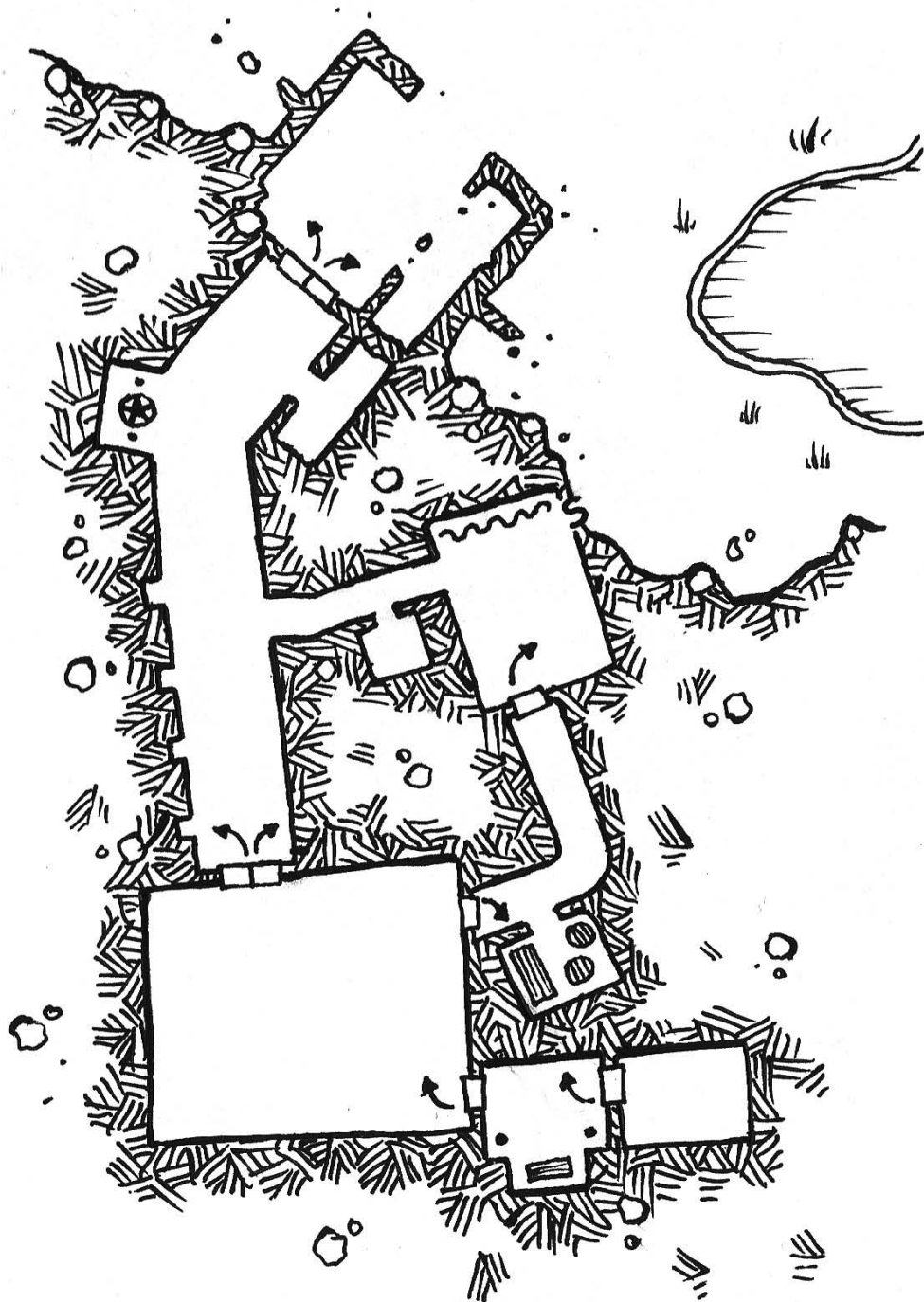


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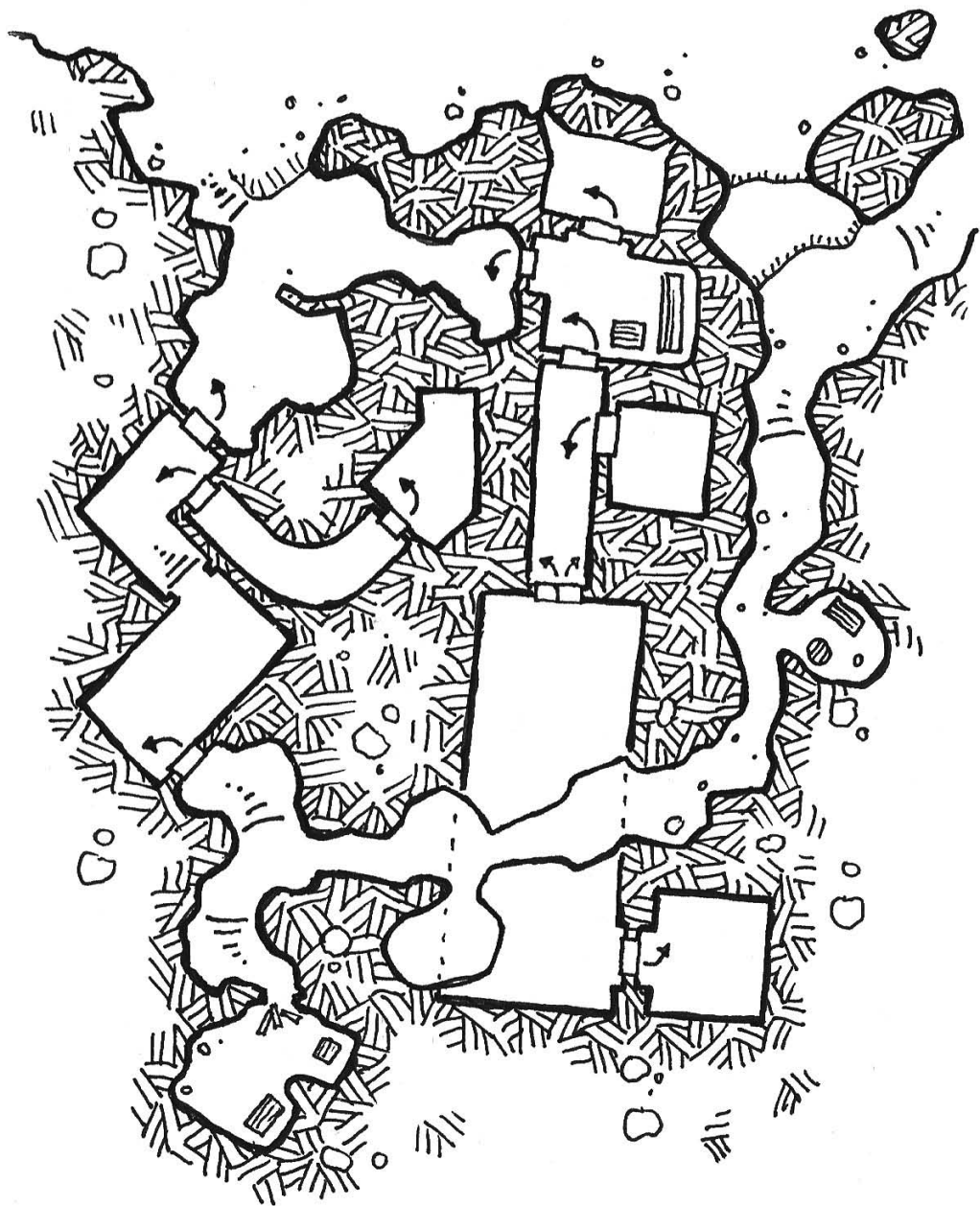


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Also Known As: _____

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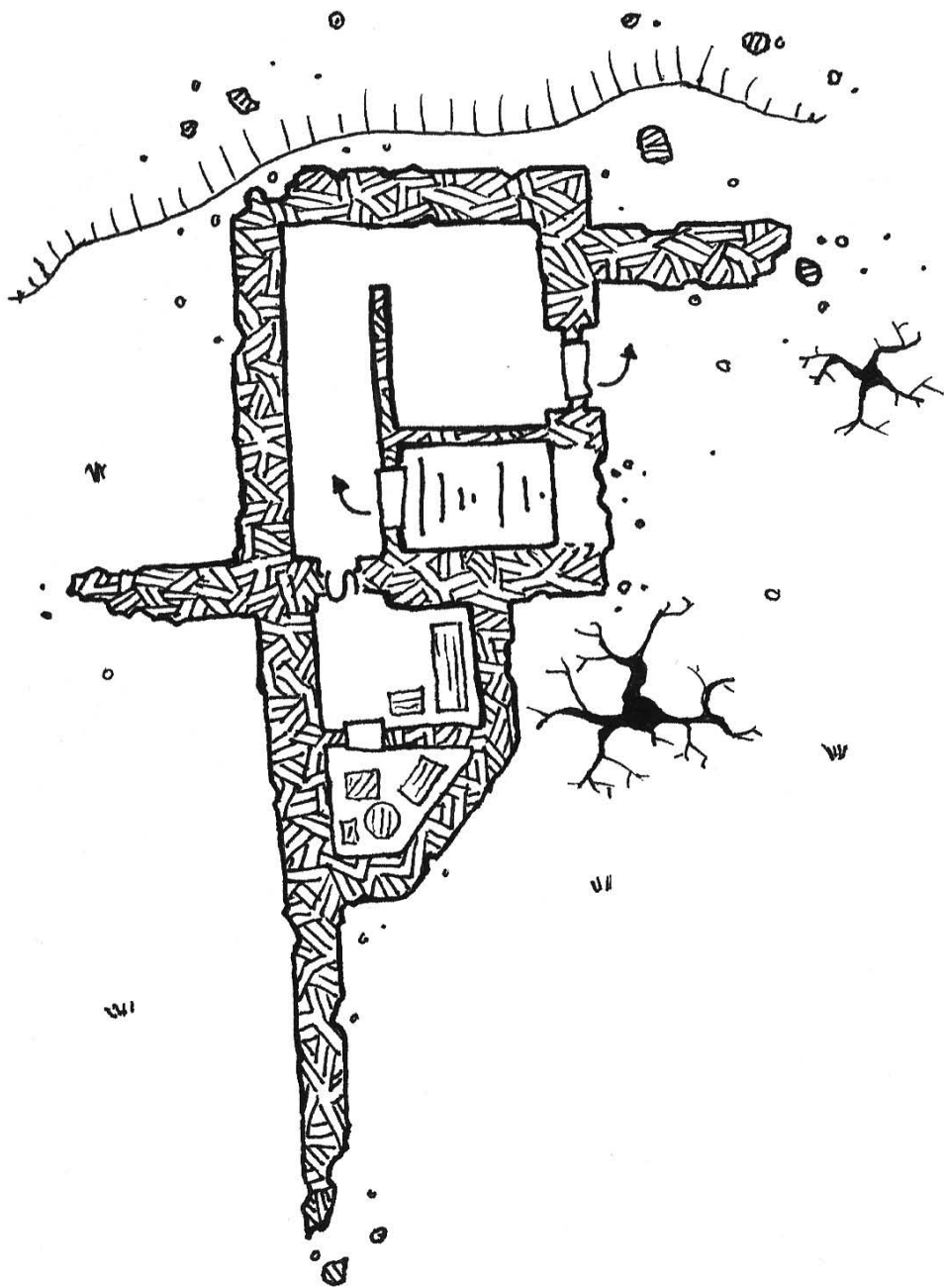


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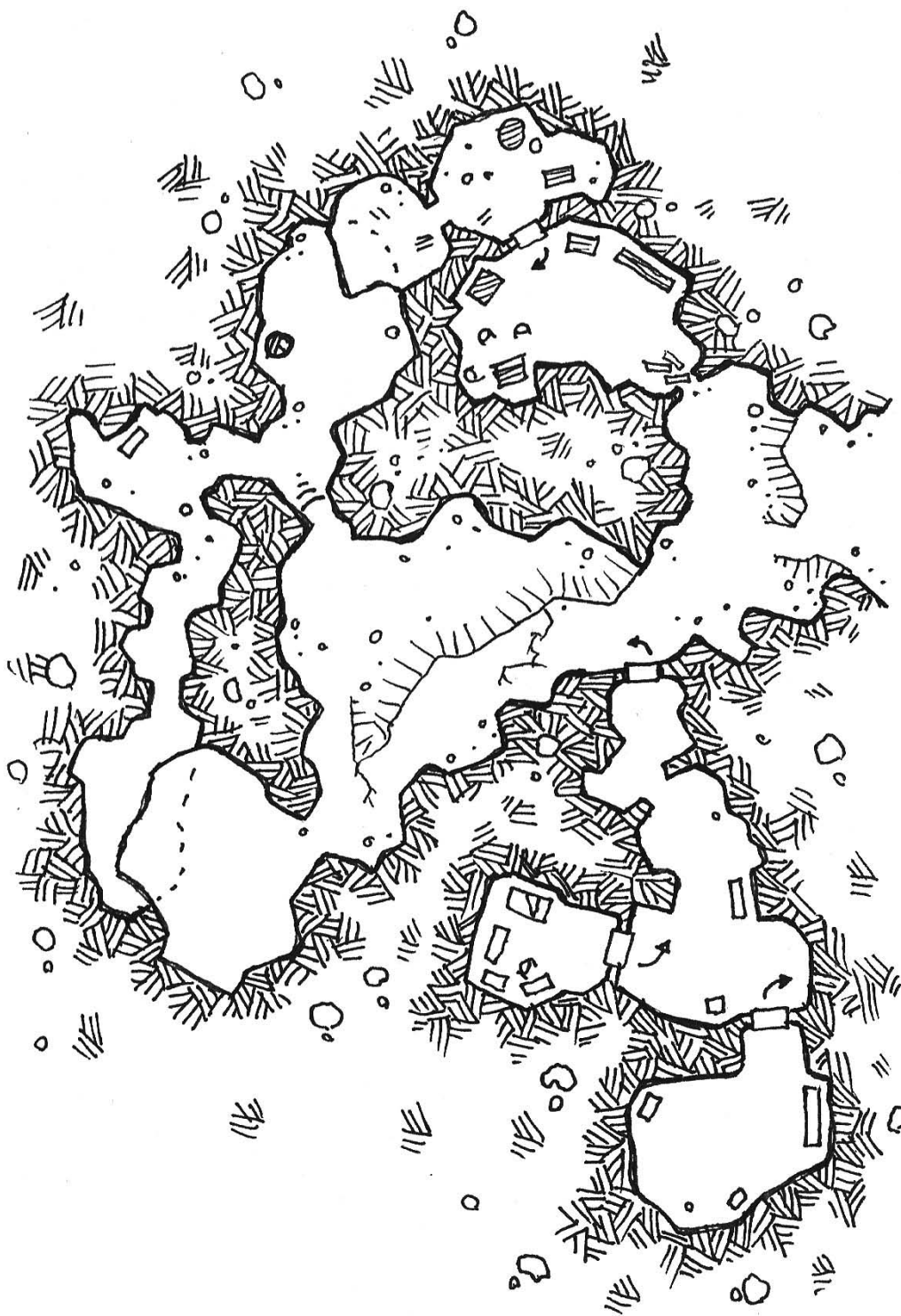
RED WILLOW TOWER



RED WILLOW TOWER

Also Known As: _____

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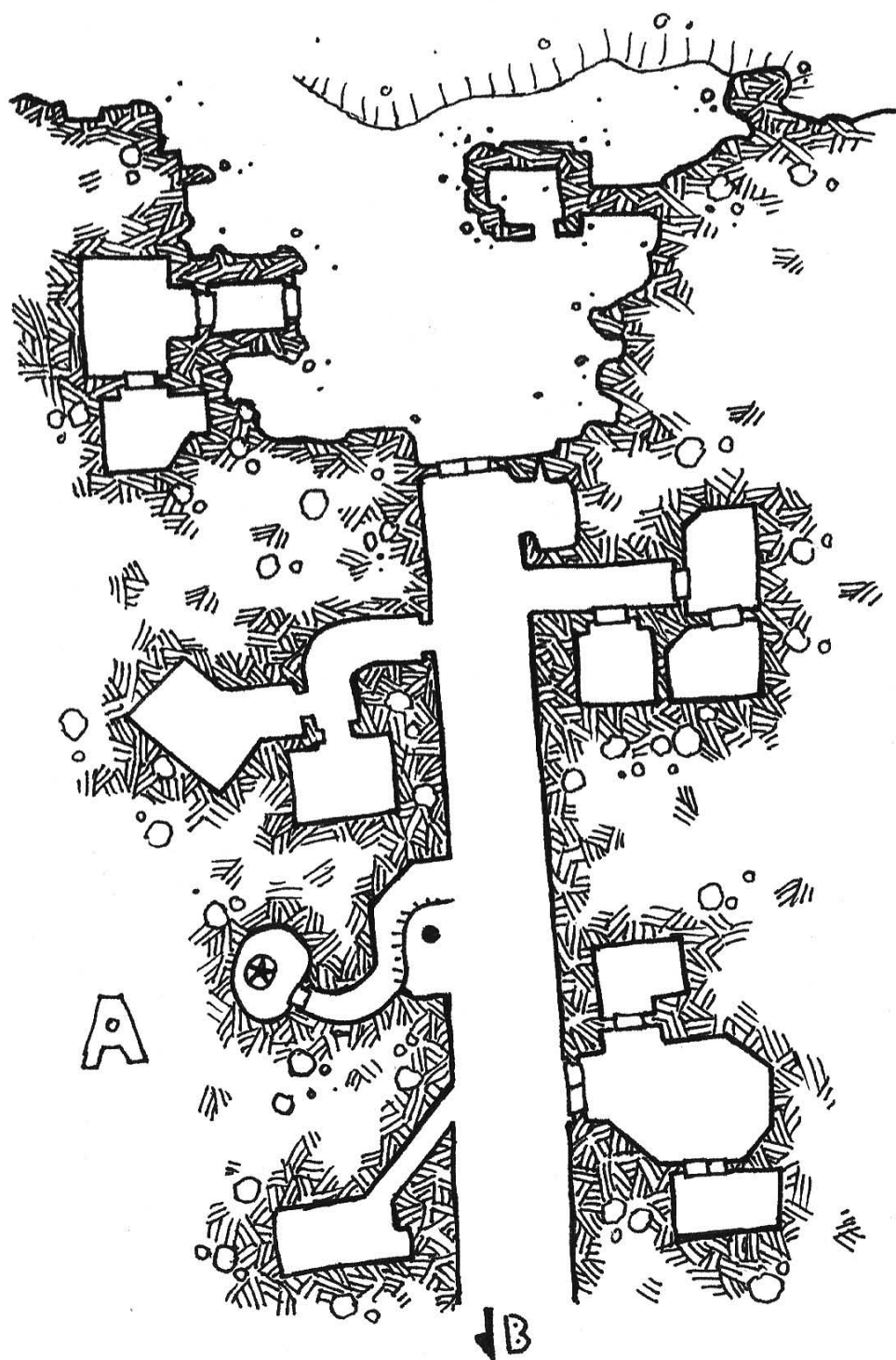
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THE RUINS OF LAWRENCE HALL MAP A



THE RUINS OF LAWRENCE HALL MAP A

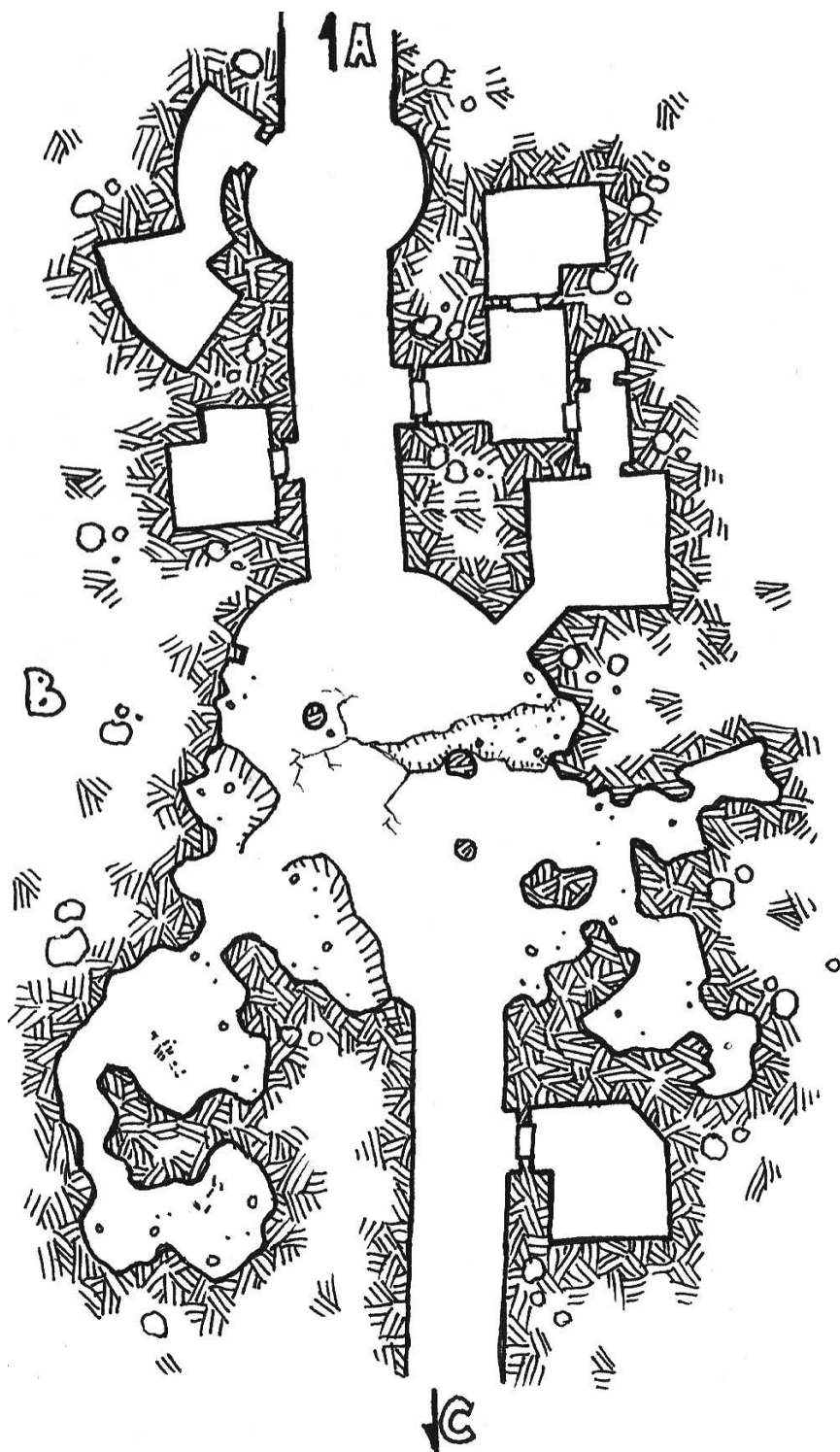
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THE RUINS OF LAWRENCE HALL MAP B

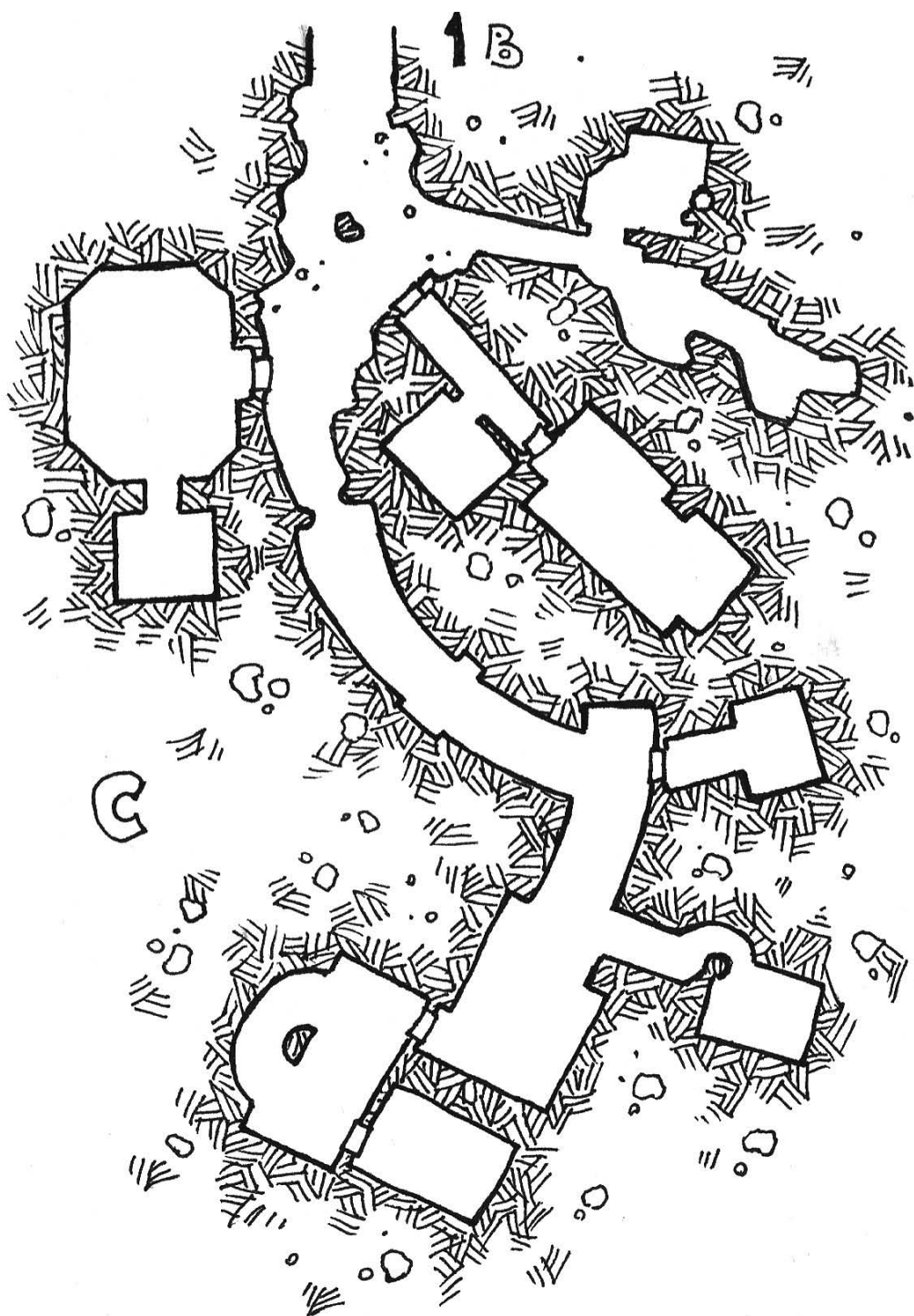
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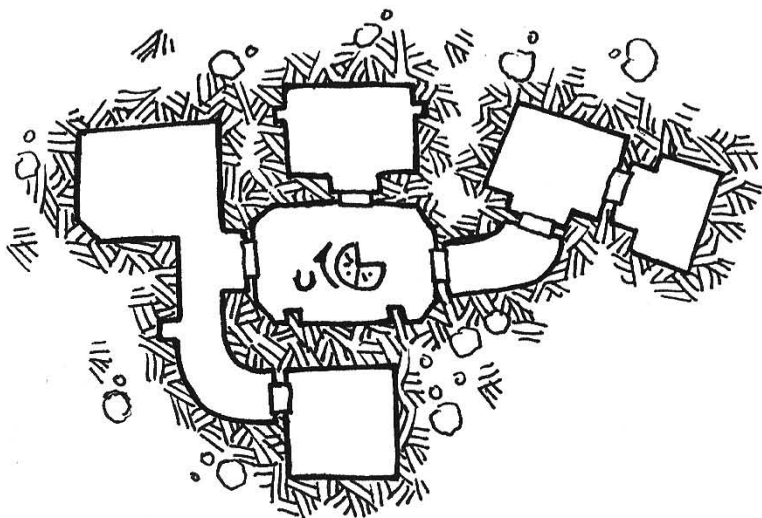
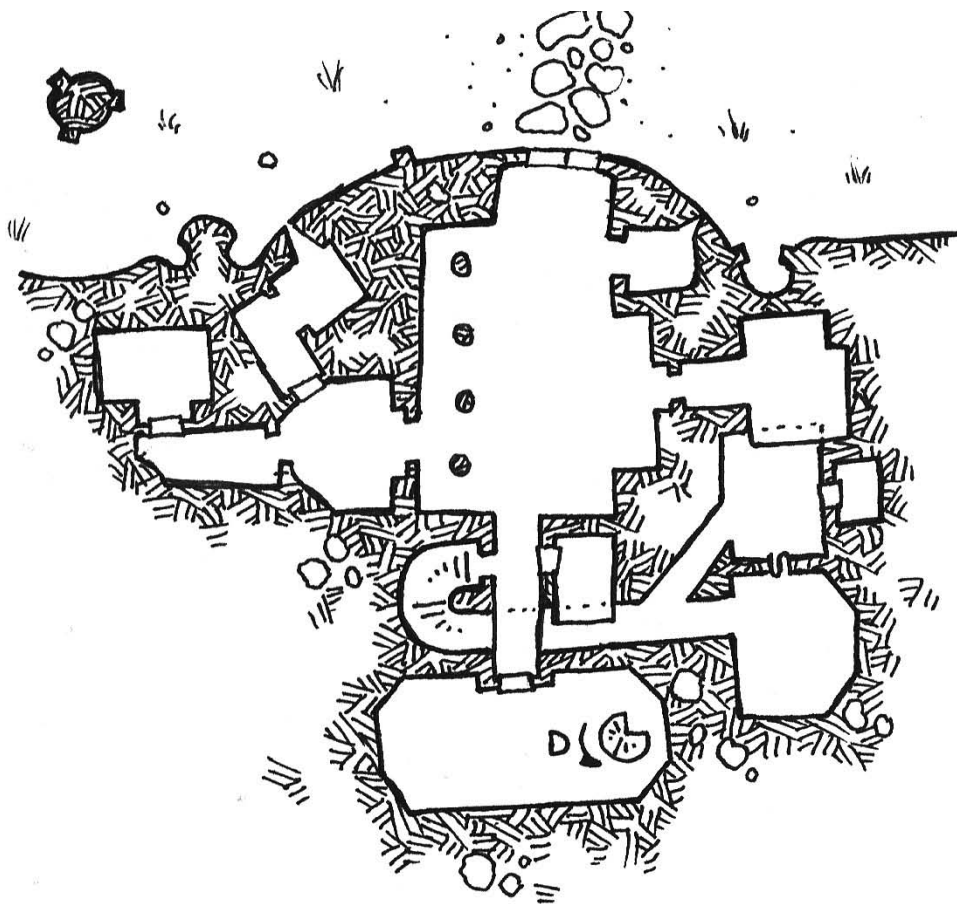
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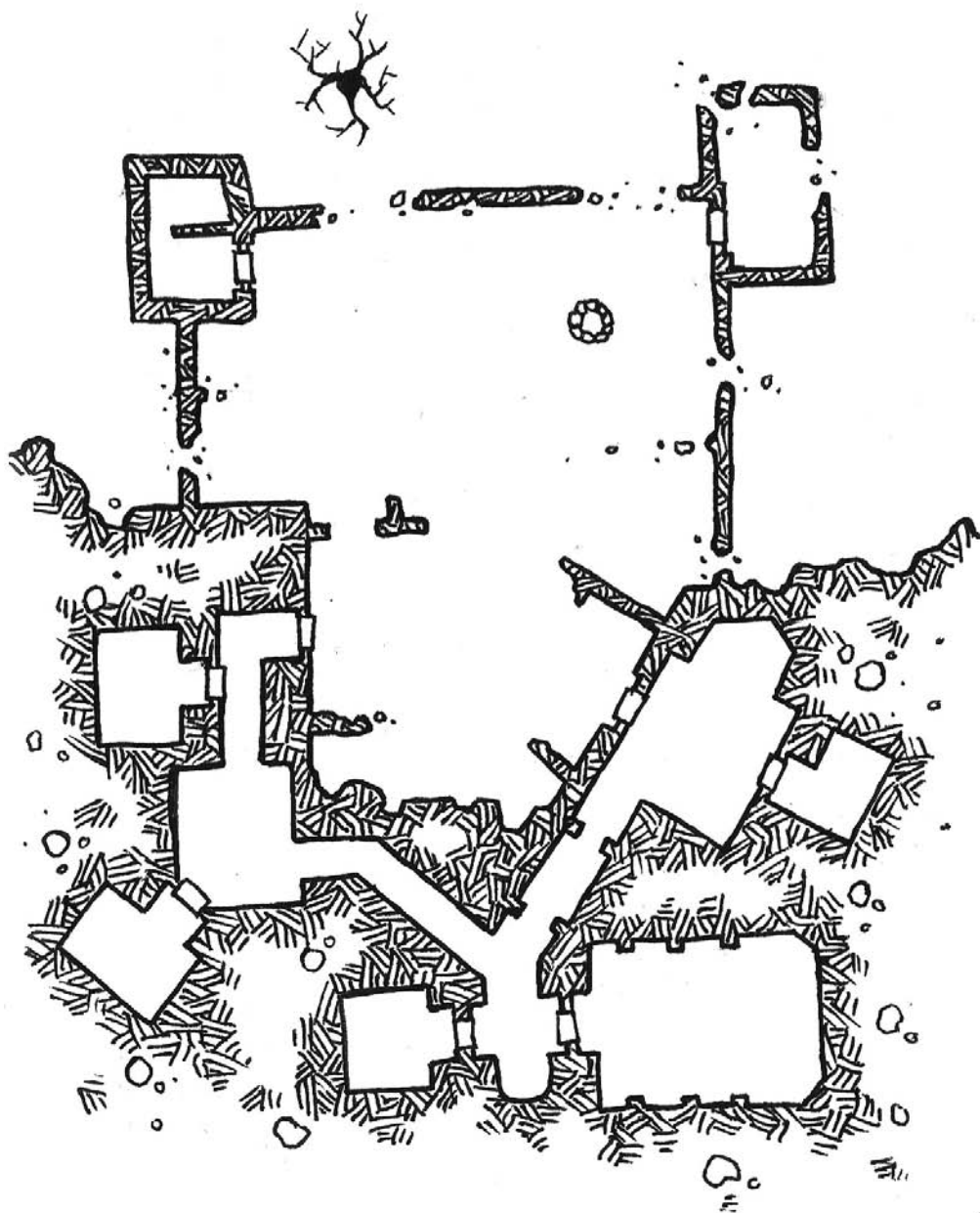
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DUKE PHILIP'S HOLD

Also Known As: _____

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THE HOUSE OF KEVIN HOAR

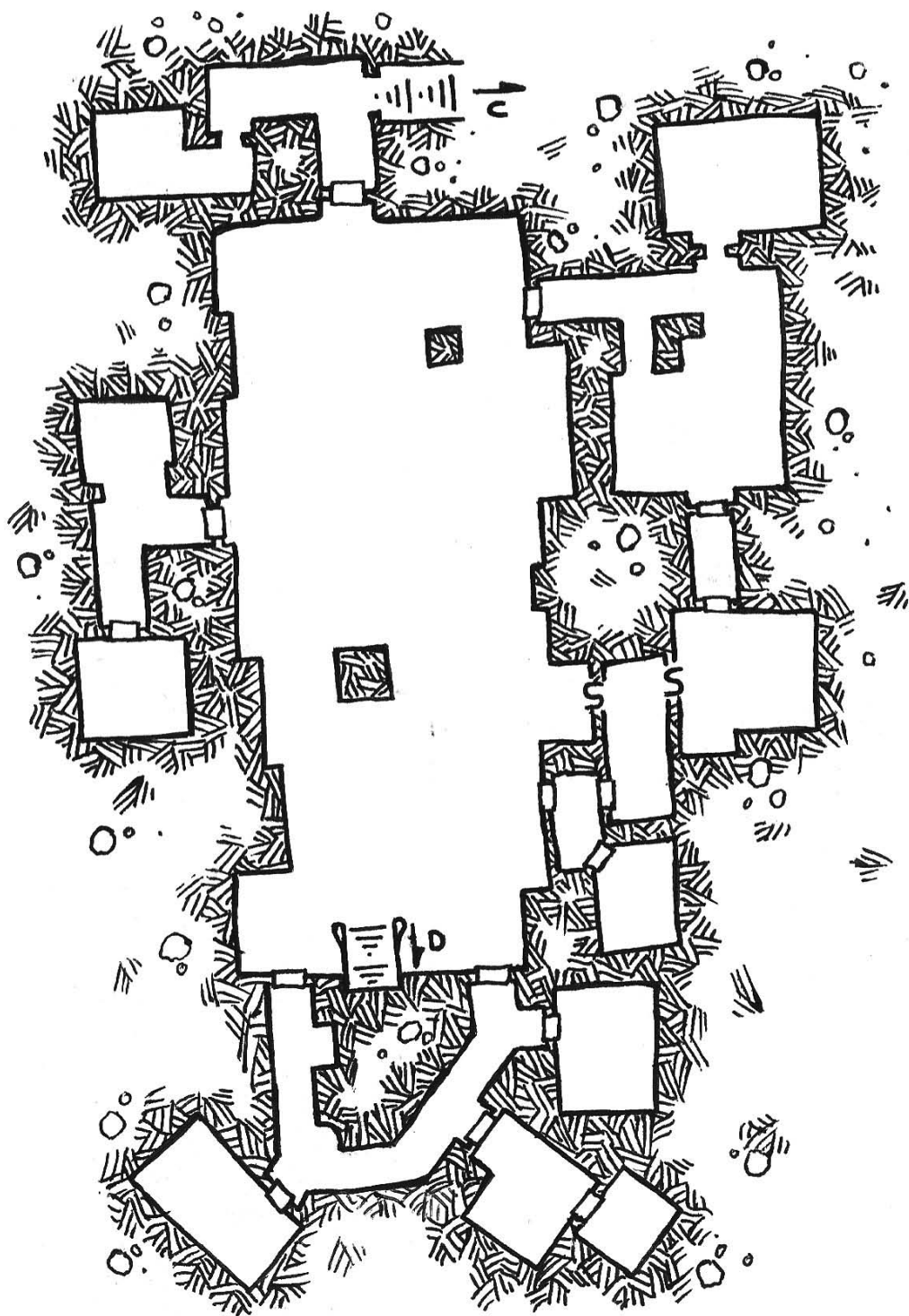
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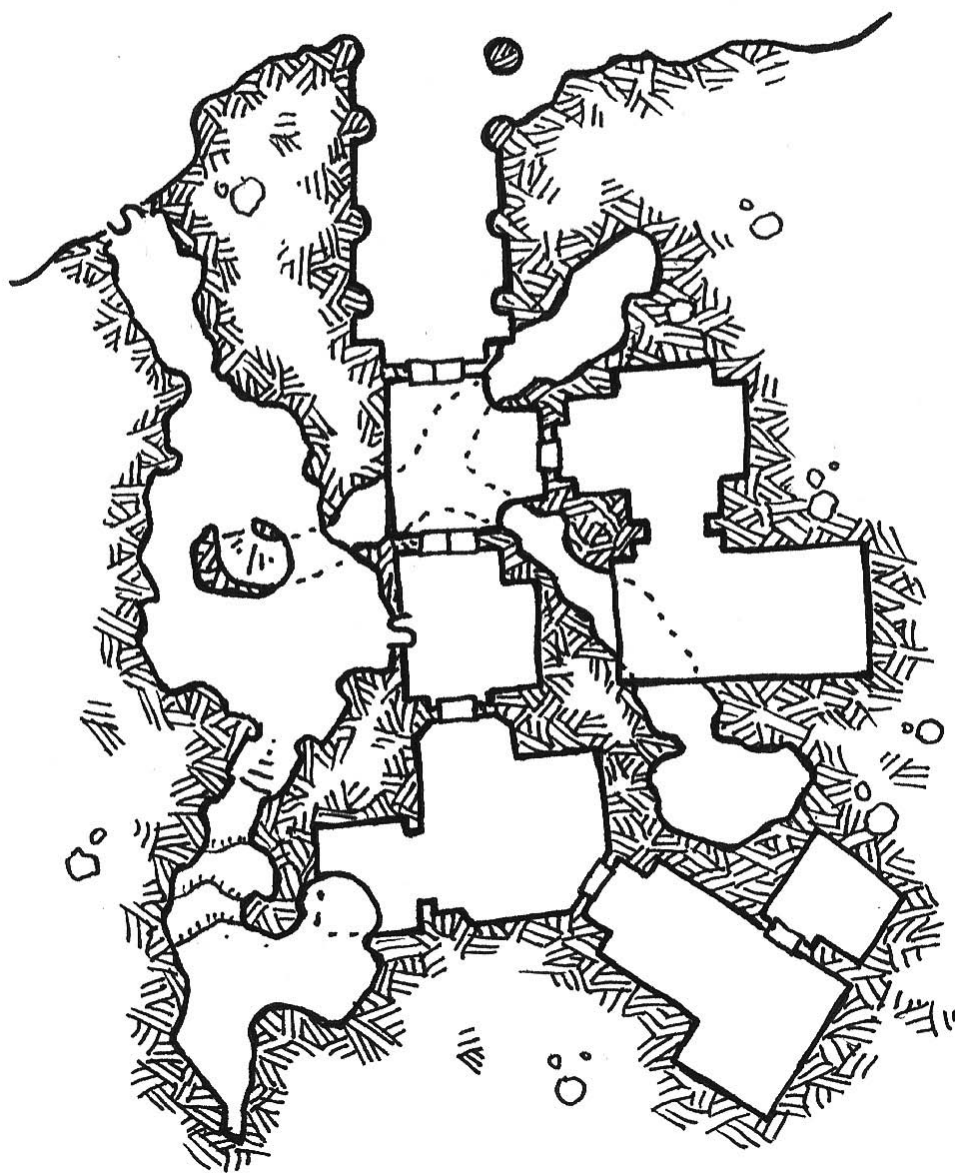
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THE DEEP HALL OF DRUHN



THE DEEP HALL OF DRUINN

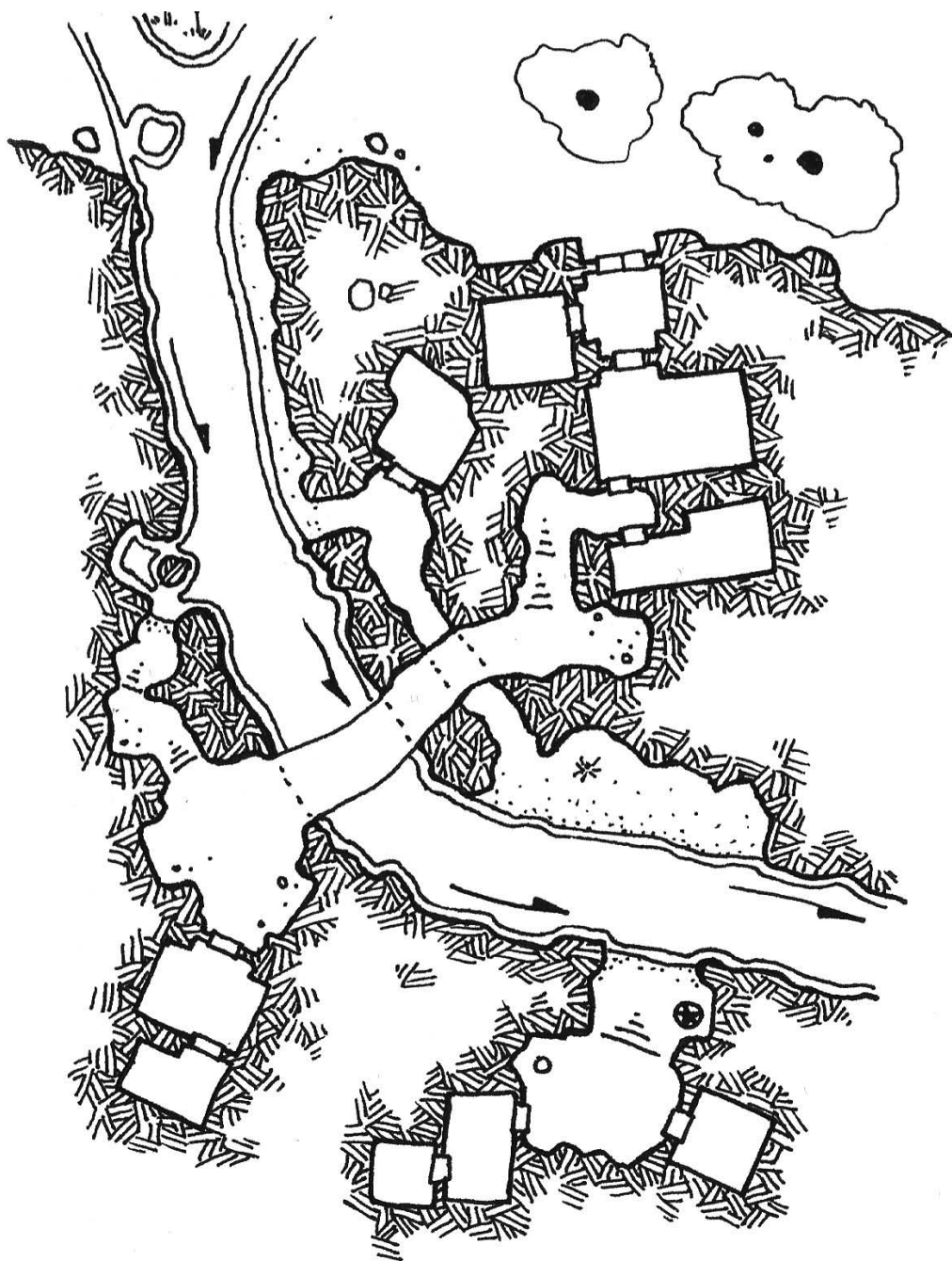
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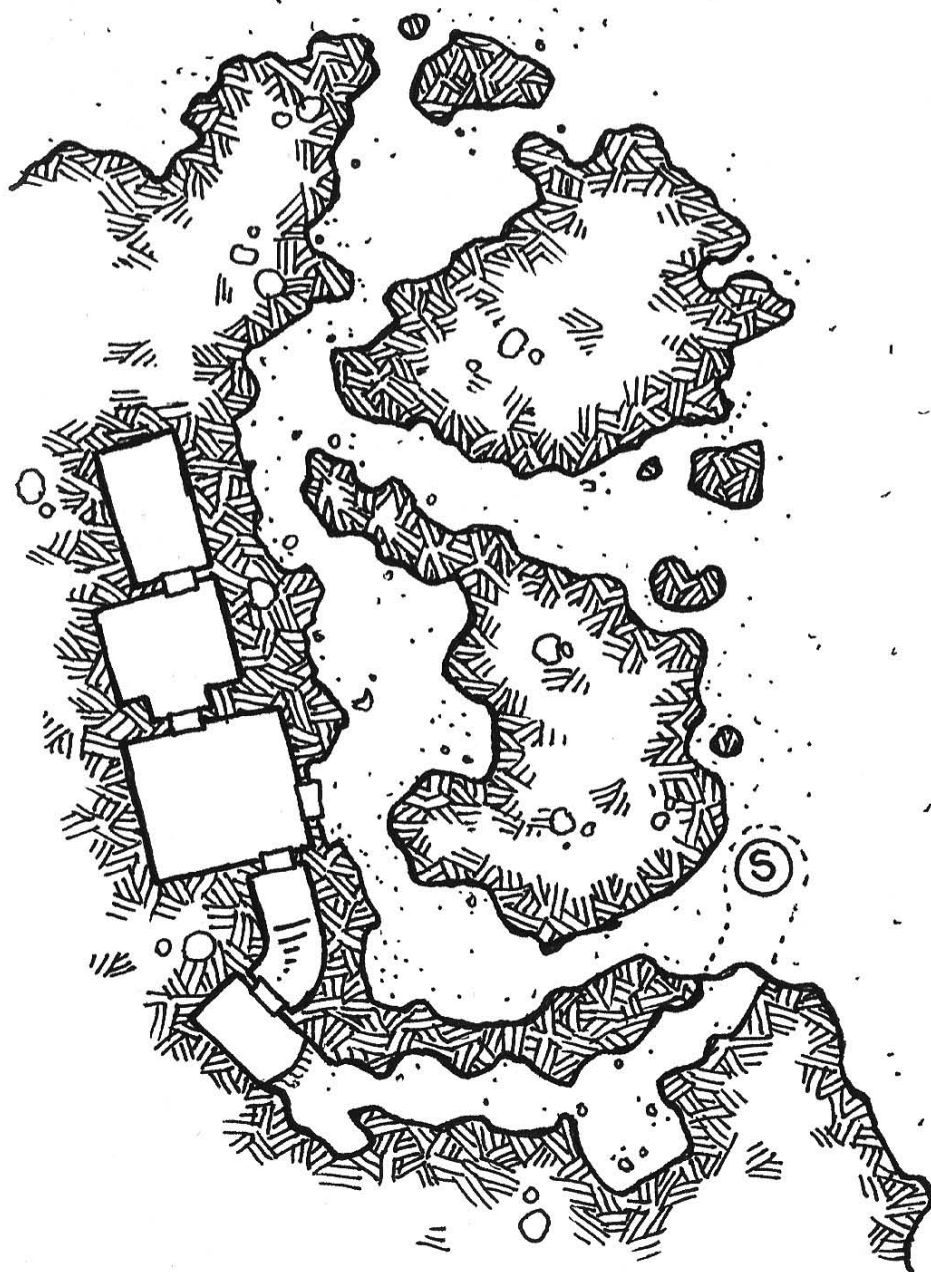
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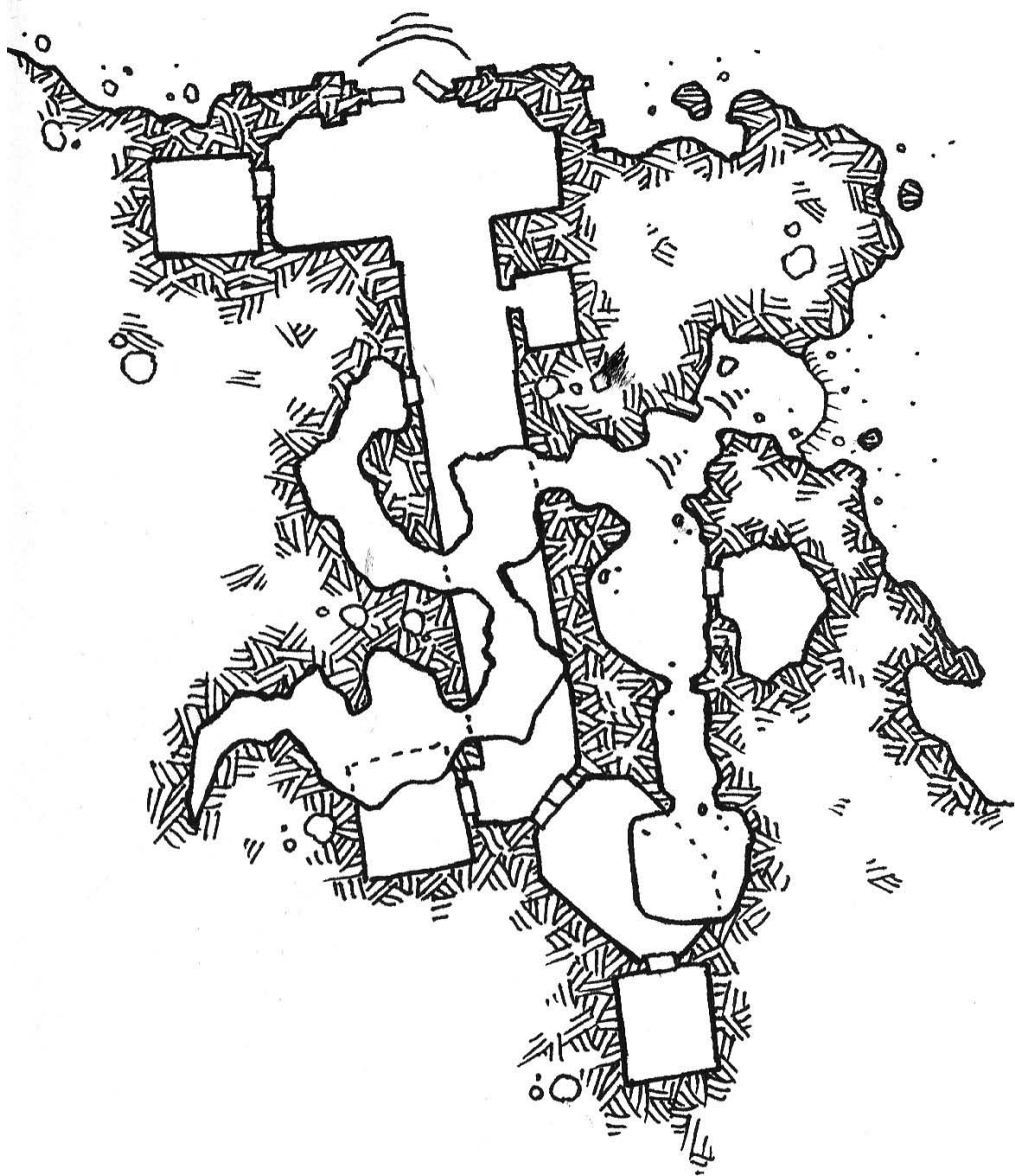
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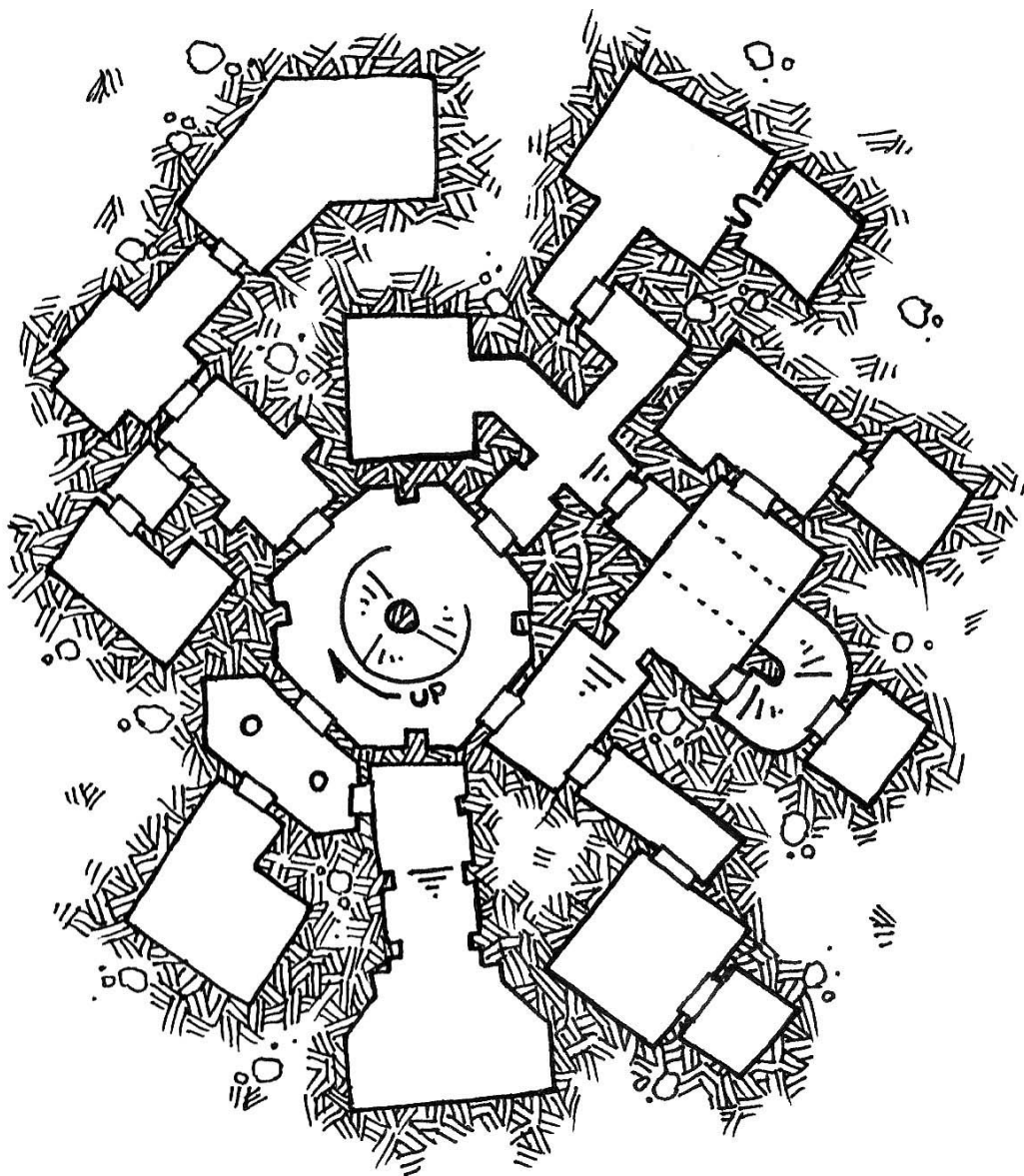
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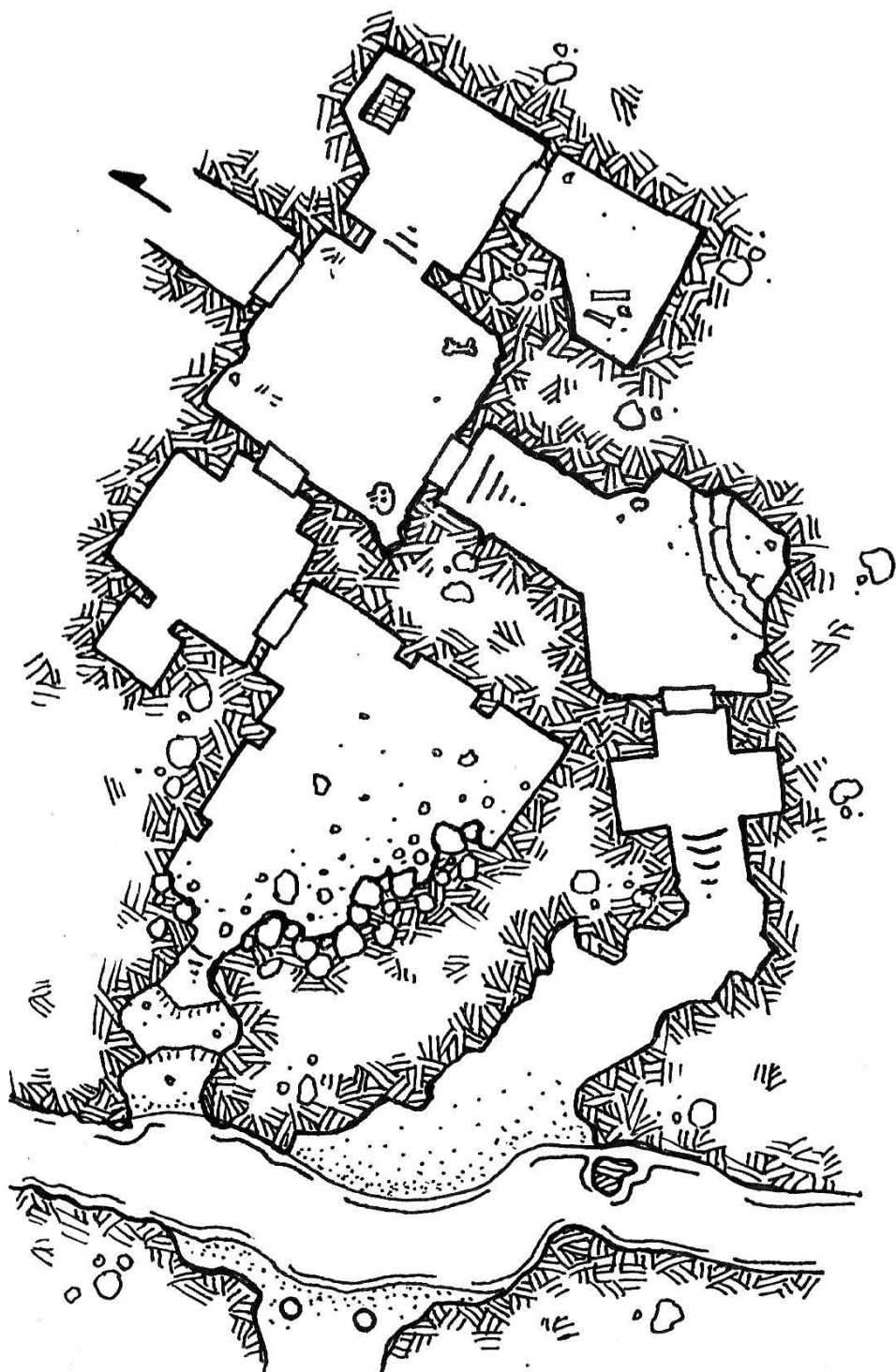


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Also Known As: _____

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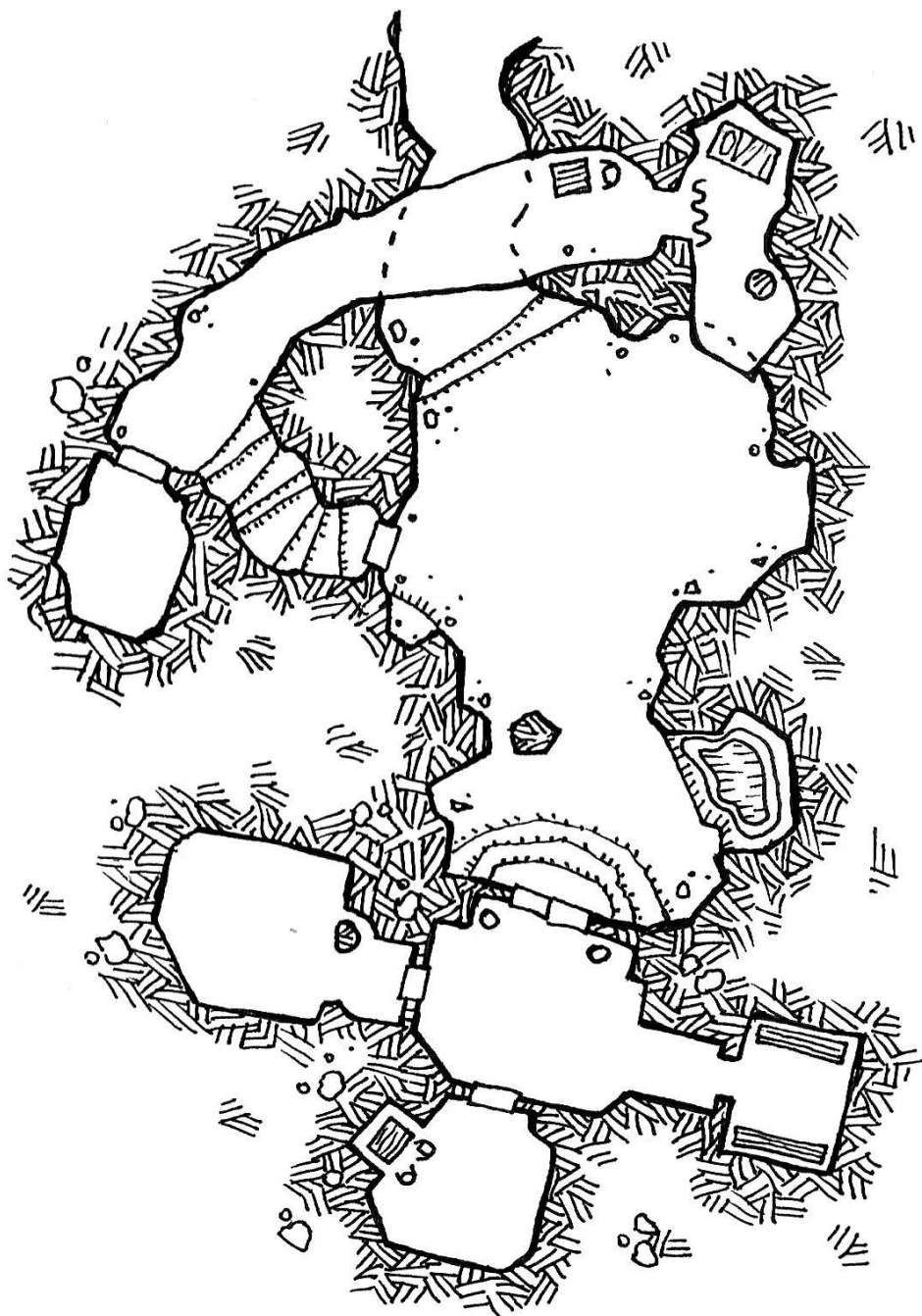
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BEYOND CRICKET STREAM

Also Known As: _____

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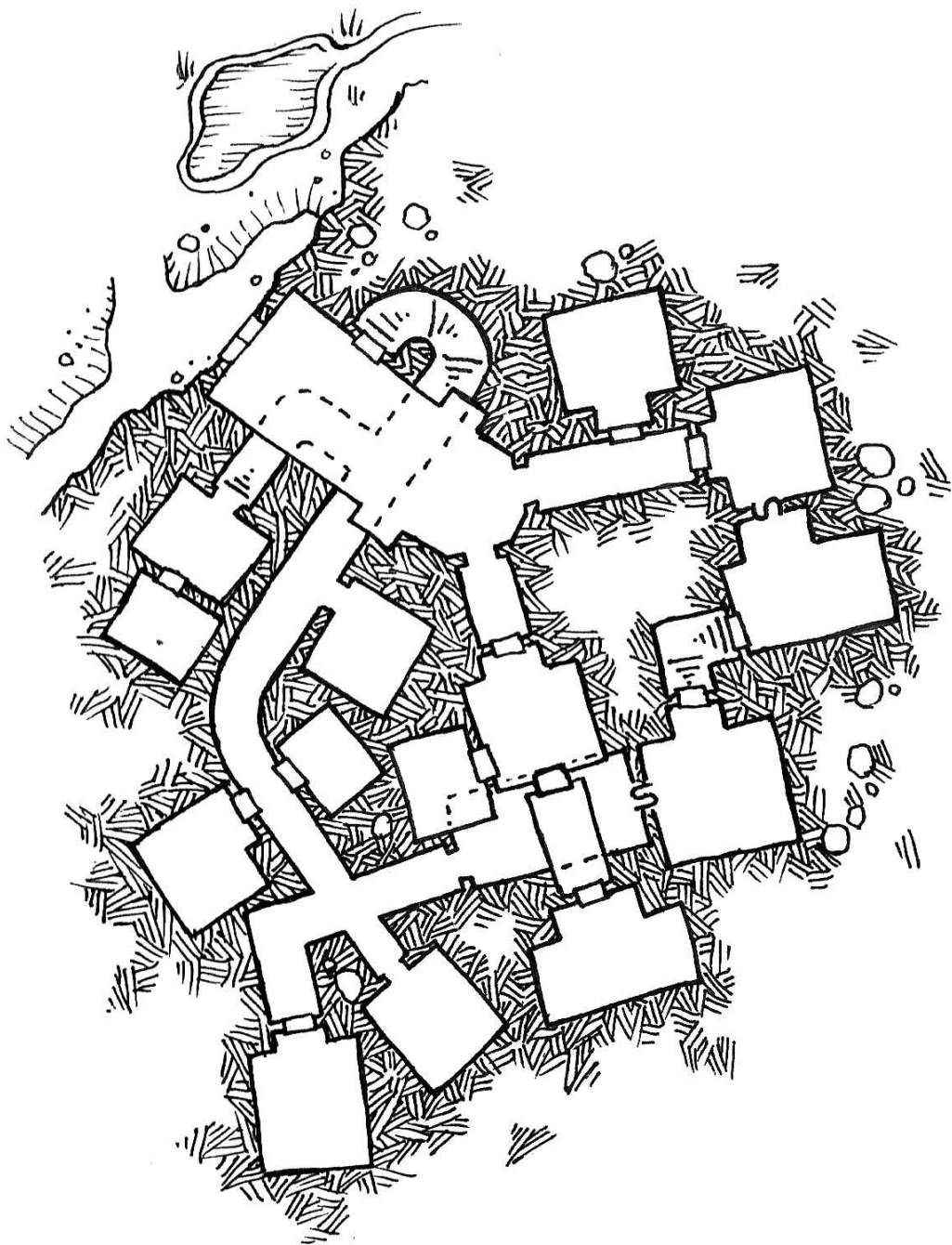
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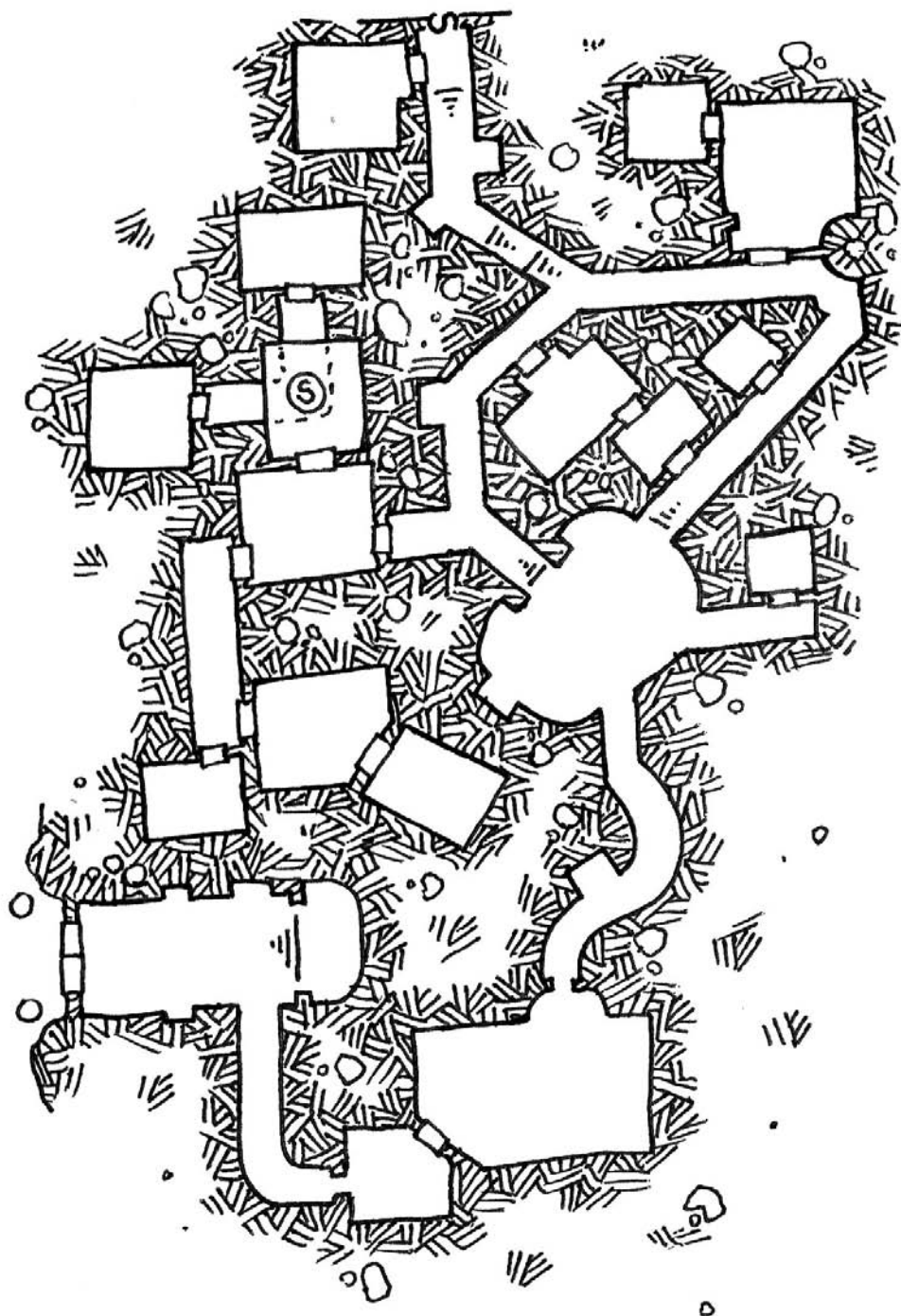


CONWYN HALL

Also Known As: _____

Contents & Description: _____

DWOBACK'S TOMB



DWOBACK'S TOMB

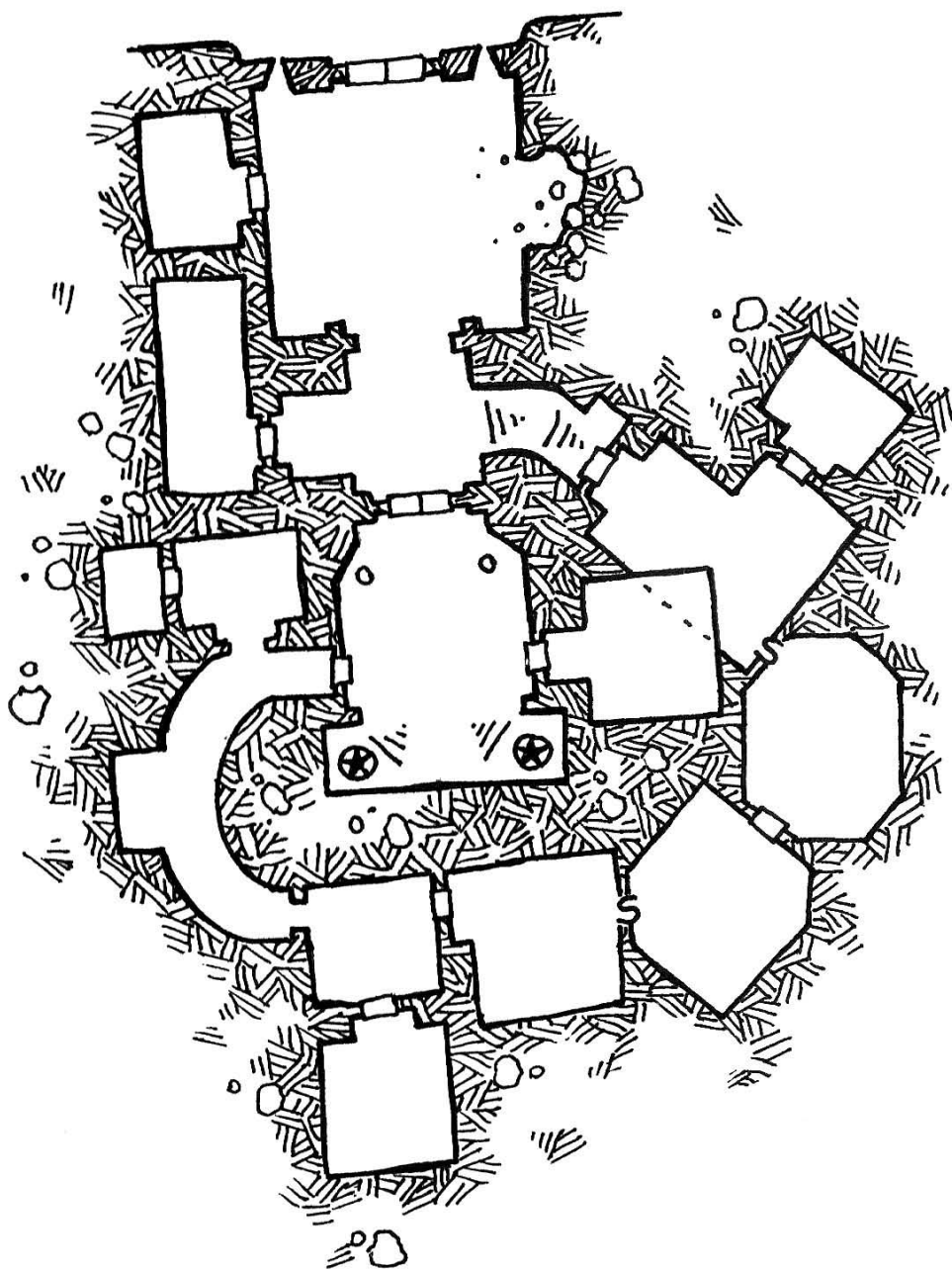
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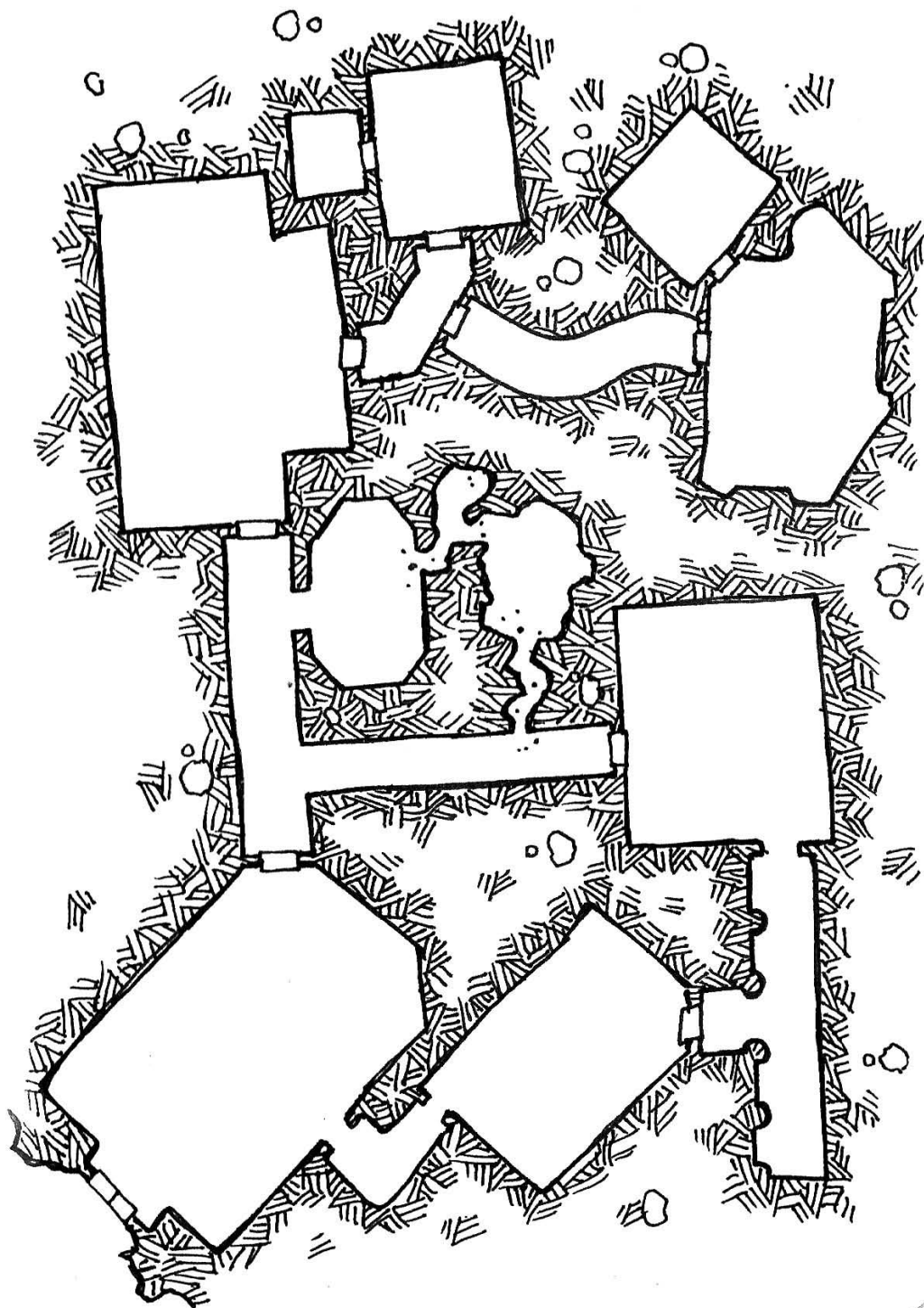
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FLEAR'S TEMPLE

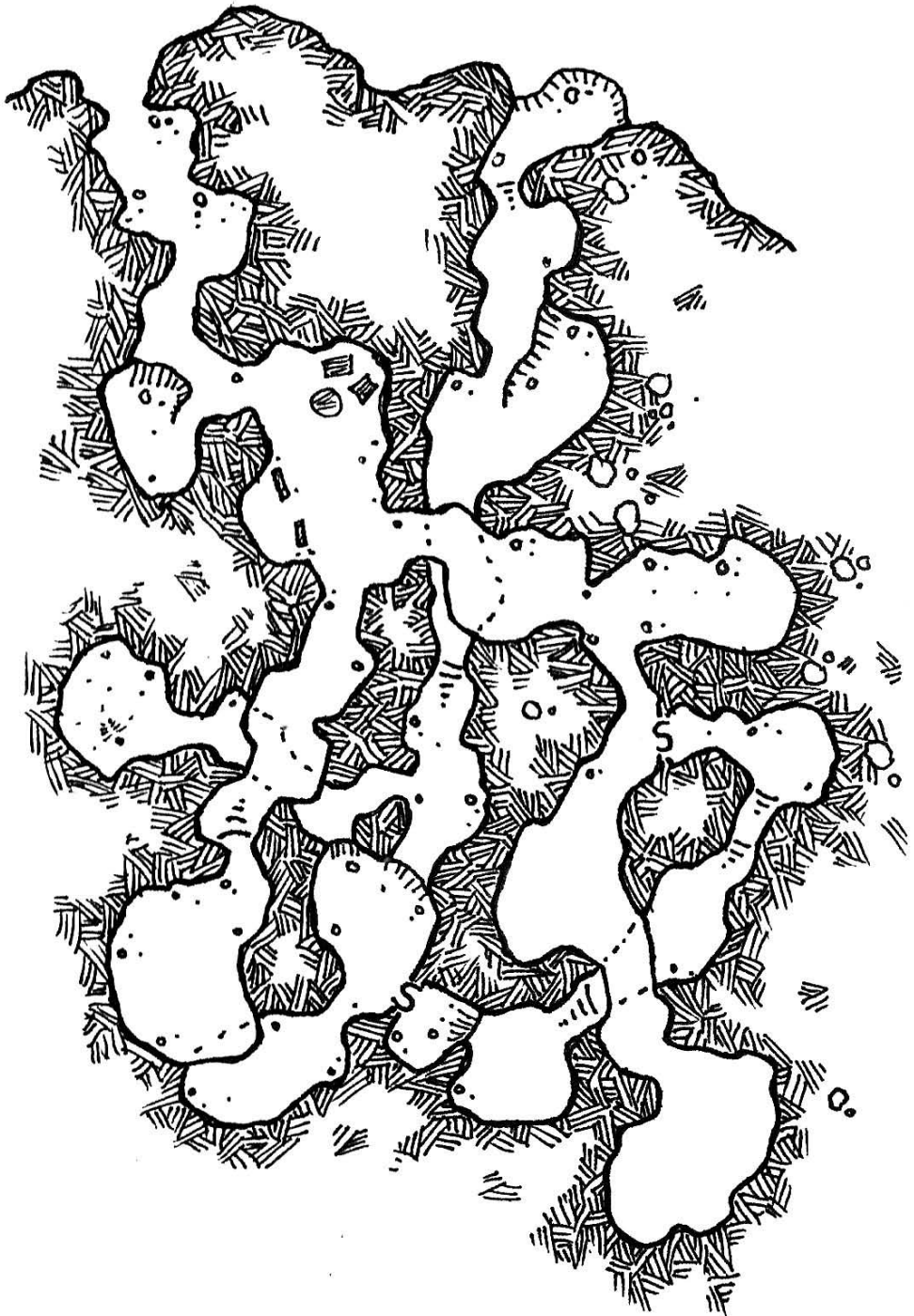
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HALLS OF EHN

PAGE 117

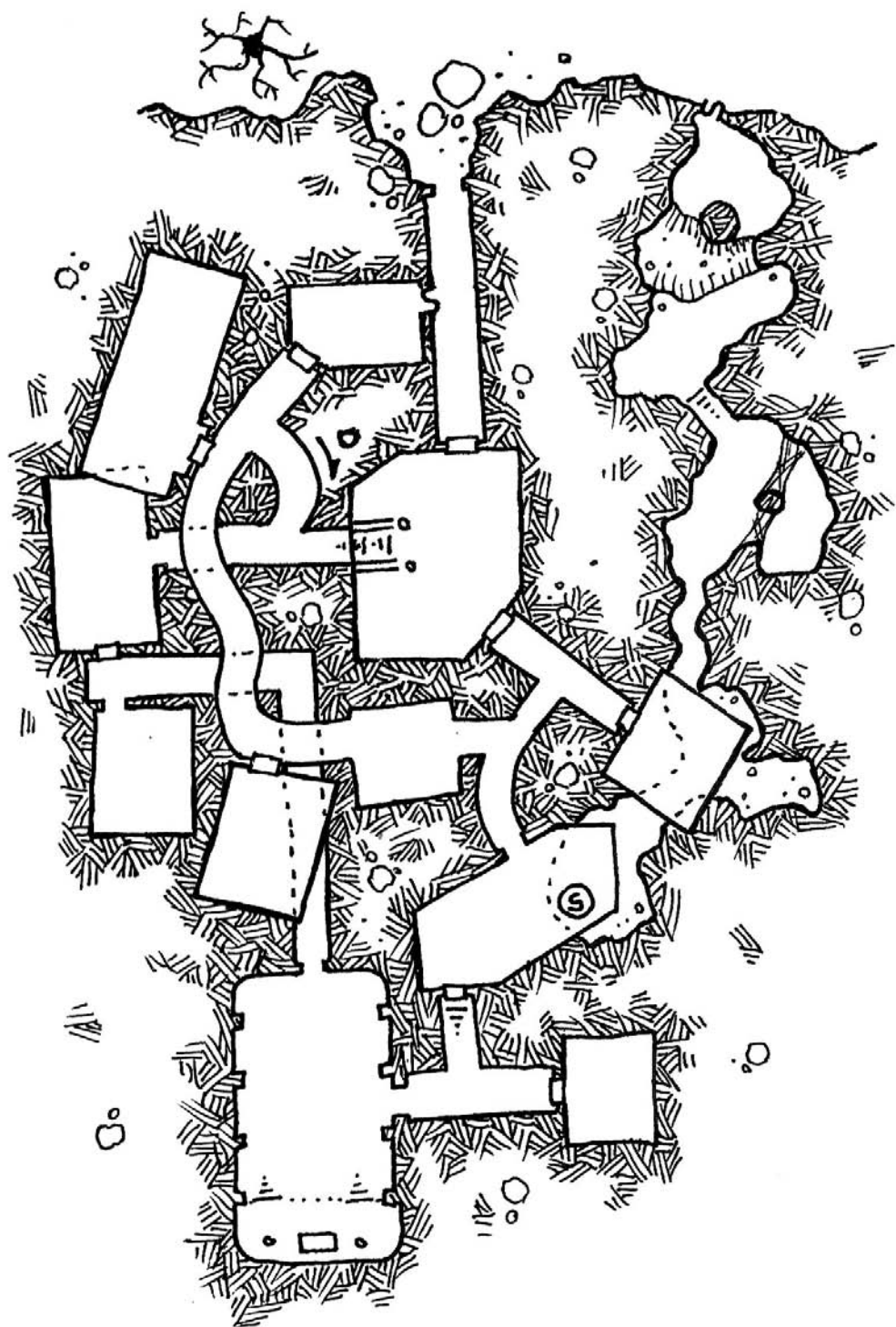


HANNETH'S CAVES

Also Known As: _____

Contents & Description: _____

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HEBER'S CAVE

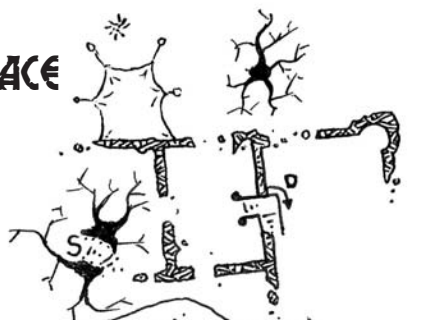
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HYRAM'S RUINS

SURFACE



LEVEL 1



LEVEL 2

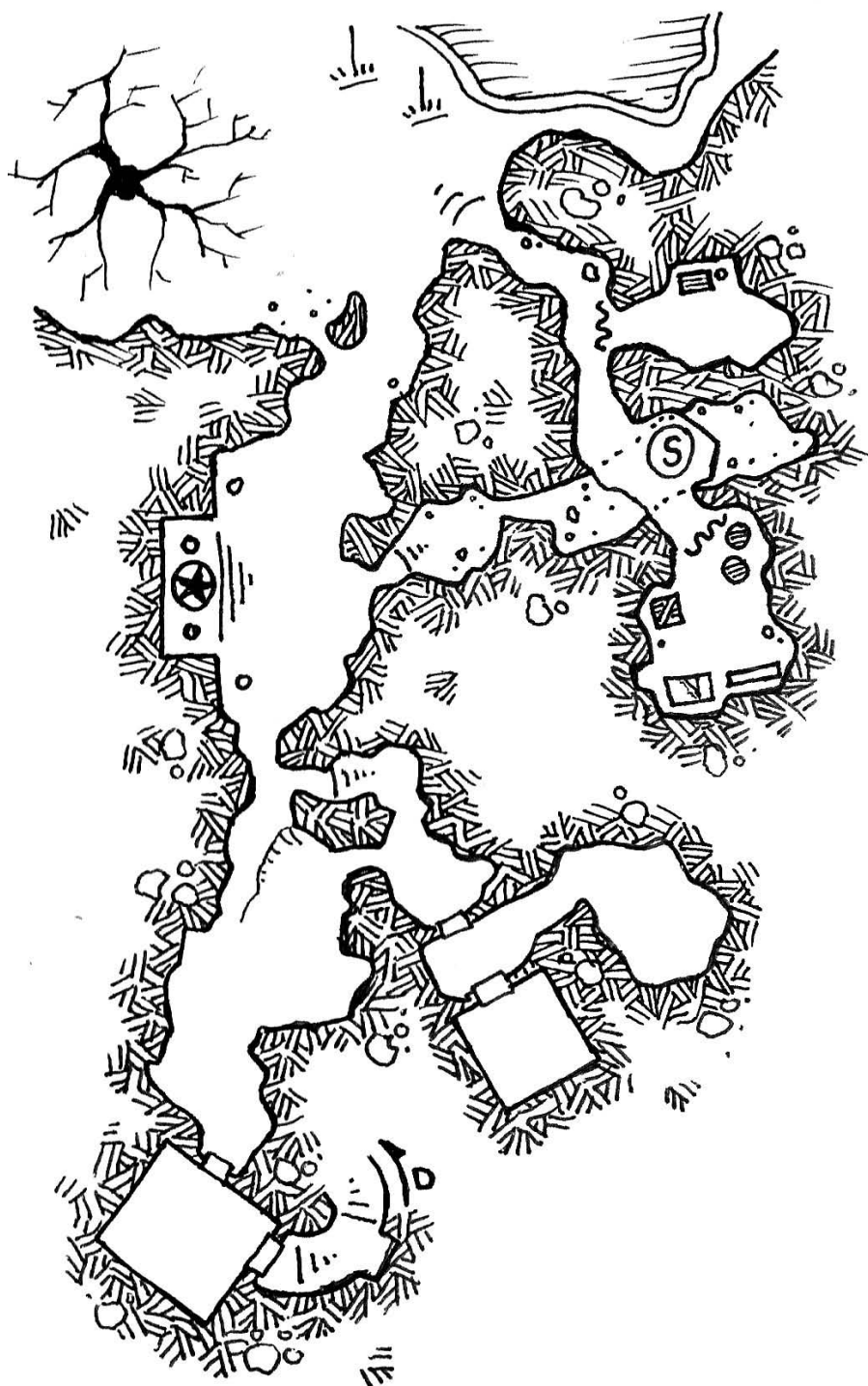


HYRAM'S RUINS

Also Known As: _____

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QUEEN HEZTRAN'S SHRINE

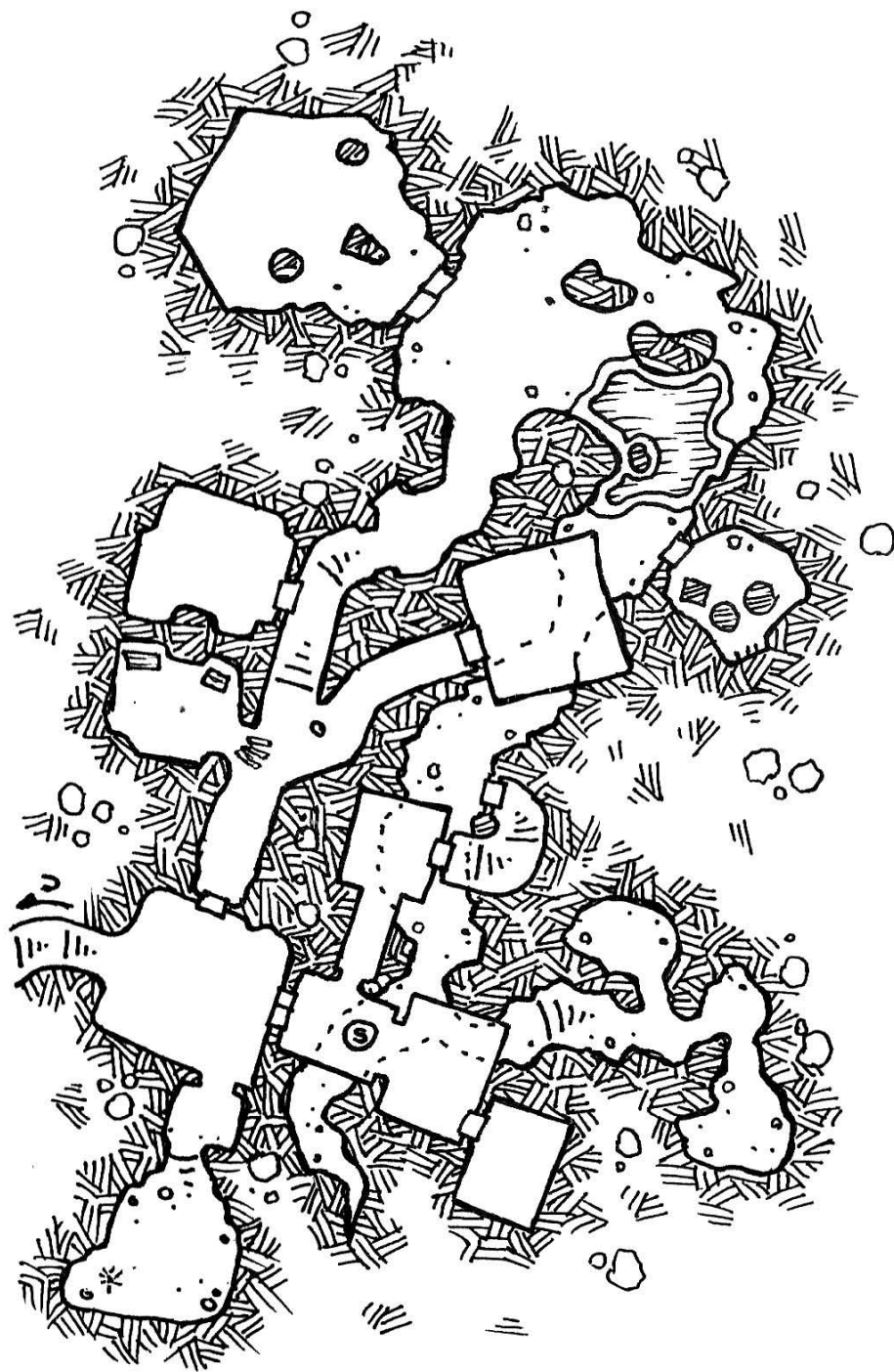


QUEEN HEZTRAN'S SHRINE

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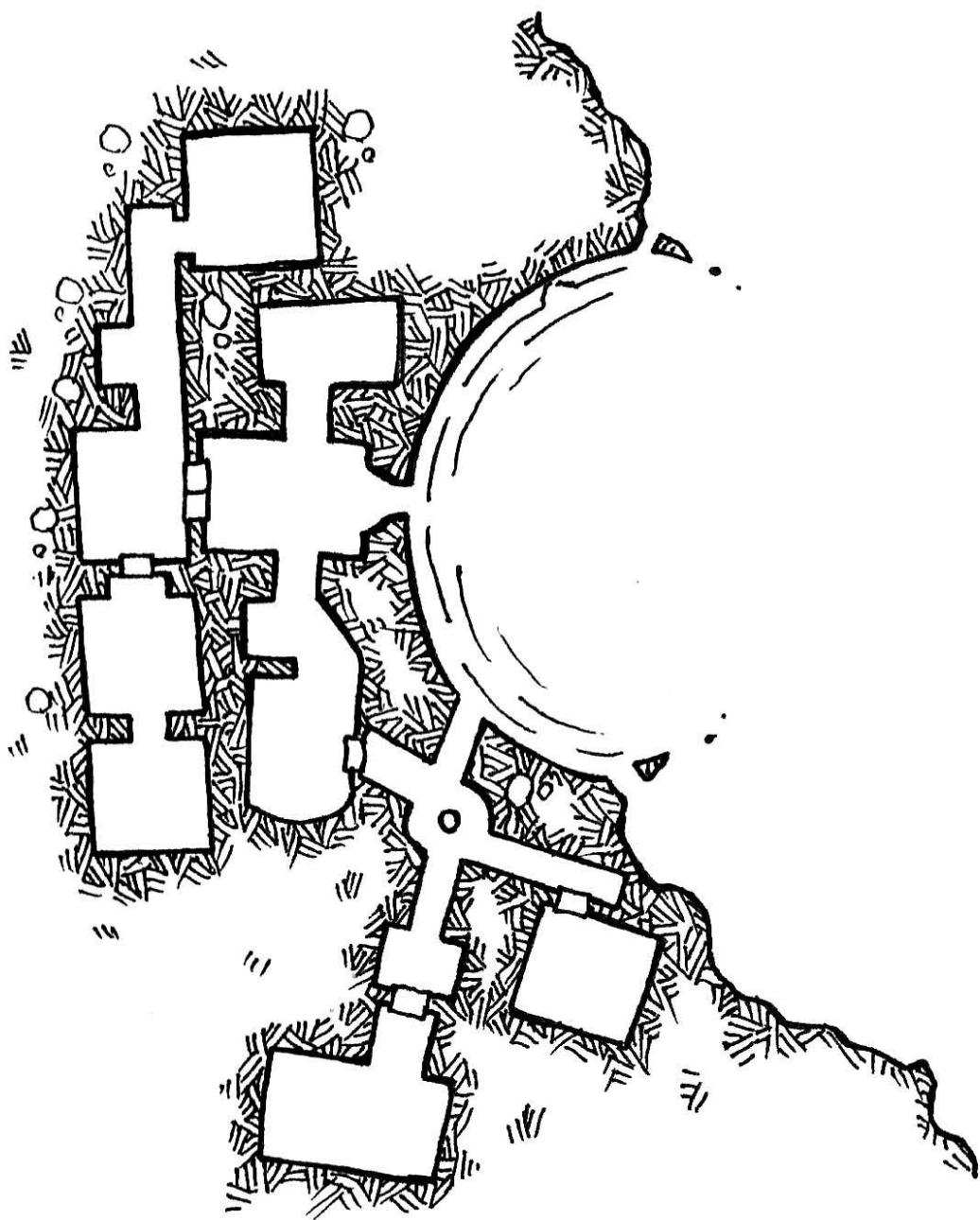
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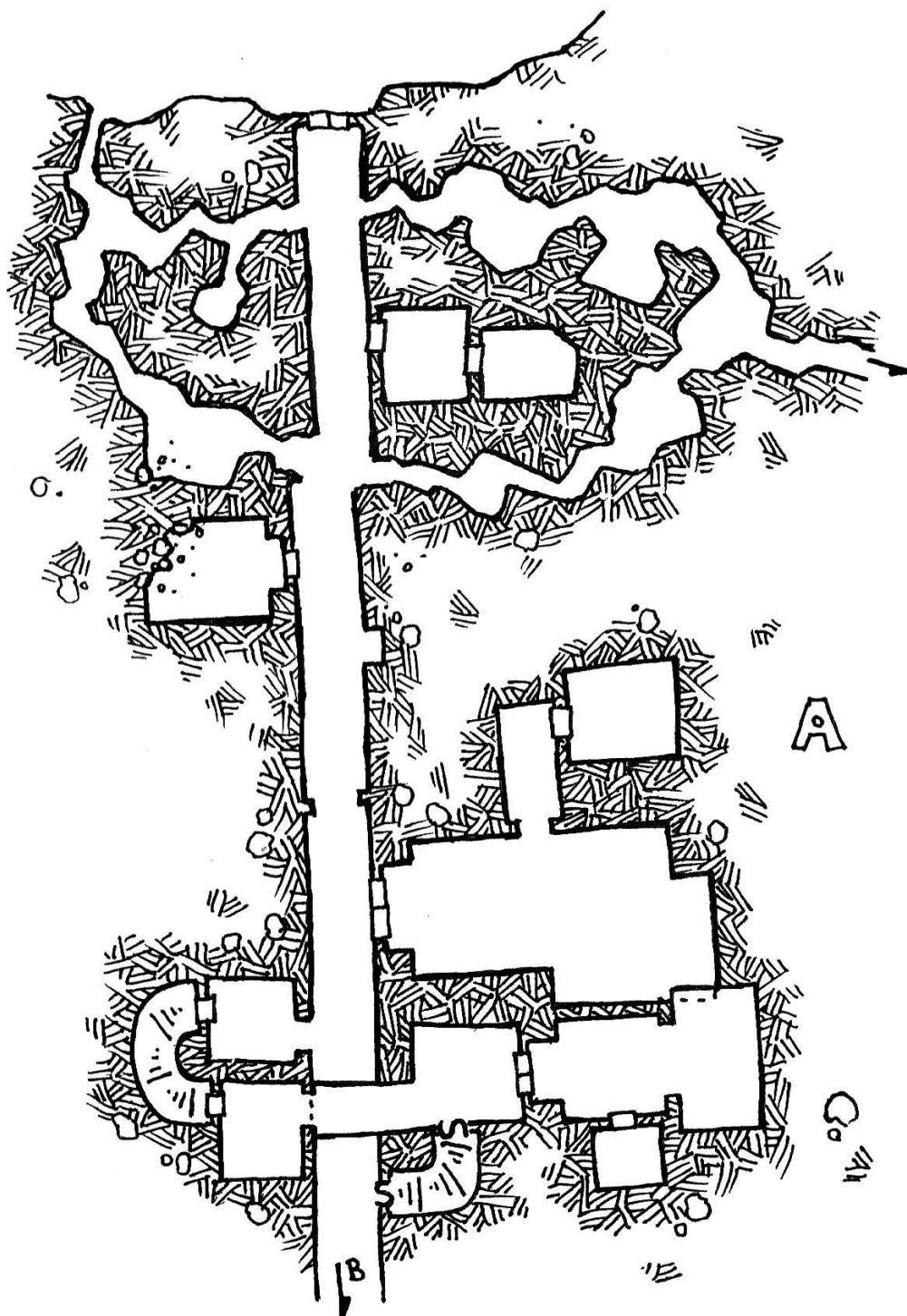
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Also Known As: _____

Contents & Description: _____

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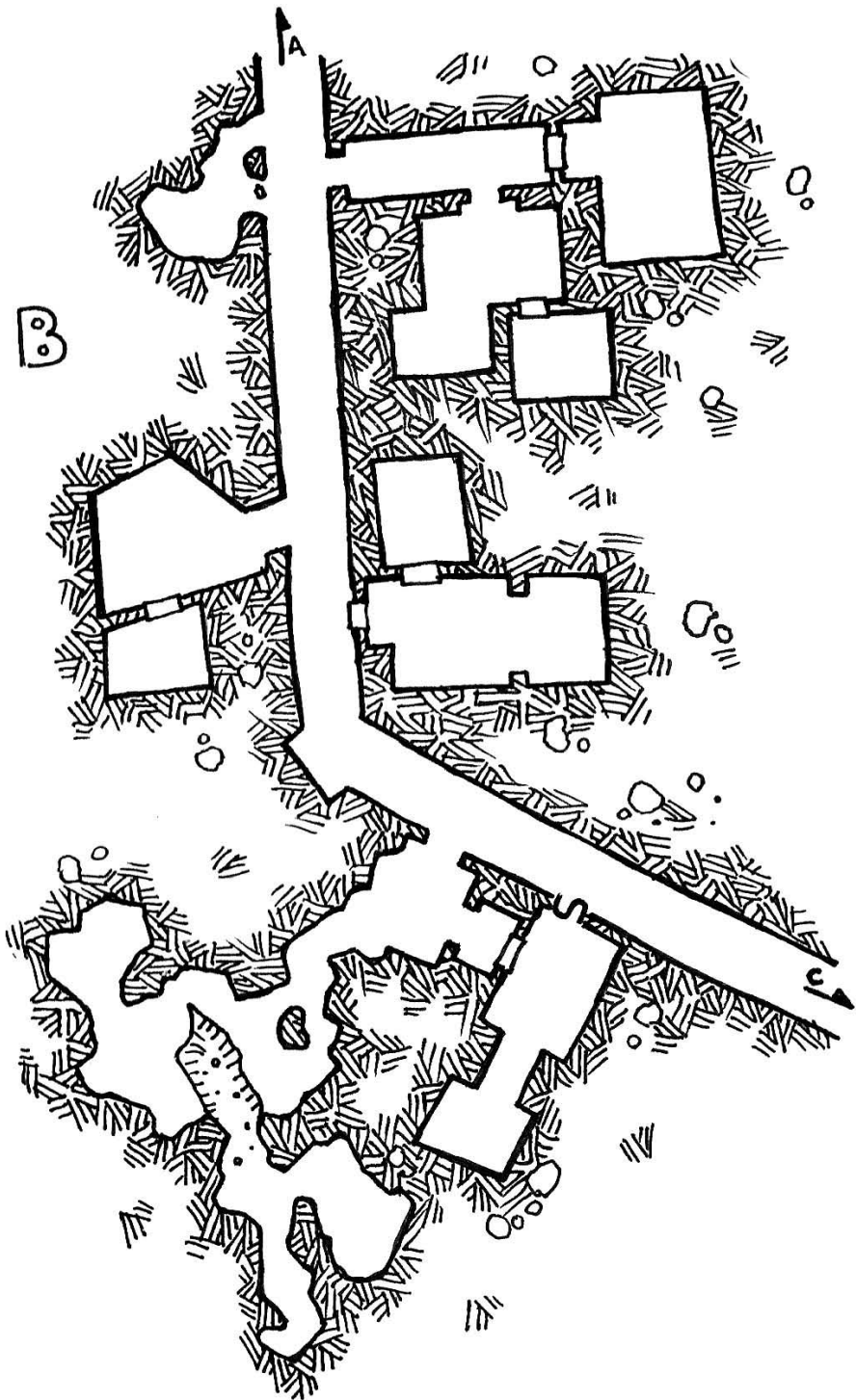
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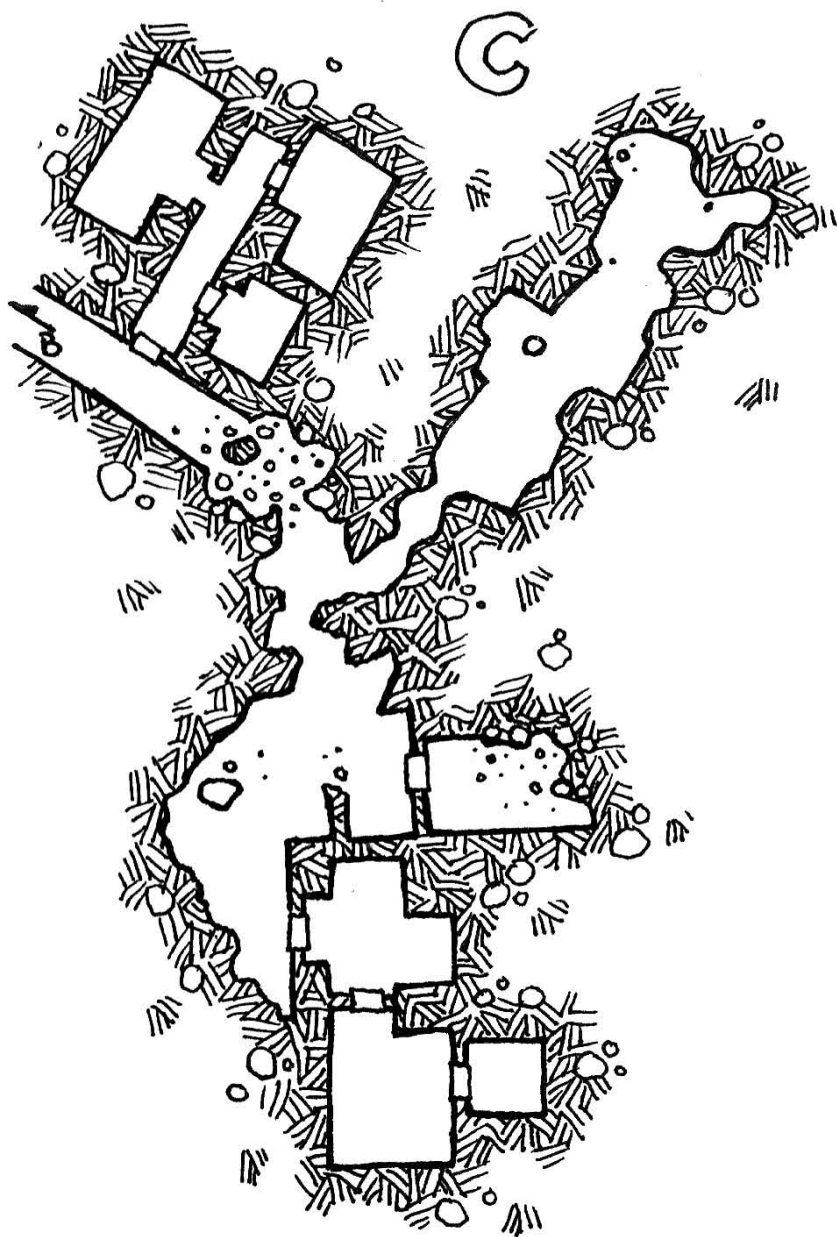
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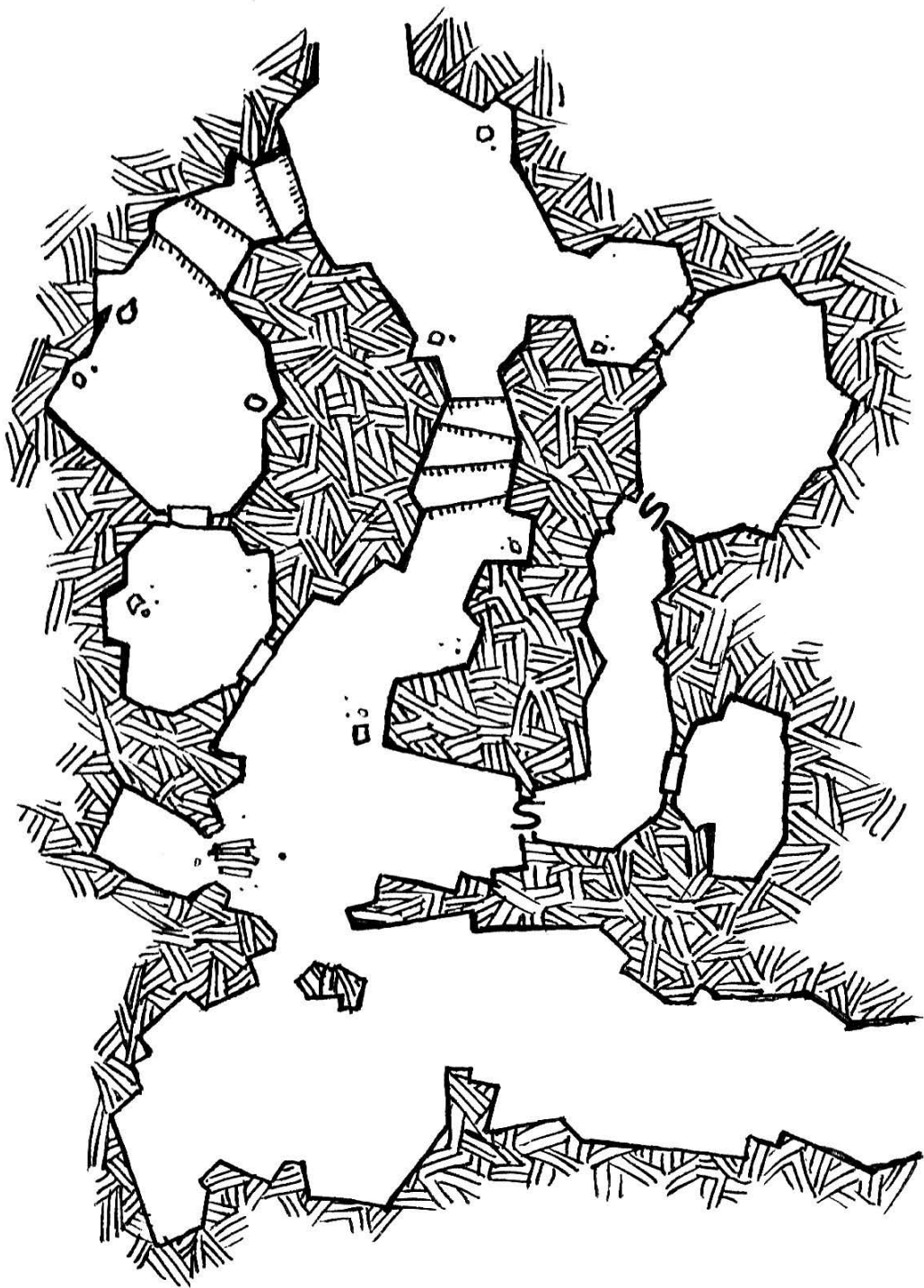
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Location: _____

Also Known As: _____

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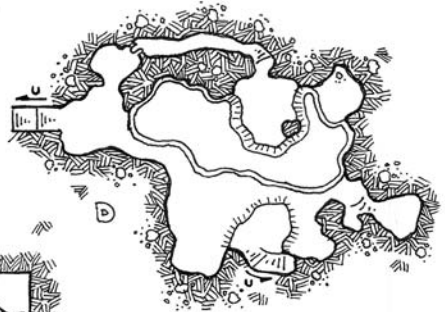
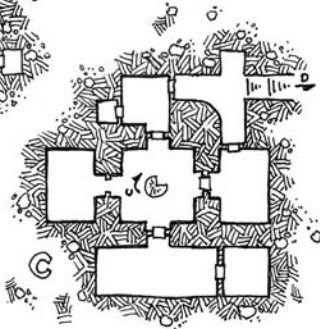
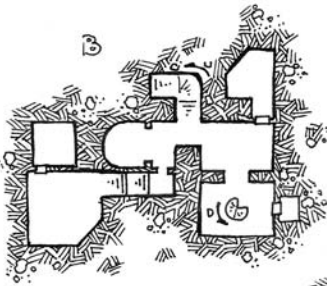
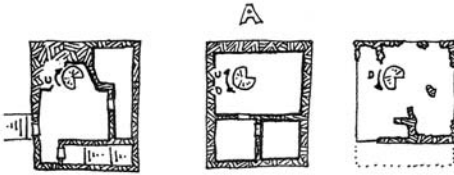
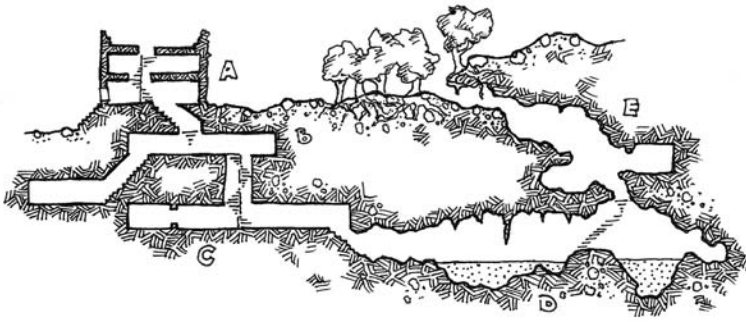


CLAW'S DEPTHS

Also Known As: _____

[illegible]

MOURNWIND CAVE & TOWER



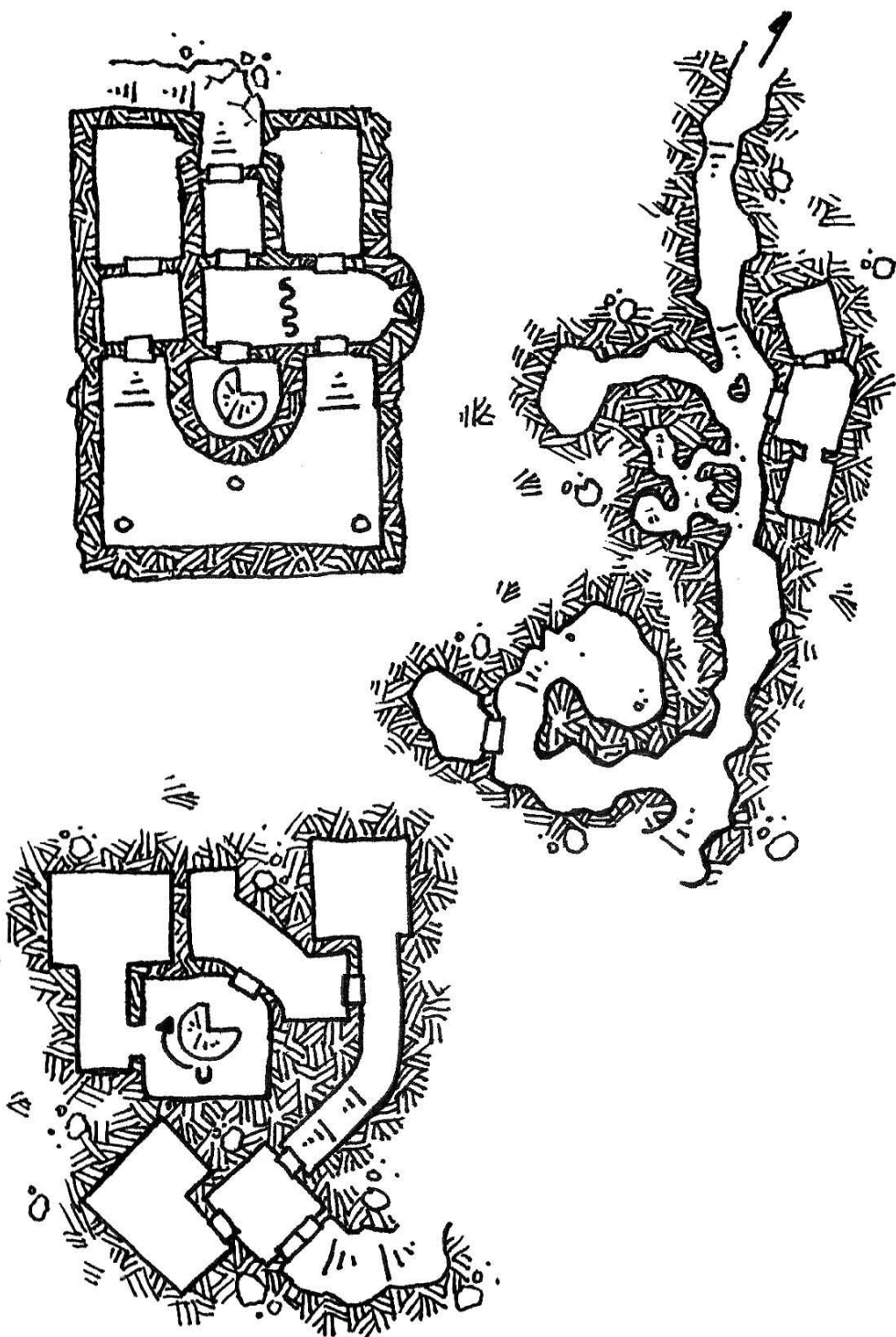
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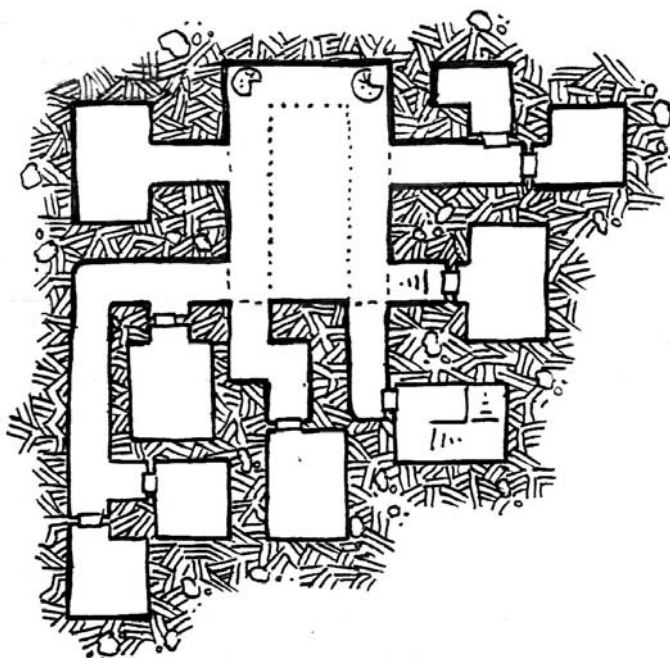
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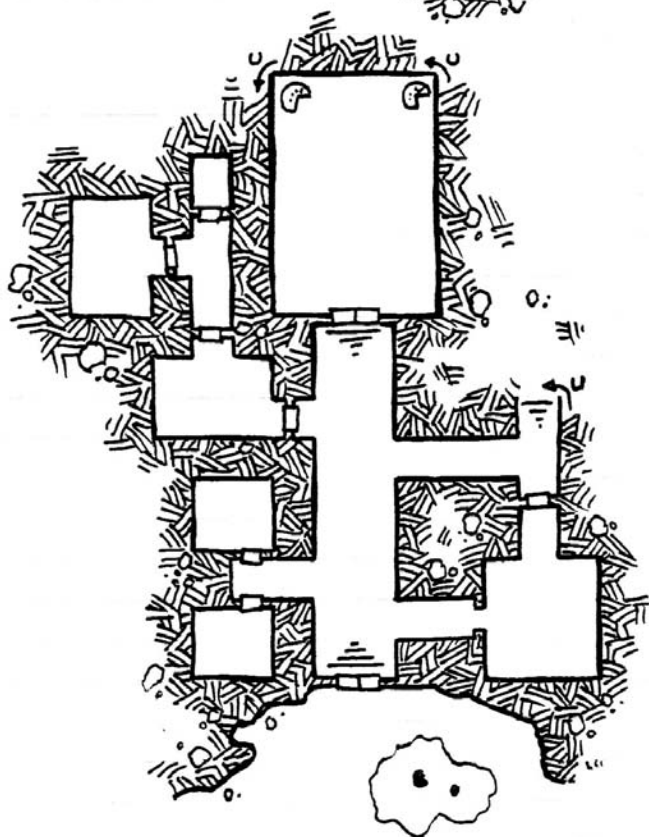
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CLAN HEZRAN HALLS

UPPER LEVEL



MAIN LEVEL

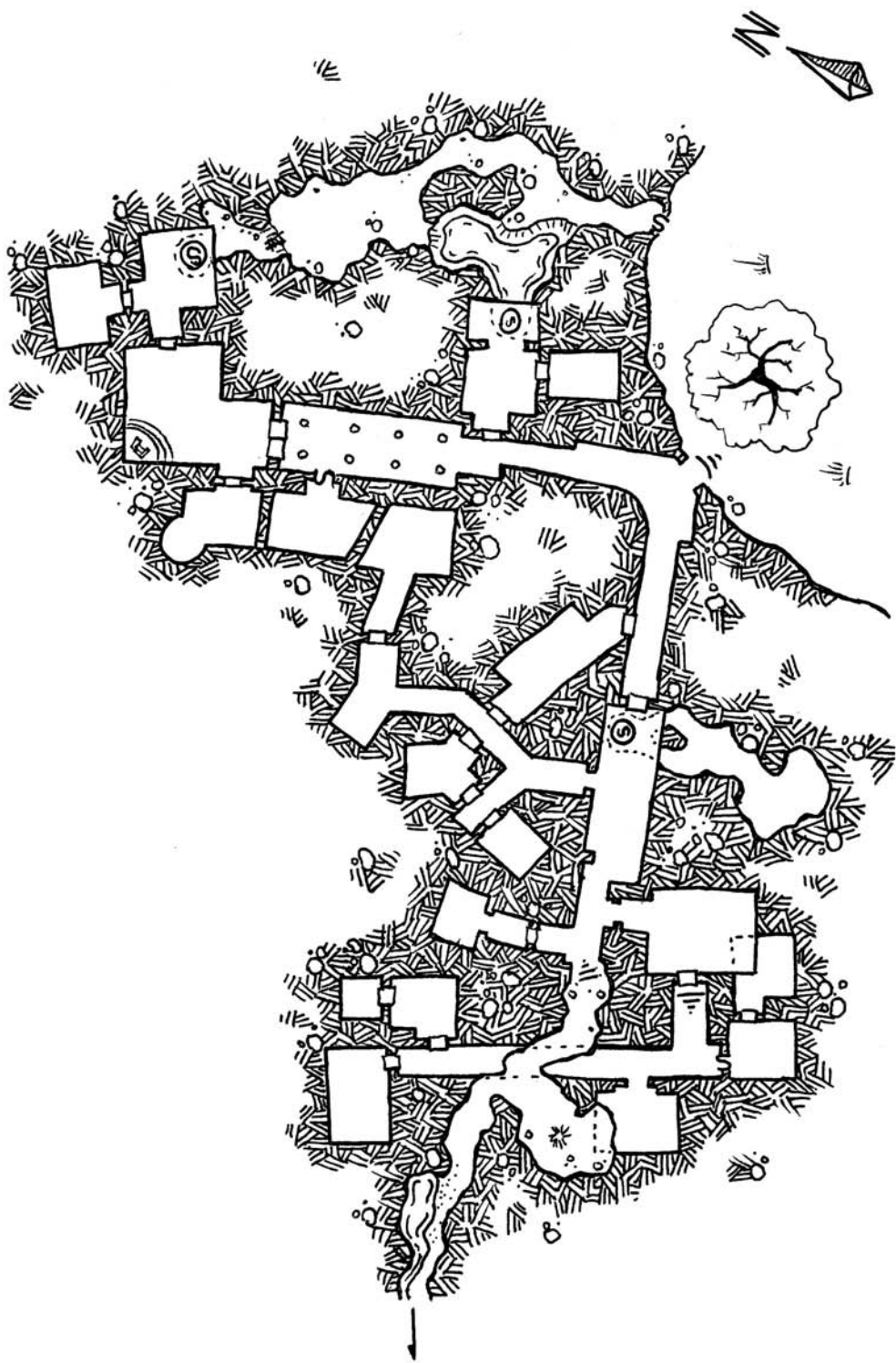


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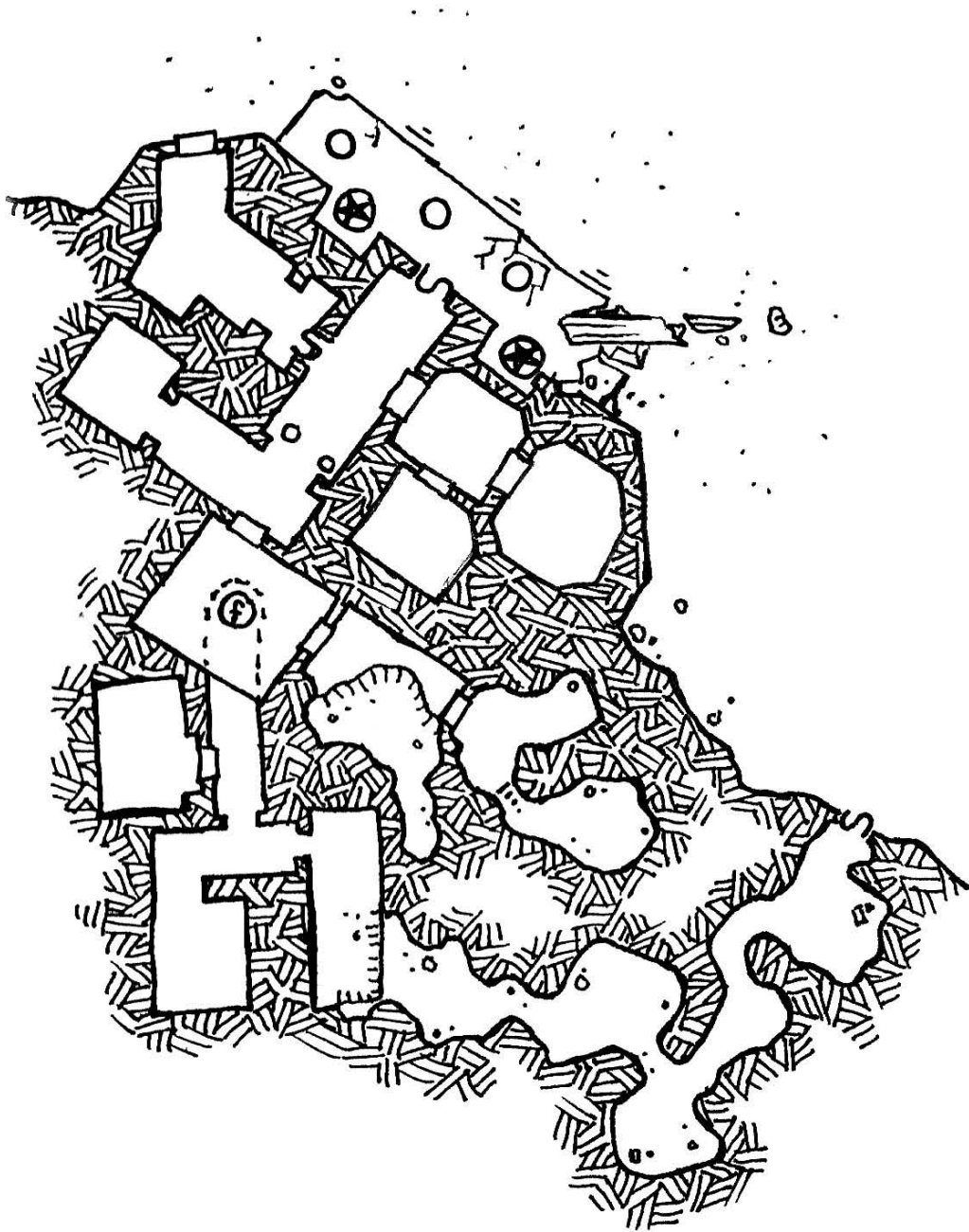
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THE CINDER THRONE



THE CINDER THRONE

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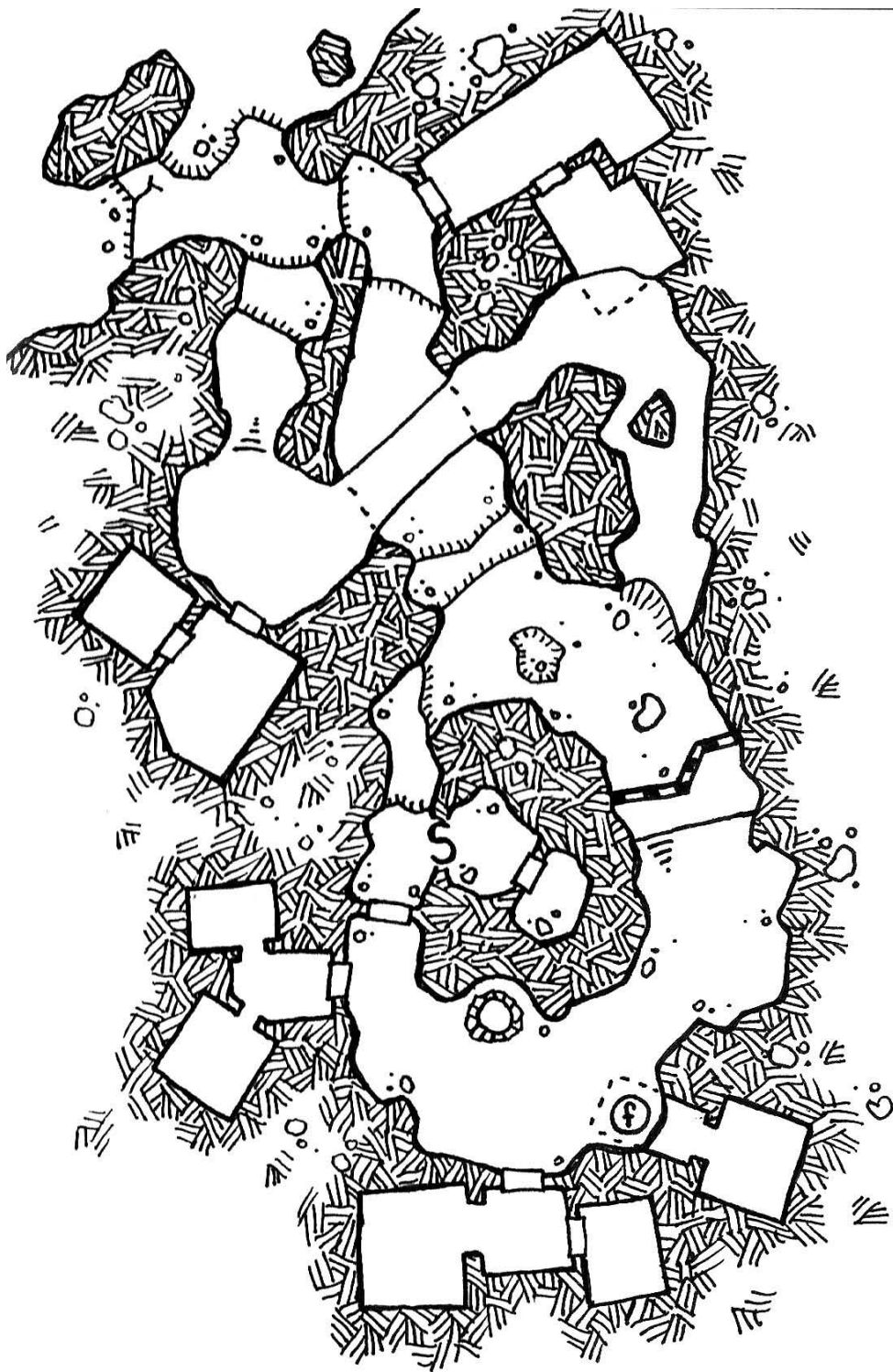


THE DESERT TOMB

Also Known As: _____

[illegible]

KERNAUGHT'S WELL



KERNAUGHT'S WELL

Also Known As: _____

[illegible]

DYSON'S DELVES II

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