



The Lost Keys of Solitude

While traveling through the foothills of the Garvian Mountains, your party found refuge for the night in a hermit's cave. In the morning, you wake to find the hermit and all his possessions gone, all except for two golden tiles: one embossed with the image of a bull with his horns down and ready to charge, the other of a tiger poised and ready to pounce. When the tiles are placed next to each other so that the bull and the tiger face one another, the embossed images move, fusing the two pieces into one. The newly created image is the bull and the tiger locked in combat. The fused piece is easily separated, and when separated, the images of the bull and tiger return to normal. Beside the two golden tiles lies a crudely-drawn map of the area with a path marked through valleys and passes ending at an "X" labeled "Solitude."

What terrors or treasure could be found in Solitude?

If you enjoy this adventure, look for future releases in the *Advanced Adventures* line from Expeditious Retreat Press.



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Advanced Adventures

The Lost Keys of Solitude

By Joseph Browning & Suzi Yee



An OSRIC™ module designed for 6-8 adventurers of levels 6-10

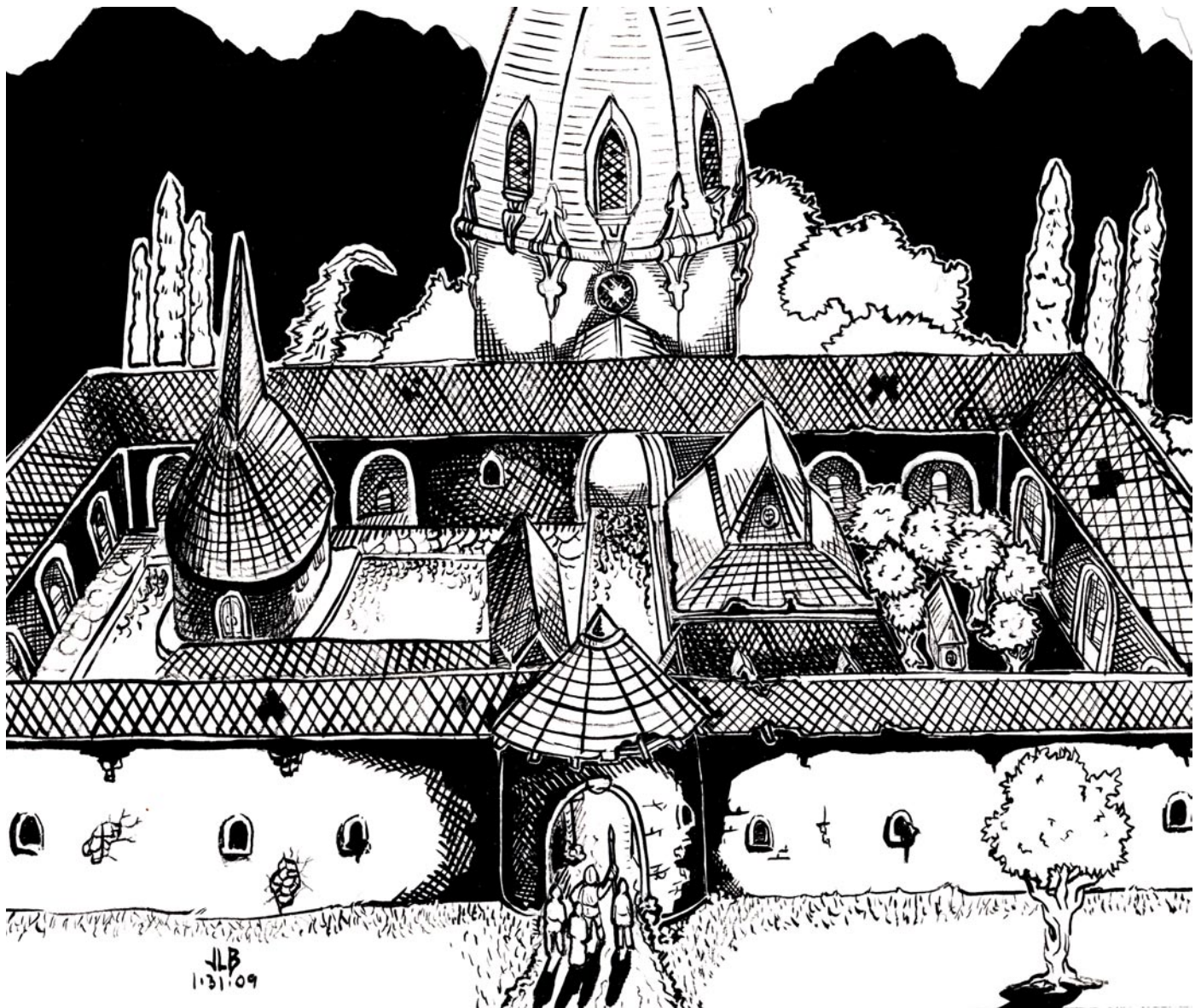
Expeditious Retreat Press

ADVANCED ADVENTURES MODULE #10

The Lost Keys of Solitude

by Joseph Browning & Suzi Yee

AN ADVENTURE FOR CHARACTER LEVELS 6-10



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ADVANCED ADVENTURES are designed for the OSRIC roleplaying system. You can download the free player's manual from: <http://www.yourgamesnow.com>

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The Lost Keys of Solitude

Introduction: While traveling through the foothills of the Garvian Mountains, the party finds refuge for the night in a hermit's cave. In the morning, they wake to find the hermit and all his possessions gone, all except for two golden tiles: one embossed with the image of a bull with his horns down and ready to charge, the other of a tiger poised and ready to pounce. When the tiles are placed next to each other so that the bull and the tiger face one another, the embossed images move, fusing the two pieces into one. The newly created image is the bull and the tiger locked in combat. The fused piece is easily separated, and when separated, the images of the bull and tiger return to normal. Beside the two golden tiles lies a crudely-drawn map of the area with a path marked through valleys and passes ending at an "X" labeled "Solitude."

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

Background: Amongst the peaks of the rugged Garvian Mountains lie the remains of the lone monastery of the Keepers of Solitude. The Keepers of Solitude were a dedicated group of monastic men and women that took vows to protect the world from destructive and unnatural forces. They chose this remote site for their monastery as well as their prison, which they named "Solitude." Those unlearned in lore might attribute the group's naming with a yearning for austerity and stoicism, but in reality, they were the creators of a structural artifact and the jailors of things most terrible.

Built to exact specifications and rituals, the artifact prison Solitude is magically protected and powered by the very force of the elements. After the prison was built and powered, the Keepers designed a series of locks that revolve around six keys forged from solid gold. Resistant to all but the greatest forces, these keys are virtually impossible to destroy as they are a part of the artifact called Solitude. Each key is 1 inch thick and 4 inches square with unique embossing: bear, bull, eagle, fox, owl and tiger. When the keys are paired and fitted together, the embossing from each key writhes and fuses to make a solid piece. This solid piece can easily be separated, making a number of combinations possible. While some locks only require two keys, others require four. At the creation of Solitude, the Keepers closed two large chambers whose doors need all six keys, which form a solid piece of a dragon. After sealing the smaller chambers that require four keys, the Keepers sent the bull and the tiger keys away, scattering them among the kingdoms of the land where they were handed down in royal booty and dowries for many generations. The bear and the eagle were kept in the church of the monastery, while the fox and the owl were hidden below ground.

After generations of service, the Keepers became decadent in their ways, selling off empty cells to be filled by the highest bidder and emptying filled cells to those nefarious enough to desire their contents. Situated in a remote valley surrounded by sheer cliffs, a fierce river, and forbidding peaks, the monastery enjoyed relative peace until a band of marauding hill giants attacked the monastery and took the bear and eagle keys from the church. The theft triggered the guardians of Solitude, three amalgam golems which ward the entrances to the underground city. Made of tar and stone, the amalgam golems no longer differentiate friend from foe — and their task is to keep the surface and underground separate.

Cut off from the monastery on the surface, the underground Keepers continued their work. All was fine until an underground water source cracked through the stone walls of the fungal orchard, flowing through the fields of magical plants and finally into the lake. The ambient magic leached from the soil and into the Keepers' water supply, changing the Keepers in ways most unexpected. It was too late to reverse the transformation, and the Keepers abandoned humanity for the primitive and feral. They now call themselves the "teo-selerai," meaning the tainted ones in the ancient tongue. But the underground Keepers were not the only ones to be changed by the magic. The spiders and mushrooms they raised for food soon underwent their own transformation.

On the surface, centuries have passed, and four spriggan brothers have recently gained possession of the bear and eagle keys. With a troop of gnolls, the brothers made their way to the ruined monastery in hopes of finding treasure. They were clever enough to piece the keys together and open a large 20 foot wide door, only to find a grumpy, hungry tyrannosaurus rex coming out of stasis. The brothers and their gnoll horde battled fiercely, and eventually the giant fell, but only after the death of the eldest brother and a good portion of their gnoll troops. The remaining gnolls and three spriggan brothers divided into two factions, fighting and blaming the other for opening the door. Occupying different parts of the monastery ruins, they are regrouping in their prospective camps, and tensions are running high. When the brothers parted, each faction grabbed a piece of the key, separating the bear and the eagle.

Einion, now the eldest brother, is a charismatic leader who has convinced his simple-minded youngest brother, Pendew, that it was all Gethin's fault. Einion keeps the bear key close to his person at all times, knowing the devious ways of his younger, smarter brother Gethin. Einion discovered the stairways that lead underground, but after running into the amalgam golems, he has chosen a different path. Disappointed by the items found in the chest behind the tyrannosaurus rex, Einion has decided to make his own treasure by melting down the copper reinforcements in the wooden doors leading into Solitude, ironically bearing in an ancient script, a warning of the dangers that lie within. Meanwhile his youngest brother Pendew is happy to play with the newly minted coins.

Gethin is the third spriggan brother who controls the other half of the gnolls. He holds the eagle key, but knows that there must be more to these ruins than meets the eye. Occupying the other half of the monastery ruins, Gethin went underground via the church. Rather than cross the silver glyphs and fight the amalgam golem, Gethin and his gnolls are tunneling around the room, and he thinks they are close to a breakthrough. Meanwhile, the bodies in front of the monastery are piled high: sixty gnolls, one spriggan, and one tyrannosaurus rex.

Notes for the Game Master: The Lost Keys of Solitude is an adventure designed for 6-8 adventurers of level 6-10. It is recommended that the party contain at least 50 levels. There are several very tough encounters that may be problematic for parties favoring combat over more creative problem solving. More than one cleric will prove useful.

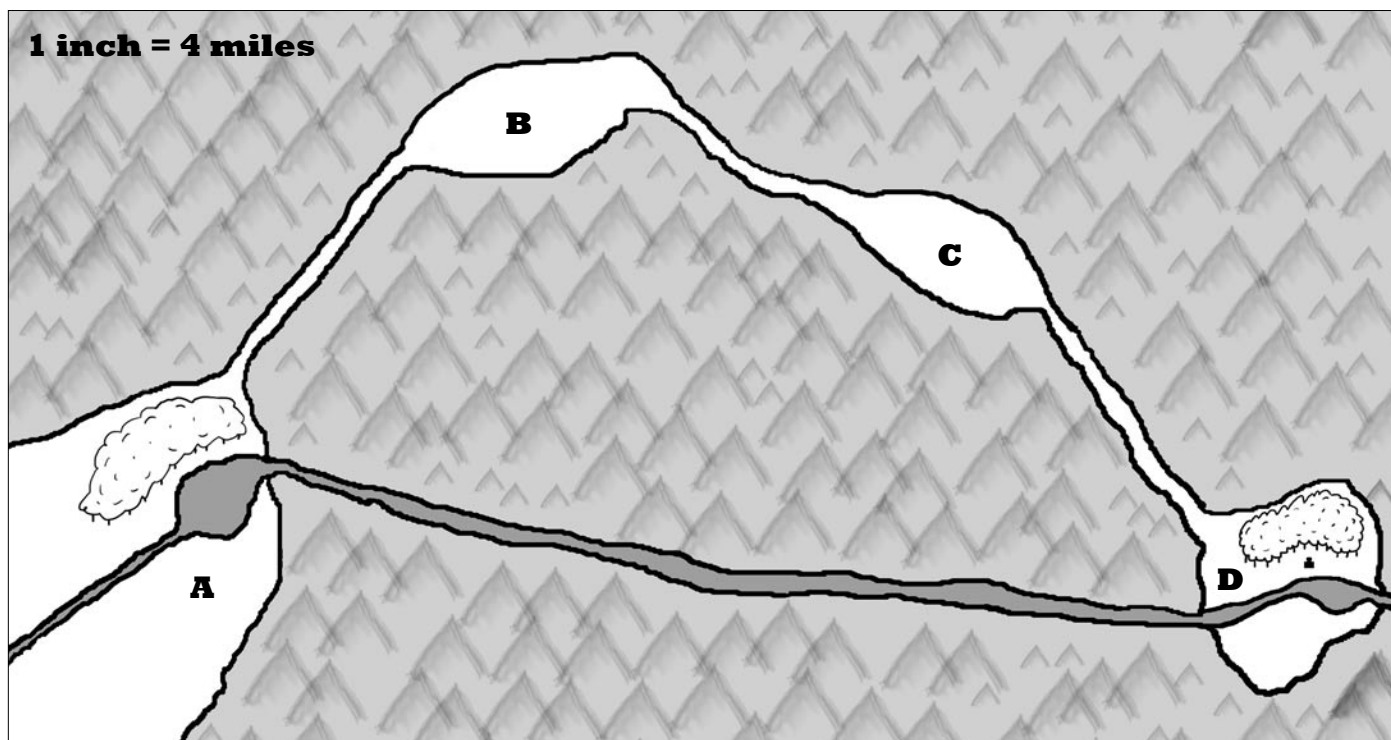
Wandering Monsters: A check for wandering monsters should be made 2 times a day while the party moves through the wilderness. There is a 20% chance that the party will have one of the following encounters.

- 1 –**Brown Bear** (No. 2; HD: 3+3; HP: 23, 17)
- 2 –**Wild Dogs** (No. 4-16; HD 1+1; HP: 3 (x5), 4, 5 (x4), 6 (x2), 7 (x2), 9 (x2))
- 3 –**Giant Skunk** (No. 1; HD 5; HP: 21)
- 4 –**Ogres** (No. 3; HD 4+1; HP: 19, 21, 14)
- 5 –**Goats** (No. 5-20; HD 1+2; HP: 3 (x5), 4 (x3), 5 (x4), 6, 7 (x3), 8 (x2), 10)
- 6 –**Wild Cat** (No. 2-5; HD 1, HP: 1, 2, 3, 7, 8)

The Path to Solitude

The path towards Solitude begins in the rolling hills of Kadour, the extended valley at the foothills of the Garvian Mountains containing a large lake that bears the same name. Feeding Lake Kadour is a gushing river that has cut a ravine through the mountains. Traveling upstream on the rapids to the monastery is obviously suicidal. There is one path that leads to the ruined monastery through a series of traversable mountain passes and high-altitude valleys, each with their own challenges and dangers.

THE PATH TO SOLITUDE



A. **VALLEY AND LAKE OF KADOUR:** The Kadour Valley is a lush area with an abundance of water flowing from the mountains. Lake Kadour is a deep high-altitude lake providing water for many of the creatures in the foothills of the mountains. Roughly 2 miles across, the lake is home to a family of **giant water beetles**. These beetles prey on creatures that come to the lake for water, and the dark, algae-filled water makes it difficult to see them before it is too late. Their favorite hunting grounds are along the northern edge of the lake, close to a colony of **giant ants**.

The northern section of the Kadour valley is heavily wooded, and the mountainsides on either side are heavily forested as well. The valley narrows as it climbs to a steep but traversable pass through two mountain ridges. Roaming this heavily wooded area are giant ant workers, typically up to 25 on the surface at any time. Some squads (2-4 giant ants) are hunting while others are cutting down trees for building their colony or turning into mulch for their fungal gardens. Leading large projects above ground is one giant ant warrior. The giant ant lair is roughly 1,500 feet from the northern edge of the lake in the heavily wooded area close to the mountainous terrain. Deep within the lair is the egg chamber where 41 workers and 5 warriors toil. Deeper still is the queen's chamber. If the party attacks the lair directly, the colony will go on high alert. The 20 workers scattered throughout the lair will meet the threat, while those in the egg chamber and the queen's chamber defend their ground. Within the queen's chamber are 4 gems valued 10 gp and 100 gp (x3) and 5 potions: **animal control**, **giant strength**, **healing**, **invulnerability**, and **super heroism**.

Giant Water Beetle (8) SZ L, MV 60 ft./120 ft., AC 3, HD 4, HP: 9, 11, 16 (x2), 18, 20 (x2), 23; ATK: 1 (3-18).

Giant Ant Squad (2-4) SZ S, MV 180 ft., AC 3, HD 2, HP: 9 (x2), 11 (x2); ATK: 1 (1-6).

Giant Worker Ant (85 in entire colony) SZ S, MV 180 ft., AC 3, HD 2, HP: 2 (x2), 3 (x2), 4 (x2), 5 (x6), 6 (x7), 7 (x8), 8 (x10), 9 (x11), 10 (x10), 11 (x8), 12 (x7), 13 (x6), 14 (x2), 15 (x2), 16 (x2); ATK: 1 (1-6)

Giant Warrior Ant (8 in entire colony) SZ S, MV 180 ft., AC 3, HD 3, HP 10, 12, 13, 14, 15, 16, 17, 18; ATK: 1 (2-8); Special: poison sting.

Giant Queen Ant SZ S, MV 0 ft., AC 3, HD 10, HP 48; ATK: 0

B. **QUICKGRASS VALLEY:** The valley is roughly six miles across by three miles wide and watered from snowmelt and runoff from the surrounding slopes. Descending from the rugged mountain pass, the valley is a picturesque field of grass-covered hills dappled with patches of sunshine through the clouds. While this place looks idyllic, the patch of **quickgrass** (see *new monsters*) at the entrance reveals the valley's hidden dangers. In total, there are 10 patches of quickgrass. The first is at the entrance of the valley coming from the Kadour Pass and is unavoidable without climbing along a ridge for 40 feet. Behind the first patch, there are 2 others in close proximity; however, there is a path between them allowing intelligent creatures to bypass them. After the first encounter with quickgrass, there is a 3% chance per intelligence and wisdom point (6% for druids and rangers) of identifying another patch. For example, a PC with Int 10 and Wis 12 has a 66% chance of identifying a patch. There are four patches spread across the valley and three more patches at the exit of the valley; all these patches can be avoided with proper identification.

Despite the hungry vegetation, this is a safe place to rest. The healthiest specimens of quickgrass cover the entrances into the valley, while the patches in the heart of the valley are a little punier. The quickgrass at the entrances deter the fool's dragon and giant ants, and they catch wandering monsters. Do not check for wandering monsters while in the valley.

In the stomach of the first quickgrass (the one closest to the Valley of Kadour), there are 4 gems (10 gp, 50 gp, and 100 gp (x2)) and **platemail +1** sized for a dwarf. In the stomach of the two nearby quickgrasses, there are 3 gems (50 gp (x2) and 1,000 gp) and another 3 gems (10 gp (x2) and 1,000 gp). In the stomach of the three quickgrasses at the other entrance of the valley, there are 7 gems (10 gp (x2), 500 gp (x3), and 1,000 gp (x2)) in one, 5 gems (10 gp, 100 gp, and 500 gp (x3) and 7 arrows +1 in another, and 5 gems (10 gp (x2), 50 gp, 100 gp, and 500 gp) in the third. In the stomachs of the other four quickgrasses are a total of 16 gems (10 gp (x2), 100 gp (x6), 500 gp (x6), and 1,000 gp (x2)).

Quickgrass (10 in the entire valley): SZ L, MV 0 ft., AC 1, HD 10, HP: 27, 32 (x2), 40, 41, 42, 44, 46, 47, 52; ATK: 1 (2-8).

C. **FOOL'S DRAGON GLEN:** Lightly wooded in many varieties of conifers and evergreens, the glen is two miles wide, but around 6 miles long until the next traversable pass through the mountains. The glen is home to a pair of **fool's dragons** (see *new monsters*), whose territory covers the wooded valley and the scarps and hills surrounding it. The female fool's dragon is inside the lair tending to her egg while the male fool's dragon has been hunting and bringing back food for the hungry expectant mother. Lately she's been craving wild dog but will greedily eat what her mate brings back. Their lair is a shallow cave along the southern ridge of the glen 15 feet from the valley floor. There is a short platform in front of the caves where the fool's dragons open their "wings" and sun in the morning. Inside the lair are 90 cp, 130 sp, 50 ep, 70 gp, and 3 gems (10 gp, 50 gp, and 500 gp).

Fool's Dragon (2): SZ L, MV 90 ft., AC 4, HD 6+2, HP 27, 28; ATK: 3(2-5, 2-5, 2-12), Special: Tail Slap, crush, and breath weapon.

D. **THE VALE OF SOLITUDE:** The base of the valley is circular, roughly 4 miles across. Surrounded by cliffs and rugged mountains on all sides, there is one entrance on the valley's western side. To the south is a small river, whose swift rapids cut a ravine through the mountains, eventually emptying into Lake Kadour. It is here that the Keepers built their monastery and the artifact prison called Solitude.

The Ruined Monastery: The monastery is centrally located in the valley, slightly favoring the eastern portion for its less hilly terrain. This area was originally forested, but the land was cleared for building and agriculture. The monastery is roughly 425 feet wide and 225 feet deep, with the living quarters along the perimeter and the communal rooms in the center. A twenty-foot-wide plaza leads to Solitude and bisects the monastery: the church, library, hospital, and guest rooms in the western portion; the granary, kitchen, cloister, and refectory in the eastern portion.

In its height, fields to the northwest of the monastery grew stalks of wheat and barley, the walls stood 20 feet tall and 5 feet thick, and the canal siphoned water from the river to a thriving fish pond and turned the waterwheel of the mill. Thick wooden doors reinforced with metal bands sealed the monastery from the outside, and a thriving community watched over Solitude. The typical living quarter housed six monks and was generally 60 feet wide and 60 feet deep, each with an entryway, storage, sitting area, bedroom, open garden, and privy. Ten-foot-wide covered hallways connect the various rooms in the monastery which eventually fed into the wide plaza.

However, years of neglect and ruin have had their toll on the monastery. Currently, the forest has reclaimed the fields, and the tree line is a mere 200 yards from the monastery. The fish pond has achieved a natural balance, and the mill still stands, although the driveshaft is broken as well as a few slats in the waterwheel. The slow, rhythmic turn of the creaky waterwheel creates a constant source of noise against the pile of decomposing groll corpses in front of the walls beside the giant corpse of a tyrannosaurus rex. Large cuts of meats are missing from the dinosaur's limbs, haunches, and back. Underneath the huge corpse is the body of the eldest spriggan brother, whose corpse was thoroughly stripped of valuables by his younger brothers.

Inside the tyrannosaurus' stomach is a large capsule made of platinum. The capsule is 4 feet long and 2 feet wide, and it is sealed with a **firetrap** (damage 1d4+12). The capsule itself is worth 2,000 gp and it contains a **mace +1, +3 vs golems**, a **potion of heroism**, a **wand of wonder** (10 charges), an illusionist's traveling spellbook, and a small mix of gems, coins, and jewelry (two 5,000gp gems, 1,000 pp, and a set of black pearl earrings, necklace, and bracelet (total 15,000 gp)). The traveling spellbook is protected by **Phineus' writhing tentacles**

and contains the following spells: **champion of the tome, gaze reflection, spectral force, phantasmal killer, Phineus's writhing tentacles** (see *new spells*).

The walls around Solitude are relatively intact, but there are breaches in the walls around the monastery, namely on the northeast wall which the giant skunks in area 21 use and on the eastern wall which the pair of giant porcupines in area 19 use. The thick re-enforced wooden front doors have long been busted and burned for fuel. Inside the monastery, all of the areas and living quarters have been ransacked at least once. Evidence of violence past and present are scattered throughout the compound. The tiled and painted ceilings of the once-covered hallways have crumbled, leaving rubble and flecks of colored stone in the exposed corridors. Currently, three spriggan brothers and what remains of their groll army are squatting in the western portion of the monastery regrouping from their losses after battling the tyrannosaurus rex. They are divided into two factions. Einion's camp has knocked down a couple of walls and created a smelting center in the southwestern living quarters. They are smelting coins from the copper reinforcements from one of the doors that led into Solitude. Gethin's faction is squatting in the church, where he directs his remaining 20 gnolls to digging a passage around the amalgam golem. Unfortunately, gnolls are not the best miners, nor are they renowned for their work ethic. However, Gethin thinks they are close. Einion's and Gethin's factions have hostile relations, and fights break out when the brothers' troops cross paths. There is a flat 10% chance that a skirmish is taking place between 2-8 gnolls at any given time.

In general, the remaining 40 gnolls are well armored and equipped since more than half their number fell to the tyrannosaurus rex. Their arsenal includes 15 great bows, 35 pole arms, 15 two-handed swords, 20 battle axes, and 15 morningstars. When the rift between the spriggan brothers occurred, these weapons were split amongst the gnolls as well as the possessions on the corpses. Each remaining groll carries their weapon of choice, 2-12 ep, and 2-8 gp.

THE RUINED MONASTERY

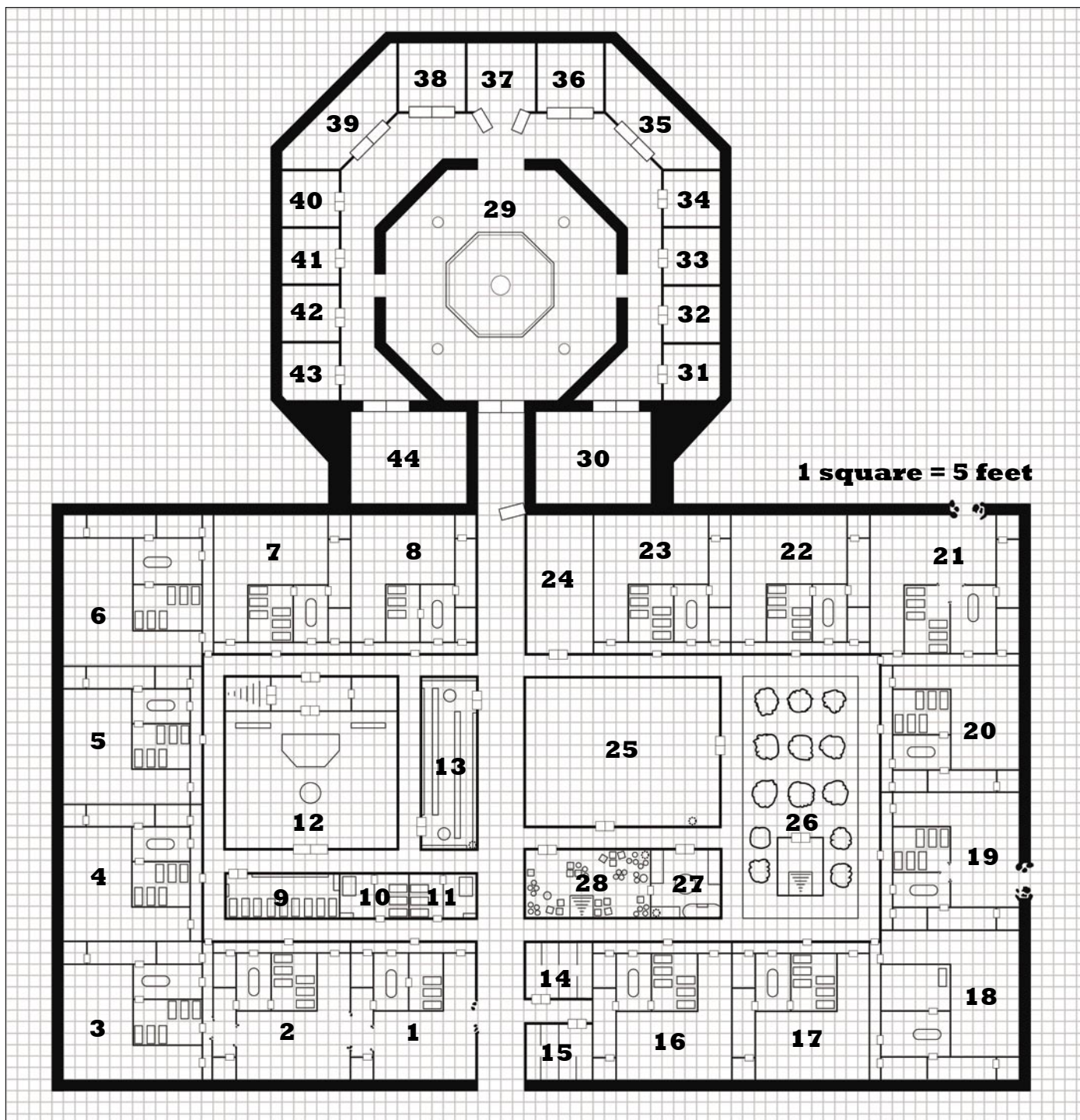
1. **EINION'S GNOLL CAMP:** This was the first living quarters claimed by the gnolls that followed the spriggan Einion. While the traditional entrances are still functional, the gnolls have made some additional entrances. They knocked down a 15-foot-wide section of the wall separating the plaza from the garden, making transportation of the heavy door easier. In the garden, they are breaking down the door into smaller sections, extracting the copper and smelting it into ingots. They also knocked down a 10-foot-wide section of the wall separating the garden of area 1 and the garden of area 2 for ease of transporting the ingots to the minting site.

Inside, ten gnolls are living in the former bedroom and sitting area. A large cut of dried meat hangs in storage room, the last remnant of the tyrannosaurus rex. In the garden, there are stacks of wood and jugs of water as well as other make-shift tools. During the day, there are 1-8 gnolls in garden working the copper reinforcements. During the evening, there are typically 1 or 2 groll lookouts. During the day, there is also a 40% chance that Einion is in the garden overseeing production and a 40% chance that Pendew is there annoying Einion. Pendew likes the shiny metal and fire.

Gnolls (10): SZ L, MV 90 ft., AC 5, HD 2, HP 3, 4, 5, 6, 8, 9, 11, 12, 13, 14; ATK: 1(2-8 or by weapon). Each groll carries their weapon of choice, 2-12 ep, and 2-8 gp.

2. **EINION'S MINTING CENTER:** This living quarter is home to 10 gnolls. In the garden, the gnolls are minting copper coins from

THE RUINED MONASTERY AND SOLITUDE



the copper ingots forged in area 1. The gnolls tore down walls to connect this area to area 1's garden and the entryway of area 3. Like area 1, the gnolls are living in the former bedroom and sitting area, and a hunk of dried dinosaur meat hangs in the storage room. There is broken furniture and wood to feed the fires as well as molds and large containers of water in the garden. During the day 1-8 gnolls are minting. There is a 40% chance that Einion is overseeing the minting and a 40% chance that Pendew is watching the minting and playing with the coins. The gnolls have processed a quarter of a massive copper door, producing 103,000 cp currently stored in area 3's garden.

Gnolls (10): SZ L, MV 90 ft., AC 5, HD 2, HP 3, 6, 7, 8, 9 (x2), 10 (x2), 12 (x2); ATK: 1 (2-8 or by weapon). Each gnoll carries their weapon of choice, 2-12 ep, and 2-8 gp.

3. EINION'S CAMP: This living quarter is home to Einion and Pendew, the now-eldest and youngest of the remaining spriggan brothers. During the day, Einion is either in area 1, area 2, or overseeing work in another part of the monastery and surrounding landscape. Pendew is either in area 1, area 2, or wandering the monastery. He is particularly fond of the cloister, even though his brother told him to stay close to their encampment. During the evening, Einion sleeps in the bedroom, and Pendew sleeps in the garden, where the piles of copper coins are being stored. Einion prefers spriggan form, but will become giant-sized for combat and settling disputes among the gnolls. On the other hand, Pendew prefers to stay giant-sized all the time.

Einion (spriggan form): SZ S, MV 90 ft., AC 3, HD 4, HP 18; ATK: 2 (by weapon type). Special: spells and thief abilities.

Einion (giant-sized): SZ L, MV 150 ft., AC 5, HD 8+4, HP 45; ATK: 2 (2-8)/(2-8). Einion always carries the bear key on his person (around his neck), as well as a **sword +1**, **gauntlets of ogre power**, **incense of meditation**, 5 ep, 3 pp, and 24 gems (6 10gp, 3 50gp, 5 100gp, 8 500gp, and 2 1,000 gp).

Pendew (giant-sized): SZ L, MV 150 ft., AC 5, HD 8+4, HP 33; ATK: 2 (2-8)/(2-8). Pendew appreciates the shiny things in life, which drew him to his deceased brother's collection of jewelry: a pair of earrings (900 gp) and bracelet of wrought gold (1,100 gp), a gold necklace set with gems (2,000 gp), a pair of carved jade combs (2,500 gp), a coral necklace (3,000 gp), and a bejeweled platinum diadem (11,000 gp). Beside those things, he has a colorful robe (which is actually a *robe of useful items* but he doesn't know that), **scalemail +2**, **sword +1**, **+4 vs. reptiles**, and 5 ep.

4. **EMPTY QUARTERS:** This living quarter has been thoroughly picked through and destroyed. There are no creatures or treasure here.
5. **EMPTY QUARTERS:** This living quarter has been thoroughly picked through and destroyed. There are no creatures or treasure here.
6. **MOSTLY EMPTY QUARTERS:** In the garden, a type of weed has dominated the greenery. Fortunate for the small group of gnolls, this plant has well-known psychedelic properties. Four gnolls from Gethin's camp has discovered this garden of herbaceous delight, and have a 25% chance of being in the garden (or indoors in poor weather) during the day and a 75% at night. It can be chewed to extract the oils, although smoking is the preferred method due to the bitter aftertaste of the plant.

Thirty minutes after smoking or ingestion, the user experiences slight disorientation. There is a flat 10% chance that he gets distracted or forgets what he was doing. Motor-skills are also slowed, increasing reaction time (10% chance of doing nothing in a round). While the duration depends on body weight and the amount ingested, the effects typically wear off 3 hours after use.

Gnolls (4): SZ L, MV 90 ft., AC 5, HD 2, HP 5, 8, 11, 12; ATK: 1(2-8 or by weapon). Each gnoll carries their weapon of choice, 2-12 ep, and 2-8 gp.

7. **EMPTY QUARTERS:** This living quarter has been thoroughly picked through and destroyed. There are no creatures or treasure here.
8. **EMPTY QUARTERS:** This living quarter has been thoroughly picked through and destroyed. There are no creatures or treasure here.
9. **FORMER HOSPITAL:** This area was once a hospital. Overtaken beds, smashed glass and pottery, and unrolled bandages are tossed about the room. The thick layer of dust that covered the scene has recently been disturbed by the gnolls in their hunt for supplies and treasure. Behind the debris, there is a secret panel low on the north wall holding two **potions of healing**, a **rod of resurrection** (6 charges), and a **potion of invisibility**.
10. **FORMER GUEST ROOM:** This room was designed to house guests of the monastery. It has been thoroughly picked through and destroyed. There are no creatures or treasure here.
11. **FORMER GUEST ROOM:** This room was designed to house guests of the monastery. It has been thoroughly picked through and destroyed. There are no creatures or treasure here.
12. **GETHIN'S CAMP:** Once a church, this area is now home to Gethin and the 20 gnolls under his command. The valuables have long since been stripped from the sanctuary and the back rooms. In the main room, makeshift beds litter the floor, and smashed pews are fueling a fire housed in the dried-up fountain in the center of the room. The northeastern backroom use to house the bear and eagle keys before they were taken



as spoils in the hill giant raid. Currently, Gethin uses this room as his private quarters, and he houses the treasures he claimed from the chest behind the tyrannosaurus rex here. There is a large decorated funerary pot (700 gp), a ceremonial spear (500 gp), an embellished shield made of polished, hardened wood (1,000 gp), and a headdress with bronze frame and once-colorful bird feathers plaited together (2,000 gp), all valuable to the right buyer. The center backroom has stacks of picks and piles of rock, as well as a backdoor to the outside. The northwestern backroom contains a flight of stairs, leading down to a room where an amalgam golem stands guard.

During the day, 3-6 gnolls are digging in the passageway that bypasses the amalgam golem, and during the evening, they are typically in the main room, but Gethin does not monitor their movements. During the day, Gethin is typically in his room (50% chance) or checking on the progress of the passage (50% chance). During the evening, Gethin has been known to spy on his brothers' camp (20%).

Gnolls (20): SZ L, MV 90 ft., AC 5, HD 2, HP 5 (x2), 7 (x3), 8 (x2), 10 (x5), 11 (x3), 12 (x2), 13 (x3); ATK: 1(2-8 or by weapon). Each gnoll carries their weapon of choice, 2-12 ep, and 2-8 gp..

Gethin (spriggan form): SZ S, MV 90 ft., AC 3, HD 4, HP 13; ATK: 2 (by weapon type). Special: spells and thief abilities.

Gethin (giant-sized): SZ L, MV 150 ft., AC 5, HD 8+4, HP 40; ATK: 2 (2-8)/(2-8). Gethin carries the eagle key on his person, as well as his collection of gems (10 gp (x5), 50 gp (x7), 100 gp (x8), 500 gp (x3), 1,000 gp (x5)). Every family has its black sheep, and by all accounts Gethin is none blacker. His swarthy features and cunning eyes stand out from his fairer skinned brothers. When other spriggans were fighting, Gethin was reading. When other spriggans looted coin, Gethin would take the ceremonial spears and artifacts. Gethin is a thinker, and he has been biding his time as kickboy of the family until they found the two keys to Solitude. Although he will never admit it, he implanted the idea of coming to Solitude and opening the door in his now-dead

brother's mind. Gethin plans to find the other keys to Solitude, unleash another horror to finish off his remaining brothers, and take all for himself.

13. **FORMER LIBRARY:** Once home to the collective knowledge of the Keepers, this area was the library. While this room was ransacked by the hill giants in search of booty, almost all of the books were left behind and this area is avoided by the gnolls as they believe it haunted. After becoming intelligent through exposure to the highly-magical water in the underground lake, the mus maximus moved many of the remaining books into their lair, roughly situated under the church. Most of furniture is busted, but a few empty bookshelves still stand. Camouflaged by debris on the lowest level of the bookshelf along the southeast corner is a 2 foot-wide hole where two **mus maximus** (see *new monsters*) are hidden. This tunnel leads to their lair, and any small humanoid creature 70 pounds or less can squeeze through their tunnels. The lookouts' task is to observe, report, and keep the mus maximus lair safe from outside incursion. They keep a low profile and typically do not engage, although they sometimes use their spells to "haunt" certain areas of the monastery.

Mus Maximus (2): SZ S, MV 120 ft., AC 7, HD 2+1, HP 14, 15; ATK: 1 (1-3); Special: spell use. Each has 2-8 gp.

14. **FORMER STABLES:** Once the stables for the monastery, there is nothing of interest here.
15. **FORMER STABLES:** Once the stables for the monastery, there is nothing of interest here.
16. **EMPTY QUARTERS:** This living quarter has been thoroughly picked through and destroyed. There are no creatures or treasure here.
17. **EMPTY QUARTERS:** This living quarter has been thoroughly picked through and destroyed. There are no creatures or treasure here.
18. **EMERGENCY STASH:** Everyone keeps a rainy-day fund, and the Keepers are no exception. This living quarter was home to the abbot of the monastery, and he kept a secret stash that has remained hidden to this day. While the study and bedroom were thoroughly ransacked, all the invaders failed to check the privy. Three feet down the privy hole is a hidden latch that opens a secret compartment containing a sack of coins (1,000 gp and 500 pp), five 1,000 gp gems, and gem-studded platinum necklace (7,500 gp).
19. **GIANT PORCUPINES' LAIR:** A pair of giant porcupines lives in garden of this abandoned living quarter. The breach in the wall provides them easy access to the area outside of the monastery for food and water, and in inclement weather, they take shelter inside the living room or the bedroom. Typically, they are docile creatures, but with the gnolls' recent disturbance, they are more prickly than normal.

Giant Porcupine (2): SZ L, MV 60 ft., AC 5, HD 6, HP 25, 36; ATK: 1 (2-8); Special: shoot quills and quills.

20. **EMPTY QUARTERS:** This living quarter has been thoroughly picked through and destroyed. There are no creatures or treasure here.
21. **GIANT SKUNK'S LAIR:** On the surface, this living quarter is no different from the other empty quarters, however a walk through the garden proves otherwise. A 15-foot section of the outer wall has crumbled, opening the monastery to the environs. A giant skunk has claimed this garden as his territory and dug a hole through the masonry in the wall. It sleeps in the old bedroom during the day and wanders in search of food during the night. The giant skunk hunts outside the monastery, leaving and returning through the breach in the outer wall.

Giant Skunk (1): SZ M, MV 90 ft., AC 7, HD 5, HP 25; ATK: 1 (1-6); Special: squirt musk.

22. **EMPTY QUARTERS:** This living quarter has been thoroughly picked through and destroyed. There are no creatures or treasure here.
23. **APPARITION'S QUARTERS:** This living quarter is haunted by the spirit of a slain Keeper who returned as an apparition. The apparition stays in the living areas, protecting in death what he could not in life. The apparition typically attacks intruders when they enter beyond the entry hallway. The rooms are relatively intact, although covered with a thick layer of dust. In the common room, the table is circled by six chairs, and an unlit brazier holding the damp, lumpy remains of coal rests to one side. In the bedroom, six beds line the wall, neatly made and covered with now-rotting linens and blankets. A small chest sits at the end of each bed. The first contains a damaged tapestry (50 gp), a sack of coin (100 sp and 50 gp), and 3 50gp gems. The second holds rotting clothes, a gem-studded tiara (300 gp), a small purse with 8 gp and 1 500gp gem, and a silver candelabrum (150 gp). The third chest has an etched crystal bowl (500 gp), a handsome ring set with a bloodstone (200 gp), and 4 gems (2 10gp, 100gp, and 500gp). The remaining three are empty, as these quarters housed only three keepers during the final days of the monastery.

Apparition (1): SZ M, MV 240 ft., AC 0, HD 8, HP 42; ATK: 1 (special); Special: can only be hit by magical or silver weapons.

24. **FORMER STORAGE ROOM:** This area was the monastery's storage room. Much of the original supplies are still there albeit rummaged by invaders. Various raw goods (lumber, stone, slate, pitch, etc.) and tools (rope, chisels, pitons, hooks, saws, adzes, hammers, etc.) are scattered about the area.
25. **FORMER REFECTORY:** This area was the refectory, the large communal dining hall where the Keepers took their meals. This is a relatively safe place to rest since the gnolls avoid this area, believing it to be haunted thanks to the mus maximus' tricks. Two mus maximus lookouts are posted here to observe, report, and alert the others of outside incursion. They keep a low profile and typically do not engage, although they use their spells to "haunt" the refectory. The mus maximus' lair is situated underneath the refectory with extensive tunneling and patrols. There is a two-foot-wide hole in the floor along the southern wall, camouflaged with debris and broken furniture in which the lookouts hide. This is the entrance to a tunnel that leads to the mus maximus lair, and any small humanoid creature 70 pounds or less can squeeze through their tunnels.

Mus Maximus (2): SZ S, MV 120 ft., AC 7, HD 2+1, HP 14, 15; ATK: 1 (1-3); Special: spell use. Each has 2-8 gp.

26. **CLOISTER:** This open area is lined with trees of all types. Once the monastery's orchard, a mix of fruit and nut trees grow wild, providing food for wandering creatures all these years. With the arrival of the gnolls, most creatures prefer to dine elsewhere, however a hive of giant honeybees still sends out workers to come to the cloister. During the day, there is a 50% chance that a group of five giant worker bees are collecting nectar in the cloister.

On the southern end of the cloister is a stone structure 20 feet wide and 25 feet deep. Layers of ivies and vines cover the detailed carvings along the exterior. The 10-foot wide doors are on the northern wall of the structure, and one of the doors is slightly ajar. Inside the chamber is a set of stairs leading down into a room where an amalgam golem guards.

Giant Worker Honeybee (5): SZ M, MV 90 ft., 300 ft. flying, AC 6, HD 3+1, HP: 14 (x3), 18, 19; ATK: 1 (1-3 +poison); Special: stings once and then dies.

27. **FORMER KITCHEN:** This area was the monastery's kitchen, which prepared the meals that were served in the refectory and this area is avoided by the gnolls as they believe it haunted. Stations for washing, cutting, and cooking line the walls with a compact oven in the southeast corner. The room has been thoroughly trashed: wooden bowls and utensils battered and smashed, tarnished and rusted pots and pans scattered across broken tables. Hidden in the debris in the southwestern corner is a 2-foot wide hole leading to the mus maximus lair. While they were mice, this was one of their first and favorite destinations, second only to the granary. As they grew in stature, they expanded their diminutive tunnels. Like the tunnels in the library and the refectory, this tunnel leads to the mus maximus lair, and there are two mus maximus lookouts posted to alert the colony of intruders. They keep a low profile and typically do not engage, although they use their spells to "haunt" the room when necessary.

Mus Maximus (2): SZ S, MV 120 ft., AC 7, HD 2+1, HP 4, 5; ATK: 1 (1-3); Special: spell use. Each has 2-8 gp.

28. **FORMER GRANARY AND CELLAR:** This area was the monastery's granary. While a couple of containers have are cracked open, exposing the grain to the elements, there are in total seven ceramic jars of wheat and barley still closed and sealed with wax. The mus maximus have another tunnel entrance in the granary, hidden in the space between two ceramic jars along the northern wall. The tunnel is 2-foot-wide, and any small humanoid creature 70 pounds or less can squeeze through their tunnels. Two mus maximus lookouts are posted in the granary. Along the center of the southern wall are a set of stairs that lead to the cellar detailed in area 9 in the underground keyed encounters.

Mus Maximus (2): SZ S, MV 120 ft., AC 7, HD 2+1, HP 4, 5; ATK: 1 (1-3); Special: spell use. Each has 2-8 gp.

SOLITUDE

Solitude is the artifact prison created by the Keepers to house things most terrible. Its walls are invulnerable to normal and magical damage; the only way into Solitude is through the monastery. Solitude and its contents are immune to any scrying or locating magics. No transportation magic (**teleport**, **pass wall**, **etherealness**, etc.) can affect Solitude. Not even a **wish** can change Solitude. The only exception to this is summoning effects. Creatures can be summoned into Solitude, but they must exit the structure to return to their home location. Once the duration of a summoning is expired, summoned creatures within Solitude turn insane, attacking anything within reach.

Separating the monastery from Solitude is a pair of 10-foot wide doors. The doors are mostly wooden but are internally reinforced with a copper grid. When someone approaches the set of doors from the monastery, they bear a warning in an ancient tongue: Halt! Beyond these doors are things most terrible and wretched; all who enter forfeit the security of their lives!

However, one of the doors is now missing. After the spriggan brothers unleashed the tyrannosaurus rex from area 37, the huge lizard smashed into one of the doors and exposed the copper lattice within. After the gnolls slew the dinosaur, Einion's faction took the busted door to their camp and started minting copper coins. The remaining door only bears half the message, roughly:

*"are things most terrible and wret...
...feet the security of their lives!"*

Beyond the remaining door is a 20-foot wide hallway that extends 40 feet to another set of doors. The doors carry a simple title in the same ancient tongue: *Solitude*.

Solitude is powered by elementals held in area 29. From area 29 there are three entrances to a wide hallway which circles around to the cells. A pair of double doors made from two-foot-thick stone is the only entrance to the cells. A shallow indentation on the outside of the doors acts as the locking mechanism. Attuned to a specific key at the creation of Solitude, the cell doors are locked (or unlocked) when the correct key is pressing into the indentation.

Each door requires a specific combination of up to six golden tiles to form a key. Some doors only require two tiles, others require four tiles, and while the largest rooms require all six tiles. When placed adjacent to each other, the tiles fuse to make a single piece that is easily separated, regardless if the combination forms a specific key or not. Once the correct key is formed and pressed into the shallow indentation, the cell is locked, and its contents are held in stasis. The same process unlocks doors, wherein the contents are released from stasis.

Below are two charts: one which reveals the location of the tiles at the beginning of the adventure and one which shows the combination of tiles required to open the various doors inside Solitude. Without acquiring additional tiles, only rooms 36 and 37 can be accessed by the party.

Golden Tile	Location
Bear	Einion the spriggan
Bull	Party
Eagle	Gethin the spriggan
Fox	In the filth in area 17
Owl	Legion the bone sovereign (area 8)
Tiger	Party

Room	Bear	Bull	Eagle	Fox	Owl	Tiger
30	X	X	X	X	X	X
31	X	X	X	X		
32		X	X		X	X
33	X		X	X	X	
34	X		X	X	X	
35	X				X	
36		X				X
37	X		X			
38			X	X		
39			X		X	
40	X		X	X	X	
41	X		X	X	X	
42	X		X		X	X
43	X	X		X		X
44	X	X	X	X	X	X

29. **POWER SOURCE:** This large area is octagonal with a smaller octagonal platform in the center of the room. The entrance from the monastery is along the southern wall, and a 20-foot wide entrance along the northern wall is exposed. On the eastern and western wall are doorways covered by wide tapestries depicting the Keepers conducting various rituals. There are many signs of recent fighting along the center of the great room.

This area is illuminated by the soft blue light emitted from a thick cylindrical pillar in the center of the room and four smaller pillars spaced around the central pillar. The smaller pillars are 30 feet tall, and housed within each of the four smaller pillars is an elder elemental (fire, water, wood, and metal respectively). The figures appear frozen, floating in a viscous gel. From the top of each pillar, a beam of light shoots upward, hitting a glyph on the curved ceiling of Solitude's doomed roof. The glyph redirects the four beams of light toward the large central pillar, which houses the elder elemental of earth. Arms extended and eyes turned upward, the figure in the central pillar also floats in a viscous gel, unresponsive to outside stimulus. The central pillar is 10 feet in diameter and 80 feet tall. From its top, a solid beam

of light extends up to the ceiling, illuminating a glyph on the top of the dome. On the central platform is a singed gnoll laying next to the central pillar.

The pillars and glyphs are representations of the power that fuels Solitude, and interrupting the beams of light, glyphs, or pillars do not damage Solitude. However, Solitude does not like being bothered. Touching the beams of light has no negative effects, but those attempting to damage the pillars or the glyphs are hit with an elemental bolt dealing 6-60 points of damage. A bolt of fire is the first line of attack, but if the creature appears to be immune to fire, Solitude shoots a bolt of ice. If the creature appears to be immune to ice, Solitude shoots a bolt of wooden splinters. If that is not effective, Solitude shoots a bolt of metal shards. And lastly, Solitude shoots a bolt of gravel.

30. **WATER CHAMBER:** The door to this chamber is cool to the touch and has a slight sheen of condensation. This large room is completely filled with cool water. As one of the two most guarded chambers in Solitude, it requires all six golden tiles to open. Inside is an evil **water elemental prince** (see *new monsters*) that has been trapped in Solitude for centuries. Opening the doors results in a massive wave of water rushing through the hallway dealing 1-4 points of damage to any creature in front of the door, sweeping them off their feet and backward for 15 feet. A successful Dexterity check made at -5 allows a character to retain his footing against the watery onslaught. The water eventually dissipates into thin film throughout Solitude, spreading into the closer areas of the monastery. Liqisheth exits in a foul mood of red madness, summons 4 8 HD water elementals and attempts to destroy anything that moves. He doesn't desire parley and will listen to nothing except the most enticing suggestions or immediate offers of fealty.

Liqisheth, water elemental prince (1): SZ L, MV 120 ft., 180 ft. swimming., AC -2, HP 90; ATK: 1 (3-30); Special: attacks as 20 HD creature, +1 or better weapon to hit, regenerates 1 hp per round while in contact with water, immune to paralysis and turn to stone effects, spell use.

31. **UNLOCKED EMPTY CELL:** The contents of this cell were sold long ago to the highest bidder in the height of the Keeper's decadence.
32. **CHAMBER OF HUNGER:** This chamber contains an **avatar of famine** (see *new monsters*) tasked to guard the last existing **spear of fertility** (see *new magic items*). The last spear was captured from the Kahn of the horse tribes four centuries ago and gifted to the general that won the battle. The general was murdered three days later and only the spear was taken. The cult of famine quickly brought the spear to Solitude, and imprisoned it with 700 cultists in this square chamber. One by one, the cultists died of starvation. After months the last cultist perished and rose again as the terrible avatar of famine.

The floor of this room is littered with bones and the dusty gray remnants of the flesh of those that died here. In the northeast corner of the chamber is a **decanter of endless water** used to ensure that the cultists would die of starvation, not thirst. Next to it lays the **spear of fertility**.

Avatar of Famine (1): SZ M, MV 180 ft., AC 2, HD 7; HP 31; ATK: 1 (2-8); Special: fog of hunger, entangle, turns as special.

33. **CHAMBER OF PLASMS:** This chamber contains two large black-glass basins. The basins are covered by a heavy lid of the same material. There is a lead seal around the lid and base. In one basin is an **arcano plasm** (see *new monsters*) and in the other is a **divino plasm** (arcano plasm variant). These basins were left here long ago for some forgotten purpose. If they are opened their contents will attack.



Arcano plasm (1): SZ L, MV 90 ft., AC 6, HD 7; HP 42; ATK: 1 (2-12 + 1-6 acid); Special: arcane spell mimic, immune to poison.

Divino plasm (1): SZ L, MV 90 ft., AC 6, HD 7; HP 37; ATK: 1 (2-12 + 1-6 acid); Special: divine spell mimic, immune to poison.

34. **UNLOCKED EMPTY CELL:** The contents of this cell were sold long ago to the highest bidder in the height of the Keeper's decadence.
35. **GRENADIER'S CHAMBER:** This chamber was leased to Grenadier, a magic user and inventor extraordinaire. One of Grenadier's creations is a gift worthy of kings—the **army of fireless tin soldiers** (see *new magic items*). The entire set contains 12,000 tin figures and an extensive set of terrain tiles which allow generals and commanders to stage combat and train through battle simulation. While this gift would have been more than exceptional to any king, Grenadier was no fool. When he created the army of fireless tin soldiers, he also created a secret command word which triggered the individual figurines to turn invisible and ethereal and march toward the speaker of the command word, carrying with them tiles of terrain like an ethereal army of ants and a loaf of bread.

The last royal to receive Grenadier's gift was less than cooperative with the influential magic user, and Grenadier was forced to take his gift back. However, Grenadier needed a safe place to store his army, lest someone discover his secret activation word or try to track down the invaluable training aid. Solitude's special attributes made it an ideal storage space.

In total, there are 40 chests, each four feet wide, two feet deep, and two feet tall. Half the chests are filled with miniature tin soldiers, which are packed 100 to a sheet, six sheets to a chest. The other half are one-inch-thick, interlocking terrain tiles stacked on top of each other. The chests of tiles line the back wall of the cell stacked three chests high, while the chests of tin figurines are stacked two high toward in the entrance of the cell.

36. UNLOCKED EMPTY CELL: The contents of this cell were sold long ago to the highest bidder in the height of the Keeper's decadence.
37. PHINEUS' CHAMBER: This area was rented to Phineus, an illusionist with eclectic tastes. Phineus kept backup wealth and items in the cell, however Phineus was suspicious of everyone. Placing his collection of aboriginal artifacts in the chest as a feint, the illusionist kept most of his valuables inside the tyrannosaurus rex. Phineus coaxed a capsule filled with items down its throat, and the giant reptilian guardian has been in stasis until the doors of the cell were next opened. Unfortunately for the spriggon brothers and their gnoll army, the tyrannosaurus rex was not a morning person. Currently, the cell doors are wide open, and the remains of a smashed chest sit in the back of the cell.
38. HIVE OF BLOOD: In the northwest corner of this room, up against the ceiling, is a large paper structure that resembles a mix of wasp nest and bee hive. Made mostly of paper and some type of secretion, the hive is a splotchy red color. Within are a group of 6 **haemovoids** (see *new monsters*). After a round in which they gain their bearings and another round in which they turn invisible, they fly out of the nest to attack whatever lurks in the room with their special sleep arrows. These creatures are sentry for the object in the northeast corner of the room: a giant quartz crystal. The crystal is 7 feet tall and 5 feet in circumference. It is held in a cold-iron frame. This is a **crystal of power** (see *new magic items*).
- Haemovoids**(6): SZ S, MV 60 ft. 90 ft. flying, AC 7, HD 1; HP 1, 3 (x2), 4, 5, 8; ATK: 1 (1-2); Special: attacks as 2 HD creature, blood drain, magic arrows.
39. UNLOCKED EMPTY CELL: The contents of this cell were sold long ago to the highest bidder in the height of the Keeper's decadence.
40. ILLUSTRATED ARMORY: This chamber contains over 25 different sets of armor from various times and geographical locations. Most are in a state of disrepair and the oldest are mostly collections of different loosely associated pieces. On the walls over each suit of armor is a painting portraying a warrior native to the armor's time and location wearing the suit in full regalia. The most recent suit is several hundred years old and in good condition. It is a suit of **bronze plate mail +3**. All the other suits are non-magical. The collection of armor and paintings are worth 25,000 gp to the right collector.
41. UNLOCKED EMPTY CELL: The contents of this cell were sold long ago to the highest bidder in the height of the Keeper's decadence.
42. CHAMBER OF THE ABYSSAL GATE: A large mirror is the sole item in this chamber. Set in a decorated metal frame, the mirror stands ten feet tall and fifteen feet wide. It rests against the back wall of the cell, and while it is clearly identifiable as a mirror, it does not show a reflection—merely blackness.
- This mirror is an **abyssal gate** (see *new magic items*), placed in Solitude by the original Keepers. Solitude's special properties suppress the portal so that nothing from the Abyss can enter the material plane, and nothing from the material plane can enter the Abyss. The mirror cannot be destroyed, and while it is in Solitude, it shows nothing but amorphous darkness. However, if the mirror is taken out of Solitude, its true purpose is unfettered. The blackness will take on a soft texture once the mirror leaves Solitude. The other side of the gate is currently in the possession of a demon prince, but what happens when the gate comes to life is left up to the GM.

43. UNLOCKED EMPTY CELL: The contents of this cell were sold long ago to the highest bidder in the height of the Keeper's decadence.

44. CHRYSSEOTHRAX'S CHAMBER: Chryseothrax, an ancient red dragon, is imprisoned in this chamber, held in stasis to ward off impending doom of her living or her death. This ancient red dragon had many names, including the scourge of Kepulauan. Chryseothrax spent most of her life terrorizing the inhabitants of a large archipelago and eventually took the volcano called Kepulauan as her lair. She tricked a wizard into linking her life to the volcano, so if she were ever slain, the volcano would blow its top and cover the skies in ash and the ground with death. No one dared kill Chryseothrax, and she ruled over the archipelago exacting tribute in all forms. After generations of tyranny, a clever and fierce band of heroes subdued the great Chryseothrax and brought her to Solitude knowing that there she could not terrorize the living and could never die while held within its stasis.

Chryseothrax is an unusual dragon, familiar with phantasmal magic. Unbeknownst to her subduers she is also pregnant—this being the only reason for their subdual success. She will awaken from stasis a bit groggy and unable to perform any actions for a full round, but after that brief period she will release all her fury if she judges those who release her possible threats. If they appear weak in her eyes, she will command that they become her followers and begin the long process of reacquiring a proper horde for a dragon her age.

Chryseothrax, ancient red dragon (1): SZ L, MV 90 ft., 240 ft. flying, AC -1, HD 11, HP 88, ATK: 3 (1-8/1-8/3-30); Special: breath weapon and spell use.

- First Level (2): detect invisibility, phantasmal force
- Second Level (2): blur, mirror image
- Third Level (2): Non-detection, spectral force
- Fourth Level (2): Improved invisibility, phantasmal killer

UNDER SOLITUDE

Below ground is a bevy of activity. There are three passageways in the underground complex: a passageway through the church which leads to the crypts, a passageway through the granary that leads to subterranean fields, and the most recent passageway through the cloister. Each of these passages is guarded by an amalgam golem that no longer distinguish friend from foe since the original theft of the bear and eagle keys. Living amongst the Keepers' caves and passages are four subterranean factions: the groundlings, the mus maximus, the twisted remnants of the Keepers known as the teo-selerai, and the mighty bone sovereign and its undead followers. The rough caverns are all natural with a few worked areas indicating directed expansion.

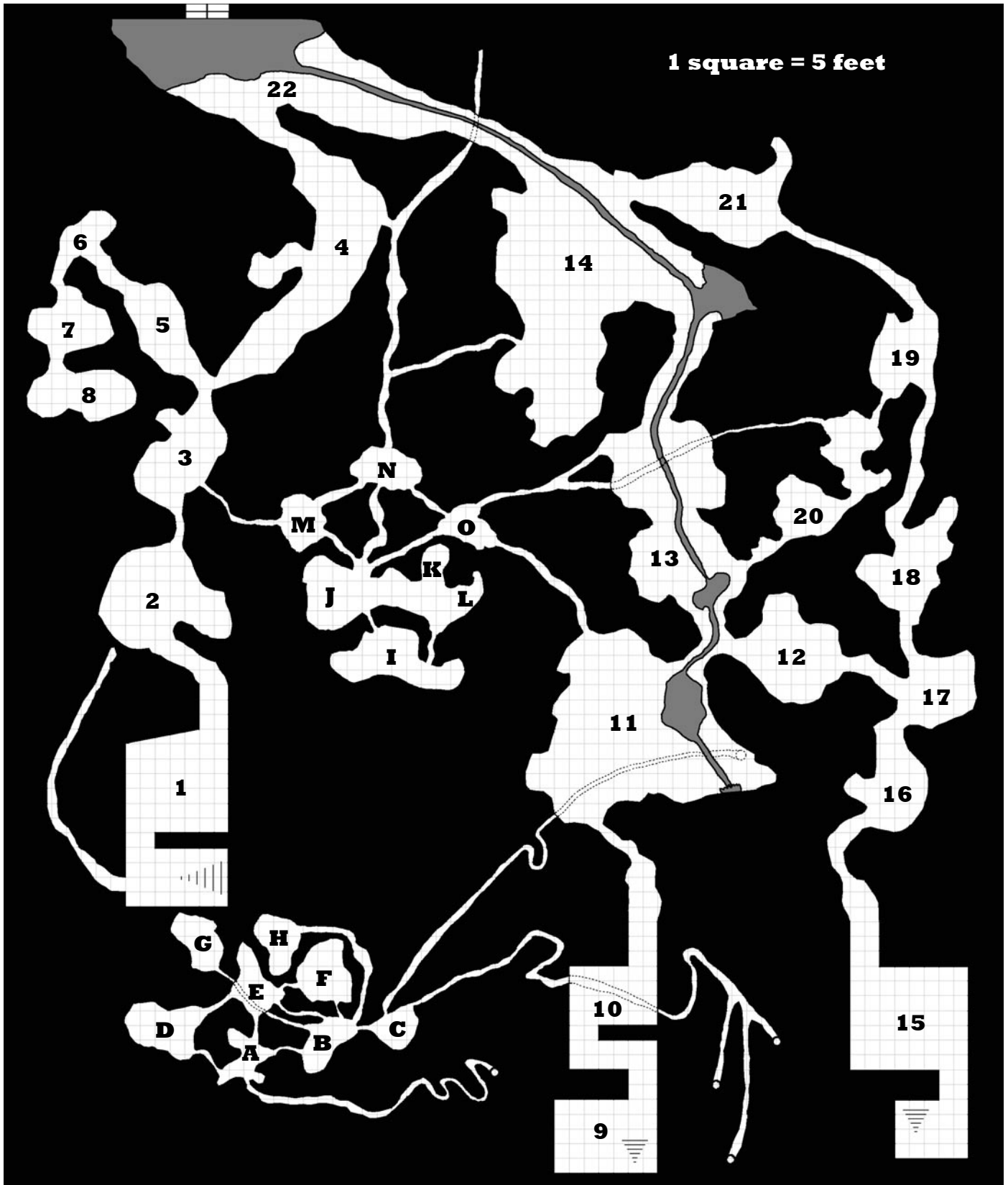
Generally the caverns slope down from the south to the north after passing the guardian chambers, going more than 100 feet deeper into the earth over their length of roughly 400 to 500 feet. At the gates this slope nearly ends. The mus maximus lair is closest to the surface, being only 10 feet or so below ground, while the groundlings' lair is deeper at an average depth of roughly 40 feet.

There are three common monsters found throughout the caverns; bats, giant rats, and large spiders. These creatures are spawned from bloodshed by the teo-selerai and they have successfully populated the entire underground area. There is a 50% chance for any cavern to contain 4-48 normal bats, a 20% chance for a cavern to contain 1-4 giant rats, and a 10% chance for a cavern to contain 1-4 large spiders. The bats will always attempt to avoid larger creatures, the rats will avoid unless cornered, but the spiders are fairly aggressive and will attack any creature approaching within 5 feet.

Giant rats (1-4): SZ S, MV 120 ft., AC 7, HD 1-4hp, HP 1, 2, 3, 4; ATK: 1 (1-3); Special: disease.

Large spiders (1-4): SZ S, MV 60 ft., AC 6, HD 1+1, HP 3, 5, 6, 8; ATK: 1 (1-4); Special: weak poison (+2 saves).

UNDER SOLITUDE



MUS MAXUMUS LAIR

After the hill giants raided the monastery, a group of mice formed their nest underneath the refectory, digging passages that lead to the kitchen, the granary, and the library. They searched for food from the granary and cellar while avoiding the room with the amalgam golem. They collected nest material from the pages of knowledge in the library, and they also dug tunnels to the fungal

forest, where they drank from a small pool infused with great levels of magic leached from the forest's soil. After the introduction of highly magical water, the mice underwent a transformation. First, they grew in size, resembling giant rats. Then they gained intelligence and soon learned the value of the books in the library beyond nest material. After achieving sentience, they brought what remained of the books into their lair, created a library, and took names from the books.

Currently, their lair is a cluster of interconnected caves underneath the refectory. Their tunnels also lead to the surface, namely an entrance in the library, refectory, kitchen, and granary. Lookouts are posted at these surface entry points, and any small humanoid creature 70 pounds or less can squeeze through their tunnels. Mus maximus keep to themselves and use their spells to discourage investigation into their tunnels. If the mus maximus are encountered on the surface, they play dumb, pretending to be mundane giant rats. If someone enters their tunnels, they will sound the alarm. Their alarm is a simple wire stretched from the tunnel to the lair attached to pieces of metal that make a loud noise when someone pulls the wire. While this alarm cannot be heard on the surface, it alerts the lair of intruders and from which tunnel the threat arrives. In total (including the lookouts), there are 30 mus maximus, 3 leaders, 1 chieftain, and 1 visionary. There are 45 children and 15 female mus maximus. When the lair is on alert, the females herd the young ones in the nurseries, the leaders and mus maximus males form a front line against the intruders, and the chieftain and visionary stand with the lair's defenders. If aggressed upon, the mus maximus will respond in kind, however those that indicate peaceful intent will be heard.

If befriended, the mus maximus are a valuable source of information. They are aware of the groundlings from the rare occasion they cross paths in the fungal forest. They also know about the fungal renderer in the fungal forest and a group of creatures that call themselves "teo-selerai" that sometimes enter the fungal forest. The mus maximus also hold all of value that remains of the Keeper's Library from the monastery on the surface. Father Cerig, the visionary of the tribe, knows what lies in every cell within Solitude and seeks to bargain that knowledge for the eradication of the groundling threat if necessary.

A. SYREB'S BARRACKS: This cave is home to Brother Syreb and 10 mus maximus males. The ceiling is 5 feet tall, and sleeping mats padded with pieces of cloth and vegetative matter line the walls. It is customary that those on lookout duty do not wear their typical adornment, so that they may pretend to be giant rats if need be, but once they are back in the lair, they quickly don their colorful clothing and decoration. Amongst the men's possession are various pieces of precious metals and gems sewn to their rough clothing, approximately 30 gp per mus maximus male.

Brother Syreb lives in the northwest nook of the cave, closed off from the rest of the barracks by a curtain. Unlike most mus maximus, Brother Syreb is rather spartan in his appearance, adding little decoration or adornment in his clothing. However, Brother Syreb has a penchant for gems. He has an impressive collection in his sleeping chambers hidden in his bedding, including 10 gp gems (x15), 50 gp gems (x10), 100 gp gems (x5), 500 gp gems (x3), and one 1,000gp gem. His chambers are decorated with a dozen fine, woolen scarves (600 gp total), creating colorful swaths of fluff against the stone walls.

Brother Syreb, Mus Maximus Leader (1): SZ S, MV 120 ft., AC 6, HP 16; ATK: 1 (1-4); Special: attacks as 3HD creature, spell use. Syreb carries 15 gp on his person.

Mus Maximus (10): SZ S, MV 120 ft., AC 7, HD 2+1, HP 4, 5, 6, 7(x3), 8, 11, 12, 15; ATK: 1 (1-3); Special: spell use. Each has 2-8 gp.

B. MARIL'S BARRACKS: This cave is home to Brother Maril and 10 mus maximus males. The ceiling is 5 feet tall, and sleeping mats padded with pieces of cloth and vegetative matter line the walls. It is customary that those on lookout duty do not wear their typical adornment, so that they may pretend to be giant rats if need be, but once they are back in the lair, they quickly don their colorful clothing and decoration. Amongst the men's possession are various pieces of precious metals and gems sewn to their clothing, approximately 30 gp per mus maximus male.

Brother Maril resides in a southwest nook of the cave, closed off from the rest of the barracks by a curtain. Pieces of a thick,

red, velvet curtain cover his walls and floor in a plush softness (200 gp). Pieces of a smashed lectern have been recycled into a bed post and night table. Amongst his clothing chest, he keeps a hidden treasure that he found in patrol, a potion of invulnerability. He also has a stash of adornments for personal use in a velvet bag: 4 pairs of earrings with various set stones (100 gp each), 3 gold rings (100 gp each), a platinum bracelet (300 gp), and a silver necklace (75 gp).

One of the males is a strapping mus maximus by the name of Brother Wasric. He believes that he sired the litter that contains the blue-eyed baby, and he has great hopes in starting the new clan after the baby comes of age. He is biding his time and awaits the judgment of the visionary and chieftain, who both acknowledge his strength and spirit.

Brother Maril, Mus Maximus Leader (1): SZ S, MV 120 ft., AC 6, HD 2+1, HP 16; ATK: 1 (1-4); Special: attacks as 3HD creature, spell use. Maril possesses 15 gp on his person.

Brother Wasric, Mus Maximus (1): SZ S, MV 120 ft., AC 7, HD 2+1, HP 16; ATK: 1 (1-3); Special: spell use. He has 15 gp.

Mus Maximus (9): SZ S, MV 120 ft., AC 7, HD 2+1, HP 6, 9, 10, 11 (x2), 12, 13 (x3); ATK: 1 (1-3); Special: spell use. Each has 2-8 gp.

C. PERIP'S BARRACKS: This cave is home to Brother Perip and 10 mus maximus males. The ceiling is five feet tall, and sleeping mats padded with pieces of rough cloth and vegetative matter line the walls. It is customary that those on lookout duty do not wear their typical adornment, so that they may pretend to be giant rats if need be, but once they are back in the lair, they quickly don their colorful clothing and decoration. Amongst the men's possession are various pieces of precious metals and gems sewn to their clothing, approximately 30 gp per mus maximus male.

While Brother Perip lives among the men, it is not difficult to distinguish his corner of the cave. A niche in the southern wall holds a canopy of cloth, closing his quarters from the men's quarters. Mus maximus leaders are the preferred mating partners, and being behind the curtain is only second in prestige to the chieftain. Brother Perip's floor is covered with a woven rug (50 gp) with fine linen hanging on the walls (75 gp). A finely-crafted bronze candelabra (100 gp) sits beside the lofty bed. A chest containing extra clothing sits beside the bed. A little investigation among the clothes reveals a red lacquered wooden box inlaid with mother of pearl (300 gp) that contains a stash of pretties for the ladies, including 5 pairs of gold stud earrings (20 gp each), 4 silver filigreed bracelets (50 gp each), and 2 cameo pendants (75 gp each).

Brother Perip, Mus Maximus Leader (1): SZ S, MV 120 ft., AC 6, HD 2+1, HP 16; ATK: 1 (1-4); Special: attacks as 3HD creature, spell use. Perip has 15 gp.

Mus Maximus (10): SZ S, MV 120 ft., AC 7, HD 2+1, HP 6, 8, 9, 10, 11 (x3), 12 (x2), 13; ATK: 1 (1-3); Special: spell use. Each has 2-8 gp.

D. MALE MUS MAXIMUS NURSERY: This cave is a nursery, housing 23 male young tended by 8 females. The ceiling is roughly three feet tall, and scraps of linen are draped on the walls. Two elderly females stand guarding the exits, keeping mischievous young ones from leaving the nursery. Each female mus maximus has 30 gp worth of decoration attached to their clothing and hair. One of the females wears a pair of jade hair combs (300 gp), while another wears silver and gold bangles on her arm (200 gp total).

The discovery of a blue-eyed baby in the last litter has stirred some excitement in the nursery, and word has just been sent to the chieftain and visionary. The mother of the blue-eyed baby stands apart from the other females, wearing a black coral

pendant (1,600 gp). Unlike the other young ones, the blue-eyed baby is wearing a pair of golden earrings (200 gp) and a child's bracelet and ring (200 gp).

E. COMMUNAL ROOM: This elongated cave is a communal room, used for everyday socializing and special events. Unlike other caves in the complex, the ceiling in the communal cave extends 10 feet tall at its peak, tapering off along the length of the cave to each end. The mus maximus have put a great deal of decoration into the communal room. The walls have thousands (2,356) of 10 gp gems embedded in the stones, sparkling and reflecting any light source brought into the area and reminding them of starlight. Woven and embroidered rugs cover the floors in colorful and intricate patterns (6 rugs at 200 gp each). Along the walls are sconces holding silver candleholders (12 candleholders at 50 gp each).

F. FEMALE MUS MAXIMUS NURSERY: This cave is a nursery, housing 22 female young tended by 7 females. The ceiling is four feet tall, and scraps of linen are draped on the walls. Two females stand guard at the exits, keeping mischievous young ones from leaving the nursery. In general, the female mus maximus have 30 gp worth of decoration attached to their clothing and hair. While each female has a unique mixture of colorful clothing, two females have split a pair of pearl earrings (400 gp), each using theirs to decorate their clothing. Another has a hammered gold bracelet braced on her upper arm (300 gp), while another wears a silver chain with bejeweled pendant (300 gp).

G. LIBRARY: This area is home to the mus maximus chieftain, visionary, and library comprised of the books liberated from the remains of Keeper's library on the surface. Abbot Geral lives in the northwestern branch of the cave. Part bedroom, part office, Abbot Geral spends most of his time in his quarters. He is typically seen in his command clothing, a patchwork of silks, satins, velvets, and patterned clothes. He wears the ring of rulers, a **ring of protection +1** that has been passed down from chieftain to chieftain. His quarters are more decorative with 3 weathered tapestries hanging on the wall (100 gp each). A fine rug covers the bare floor (100 gp), and embroidered and appliquéd pillows (100 gp total) are spread across the rug. Beside his makeshift canopied bed is a chest storing his spoils and treasures: 10 gp gems (x20), 50 gp gems (x10), 100 gp (x10) gems, 500 gp gems (x5), 1,000 gp gems (x3), one 5,000 gp gem, a pair of diamond studded earrings (2,000 gp), a platinum necklace with an emerald pendant (2,000 gp), and a collection of lesser pieces of jewelry worth 1,000 gp in total.

Father Cerig lives in the southwestern branch of the caves, while the library resides between Abbot Geral's and Father Cerig's sleeping areas. Father Cerig is an old, wizened visionary who has spent his life gathering knowledge from the library. He is often seen reading a tomb at a stone lectern wearing his oversized helm of comprehend languages and read magic. Father Cerig's quarters are simple, with a few precious possessions in a silver puzzle box (100 gp), including a random assortment of gems (10 gp (x15), 50 gp (x10), 100 gp (x10), 500 gp (x5), and two 1,000 gp gems), and a silver locket with a lock of hair inside (200 gp). Father Cerig knows the significance of the blue-eyed baby recently born, but has not given council to the chieftain as of yet. After all, Father Cerig is getting older; perhaps the newborn is a replacement rather than a second visionary.

The library contains roughly 800 books about history, geography, religions, natural sciences and other various points of interest. One of the books details the contents of various cells in Solitude and the combination of tiles required to open the doors. Father Cerig has read every book in the library and if the party treats the mus maximus with respect he may provide some of the library's knowledge to the players. His knowledge is equivalent to a sage with minor fields of flora and fauna with a major in humankind focused in history, religion, and genealogy. If possible he will suggest to the players that

eliminating the groundling threat would provide answers to as many of their questions as within his power. He will attempt to bargain his knowledge of Solitude, in particular, for such service if the opportunity appears. If he feels the party's goals questionable, he'll indicate that the blessed rings (and how to use them) in area 13 are a safe resting place if the party needs to use them.

Abbot Geral, Mus Maximus Chieftain (1): SZ S, MV 120 ft., AC 4, HP 22; ATK: 1 (1-6); Special: attacks as 4HD creature, spell use. Geral carries 5 pp and a **ring of protection +1** on his person.

Father Cerig, Mus Maximus Visionary (1): SZ S, MV 120 ft., C 5, AC 6, HP 26; ATK: 1 (1-3); S 10, I 16, W 16, D 10, C 12, Ch 16. Possessions: 5 gp, **scroll of cure serious wounds**, **cure disease**, and a **helm of comprehend languages and read magic** on his lectern. He is a 5th-Level cleric of the Mus Maximus god Folda and commonly has the following spells at his disposal:

First Level (5): bless, command, cure light wounds, protection from evil, sanctuary

Second Level (5): augury, chant, silence 15 ft. radius, slow poison, spiritual hammer

Third Level (1): prayer

H. STORAGE ROOM: This cave is used as a storage room for supplies and food for the mus maximus. They periodically move storage from the upper levels to this cave to ensure a steady supply but they are careful to maintain the clutter around their surface holes for secrecy. Along the curve of the tunnel entrance are suspended pieces of metal attached to a metal wire that runs the length of the tunnel. If the wire is tugged, the pieces of metal will clang against each other, alerting the lair of something coming from the store room. The mus maximus all know of the alarm and will not trigger it, but keep it to prevent from a sudden attack by burrowing creatures.

GROUNDLING LAIR

The groundlings (see *new monsters*) roam the crypts fairly freely, invisible to non-intelligent undead. They are found in areas 2, 3, and 4 in groups of 2-8 individuals, but they give wide berth to the bone sovereign and its entourage by avoiding areas 5-8. However, their true lair is deep within the rock. They have extensive tunnels allowing them to keep tabs on the various caves and inhabitants of the subterranean realm. Any small humanoid creature 70 pounds or less can squeeze through the groundlings' tunnels, but these fierce oversized rodents have wickedly curved teeth, sharp claws, a nasty disposition and they are uninterested in parley. The tunnel leading from area 4 in the crypts to area N in the groundling lair is larger than the other tunnels and a man-sized creature can tightly pass through. Any combat occurring in this tunnel is at a -1 to hit and any bonuses to AC due dexterity should be ignored.

In total, there are 20 females, 20 young, 38 male groundlings, a chieftain, and an unseen in this old lair. While the chieftain and unseen typically stay in the lair, the other males take turns at the three groundling posts, patrolling the various caves, and spying on their neighbors. The lair is littered with bones taken from the crypts over time.

I. GROUNDLING NURSERY AND TREASURY: The groundling women and children all reside in this cave. The children spend their time honing the skills needed for adulthood under the watchful eye of the eldest female groundling. The chieftain visits several hours everyday to provide training to the young male groundlings. There are 20 female groundlings and 20 young here. They fight as giant rats if pressed, but possess no disease ability. In the eastern part of the cavern lies the treasure of the lair.

-A pile of coins composed of 2,500 cp, 600 sp, 350 gp, and 111 pp.

- A small elephant statuette of carved ebony on an ivory base worth 300 gp.
- 5 gems worth 50 gp, 4 gems worth 100 gp, and 1 gem worth 500 gp.
- 4 potions (**climbing**, **longevity**, **heroism**, and **healing**)

J. **GROUNDLING BARRACKS:** This room is covered in scraps of cloth and furs, looking not unlike a rat's nest. Here the majority of the groundlings sleep and spend their time. Whatever groundlings are not currently at the guard posts, on patrol, or spying are found here. Typically that means around 25 groundlings occupy this cavern.

Groundlings (25): SZ S, MV 60 ft., AC 6, HD 3, HP 4, 5, 6, 7, 8, 9, 10 (x2), 11 (x3), 12, (x4) 13 (x3), 14(x2), 15 (x2), 16, 17, 18; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak. Each has 2-12 ep, and 2-8 gp.

K. **UNSEEN'S CHAMBER:** The tribe's unseen resides in this niche. He has littered bones stolen from the crypts into a large mat upon the cave floor and sleeps in the middle of the pile covered by a worthless old tapestry that's seen much better days. The tribe's unseen is left mostly to himself in his bone-filled niche. He suffers from multiple personalities, but since he has collected no treasure for himself as would be his right as an unseen, the tribe tolerates his situation. However, there is hope that another unseen will be born quickly so they can rid themselves of his erratic behavior.

Groundling Unseen (1): SZ S, MV 60 ft., AC 6, HD 3, HP 15; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak (intelligent and non intelligent), spell use. Three times per day he can cast either **cure light wounds**, **entangle**, or **create food and water**. Once per day he can cast either **speak with dead** or **hold monster**. He has 2-12 ep, and 2-8 gp.

L. **CHIEFTAIN'S CHAMBER:** The groundling chief lives in a section of the cave sealed off by remnants of clothing taken from the crypts. The cloths hang like a curtain across his niche. He is typically with a female when not about the lair performing his other duties. He fiercely rules and there are none that would currently attempt to challenge him for leadership. There is a chest in the far end of the niche containing his personal treasure: 357 sp, 135 gp, 10 pp, a gem worth 200 gp and a **mace +1**.



Groundling Chieftain (1): SZ S, MV 60 ft., AC 4, HP 36; ATK: 3 (1-6, 1-6, 1-8); Special: undead cloak, attack like 5HD creature. He has 2-12 ep, and 2-8 gp.

M. **GROUNDLING POST:** This post is protected by 4 grounding guards, and 4 regular groundlings. This post watches the traffic to and from area 3 of the crypts. The groundlings here are prepared and will support either location within 3 rounds of a commotion.

Groundling Guards (4): SZ S, MV 60 ft., AC 5, HP 30; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak, attack like 4HD creature. Each has 2-12 ep, and 2-8 gp.

Groundlings (4): SZ S, MV 60 ft., AC 6, HD 3, HP 12, 13, 14, 15; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak. Each has 2-12 ep, and 2-8 gp.

N. **GROUNDLING POST:** This post is protected by 4 grounding guards, and 4 regular groundlings. This post watches the traffic to and from the crypts. This post is central to the defense of the lair. The tunnel between this area and area 4 is larger than the other tunnels and there are claw marks throughout its length from the combats between the groundlings and the creatures of the bone sovereign. The groundlings here will not support the other posts unless called by special command because of past experience in diversionary tactics used by the bone sovereign.

Groundling Guards (4): SZ S, MV 60 ft., AC 5, HP 30; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak, attack like 4HD creature. Each possesses 2-12 ep, and 2-8 gp.

Groundlings (4): SZ S, MV 60 ft., AC 6, HD 3, HP 12, 13, 14, 15; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak. Each has 2-12 ep, and 2-8 gp.

O. **GROUNDLING POST:** The post is protected by 2 grounding guards and 3 regular groundlings. The tunnels leading off of this post end in the fungal gardens and just outside the territory of the teo-selerai. There is only a slight risk from these tunnels so the guards here are particularly lax and will only respond to a commotion after 5 rounds.

Groundling Guards (2): SZ S, MV 60 ft., AC 5, HP 30; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak, attack like 4HD creature. Each possesses 2-12 ep, and 2-8 gp.

Groundlings (3): SZ S, MV 60 ft., AC 6, HD 3, HP 12, 13, 14; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak. Each has 2-12 ep, and 2-8 gp.

UNDERGROUND KEYED ENCOUNTERS

1. **GUARDIAN ROOM AND ANTECHAMBER:** An amalgam golem (see new monsters) guards this chamber. A silver ward is inscribed upon the floor on the short passageway between the stairs from above. This ward indicates the limit of the golem's perception. It will remain still until something crosses this ward, upon which it will immediately attack. There are two decaying gnoll bodies on the opposite side of this barrier, hapless victims of the golem. As described in area 12 of the monastery, Gethin typically has 3-6 gnolls in the antechamber digging a passage around the golem. This passage is now nearing area 2, being only two feet from breaking through. Any dwarf or gnome will immediately tell that there is chamber on the other side by sound and any other race has a 50% chance to determine the same. Mining two at a time, it will take 16 more hours of gnoll mining before breaking through. Any additional gnolls haul the debris out the passage.

As part of Solitude's defenses, the passageway between area 1 and area 2 is filled with a viscous tar that prevents passage by normal methods. Any character attempting to pass through the tar will be stuck fast unless 3 sequential open doors attempts prove successful. An attempt to escape can be made every turn, but subtract 1% from each additional attempt if more than two are made in any 24 hour period. For example, the third attempt in a day is made at -1% while the fourth is made at -2%.

Gnolls (3-6): SZ L, MV 90 ft., AC 5, HD 2, HP 3, 4 (x2), 5, 6, 7, 8, each; ATK: 1(1-4 pickaxe). Each gnoll carries a pickaxe, 2-12 ep, and 2-8 gp.

Amalgam Golem: SZ L, MV 90 ft., AC 1, HD 100 hp, ATK: 2 (3-24, 3-24); Special: +3 or greater to damage, spell resistance, weapons stick upon hit, immolation, adhesive orb, attacks as a 20 HD creature. Inside the golem are 11 different weapons: 4 long swords, 2 axes, a two-handed sword, 2 maces, an **axe +3**, and a **short sword +2**.

2. ENTRANCE CRYPT: The floor of this chamber is littered with bones as are the dozens of niches excavated throughout the walls. A very soft purple light emanates from patches of fungus clinging on the walls throughout the crypt providing light similar to a moonless night. There are a total of 10 skeletons in this cavern, mindlessly shuffling between the groundlings digging through the rubble and rubbish. There are 2-8 groundlings here and they will immediately attack on the round after the skeletons.

Groundlings (2-8): SZ S, MV 60 ft., AC 6, HD 3, HP 11, 12, 13 (x2), 14 (x2), 15, 16; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak. Each groundling has 2-12 ep, and 2-8 gp.

Skeletons (10): SZ M, MV 120 ft., AC 7, HD 1, HP 1 (x2), 2, 3 (x2), 4 (x2), 5, 6, 8; ATK: 1 (1-6)

3. COMMON CRYPT: Much like the rest of the crypt, this cavern is littered with the remains of the dead. A very soft purple light emanates throughout the cave providing light similar to a moonless night. 2-8 groundlings scavenge here while 10 zombies shuffle and moan among them. Both the zombies and the groundlings will immediately attack.

Groundlings (2-8): SZ S, MV 60 ft., AC 6, HD 3, HP 11, 12, 13 (x2), 14 (x2), 15, 16; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak. Each groundling has 2-12 ep, and 2-8 gp.

Zombies (10): SZ M, MV 60 ft., AC 8, HD 2, HP 4, 5, 6, 7 (x2), 8, 9, 10, 12, 16; ATK: 1 (1-8)

4. CRYPT OF THE BROTHERS: The largest of the caves serving as crypts, this cavern is littered with bones as are the other chambers in the crypt. Over 200 niches line the walls although many of them are now emptied upon the floor. A very soft purple light emanates from small fungal patches providing light similar to a moonless night. 2-8 groundlings rustle among the remains looking for anything useful as well as keeping a watchful eye out for intruders. Among the groundlings are a dozen zombies and skeletons. The groundlings in this area will hold back, attacking after the undead.

Groundlings (2-8): SZ S, MV 60 ft., AC 6, HD 3, HP 11, 12, 13 (x2), 14 (x2), 15, 16; ATK: 3 (1-4, 1-4, 1-6); Special: undead cloak. Each groundling has 2-12 ep, and 2-8 gp.

Zombies (12): SZ M, MV 60 ft., AC 8, HD 2, HP 4, 5, 6, 7 (x2), 8, 9, 10, 12, 14, 15, 16; ATK: 1 (1-8)

Skeletons (12): SZ M, MV 120 ft., AC 7, HD 1, HP 1 (x1), 2, 3 (x2), 4 (x2), 5, 6, 7, 8 (x2); ATK: 1 (1-6)

5. CRYPT OF THE THOUGHTFUL: This crypt cave has a few bones littering the floor, but a surprising number are still in their niches with one or two on the higher levels appearing to be mostly undisturbed. The purple light-giving fungus of the crypts is more plentiful here and the light given is similar to a moonlit night. The groundlings very rarely come into this chamber, avoiding it to prevent any contact with the bone sovereign and its followers centered in area 8 of the crypts. There are six skeletons in this room and they attack any detected creature immediately.

Skeletons (6): SZ M, MV 120 ft., AC 7, HD 1, HP 1, 2, 3, 5, 7, 8; ATK: 1 (1-6)

6. CRYPT OF THE WISE: This cave is strongly lit (like torchlight) from the ubiquitous purple fungus growing throughout the crypts. This area was the burial chamber for the more important Keepers and as such there are fewer niches filled with bones and the floor is mostly clear of remains. There are 10 zombies, and 2 ghouls occupying this chamber.

Zombies (10): SZ M, MV 60 ft., AC 8, HD 2, HP 5, 6, 7, 8, 9, 10, 12, 14, 15, 16; ATK: 1 (1-8)

Ghouls (2): SZ M, MV 90 ft., AC 6, HD 2, HP 10, 13; ATK: 3 (1-3, 1-3, 1-6); Special: paralyzation

7. CRYPT OF THE ELDER: The gathering place for the bone sovereign's followers, this cave is lit in purple light by the phosphorescent fungus equal in strength to torchlight. There are 4 shadows lurking in this room among the 10 skeletons in plain sight. The skeletons attack as soon as a non-undead creature is detected and any combat in this area with attract bone sovereign and its skeletal guards to this area from area 8 after three rounds.

Skeletons (10): SZ M, MV 120 ft., AC 7, HD 1, HP 1 (x2), 2, 3 (x2), 4 (x2), 5, 6, 7; ATK: 1 (1-6)

Shadows (4): SZ M, MV 120 ft., AC 7, HD 3+1, HP 9, 18; ATK: 1 (1-6); Special: ability drain

8. BONE SOVEREIGN'S CHAMBER: This chamber is wreathed in a strong purple light from large patches of surrounding fungus that is almost as bright as daylight. This fungus is necromantic in origin and has spread throughout the crypts, slowly reanimating the dead. The lord of the crypts resides here, spending much of his time lying upon the giant patch of purple fungus and violet-capped mushrooms covering the easternmost wall of the chamber. There are two skeleton guards standing watch at the foot and at the head of the glowing "bed" respectively. The bone sovereign (see new monsters) and its guards viciously attack at any sound of commotion from area 7, arriving in that area after three rounds since the initial disturbance.

In this chamber, Legion (as it calls itself) has collected the majority of the treasure from the crypts into a pile behind the purple mushroom patch. The pile contains the following: 2,352 cp, 2,138 sp, a 50 gp citrine, a 500 gp amethyst, a 10 gp tiger eye, an ornately crafted holy symbol of the god of death composed of worked platinum and encrusted with tourmalines worth 8,000 gp, **18 arrows +1**, a **potion of fire resistance**, and the owl key to Solitude. If the players search through the pile they will be infested with microscopic spores of the purple fungus, bringing it with them as they travel. If any PC dies within 2 days of being infested there is a 10% chance of reanimating as a zombie within a month after death. If zombification does not occur, there is a 50% chance of reanimating as a skeleton with 5 years of death. Spores of this fungus can be kept alive upon dead flesh and would be very valuable to those of evil alignments.

This bone sovereign has long occupied the crypts below Solitude and has, over this time, increased its hit dice to the

maximum level of 20HD. It usually attacks by releasing six skeletons from its body and ordering them to attack. It will follow up by using its **thighbone flute** (see *new magic items*) to place an irresistible dance upon any creatures with noticeable holy symbols or upon the most heavily armored opponent as a second choice. It has no fear of being unable to gather more skeletons to gain HD so will sacrifice them willingly. If combat goes against the bone sovereign, it will attempt to flee towards area 22, gathering as many skeletons into itself as possible, healing damage in the process, before making a final stand outside in the narrows between area 4 and 22.

Legion, Bone Sovereign: SZ L, MV 120 ft., AC 6, HD 20+4, HP 90 (26 normally and 4 additional HP per absorbed skeleton), ATK: 3 (1-8, 1-8, 1-4); Special: spawn and absorption.

Skeletons (4): SZ M, MV 120 ft., AC 7, HD 1, HP 3, 4, 8 (x2); ATK: 1 (1-6)

9. **CELLAR:** The cellar of Solitude holds only dust and the remains of barrels long emptied of their wine along with the tatters of old rotted sacks that once contained roots and vegetables. On the north end of the cellar (opposite the stairs) is a ten-foot-wide hallway gently sloping down.
10. **GUARDIAN ROOM:** Almost exactly as in area 1, a silver ward is inscribed upon the floor on the short passageway between the stairs from above. This ward indicates the limit of the amalgam golem's perception. It will remain still until something crosses this ward, upon which it will immediately attack.

As part of Solitude's defenses, the passageway between area 10 and area 11 is filled with a viscous tar that prevents passage by normal methods. Any character attempting to pass through the tar will be stuck fast unless 3 sequential open doors attempts prove successful. An attempt to escape can be made every turn, but subtract 1% from each additional attempt if more than two are made in any 24 hour period. For example, the third attempt in a day is made at -1% while the fourth is made at -2%.

Amalgam Golem: SZ L, MV 90 ft., AC 1, HD 100 hp, ATK: 2 (3-24, 3-24); Special: +3 or greater to damage, spell resistance, weapons stick upon hit, immolation, adhesive orb. Inside the golem are 10 different weapons: 3 short swords, 3 flails, a glave, 2 daggers, a **spear +1**, and a **mace +2**.

11. **FUNGAL FOREST:** A slow waterfall splashed down to the floor in the southeastern corner of this fungal-filled cavern. The water streams to form a pool of dark, crisp, and cold water before flowing downward into the farther caverns. The water here is infused with magic as it flows across the cavern and drinking it can cause strange effects. Large mushrooms sprout up through the stone floor. A sort of fungal loam covers the entire cavern from generations of growth. Purples, browns, grays, yellows, and reds are the most common colors of the various fungi grown by the Keepers which now provide food for many of the underground inhabitants. The largest mushrooms are over 10 feet tall, but still many feet short of the cavern's roof.

Near the waterfall, under cover of a field of flat brown mushroom caps that cover the entire southeastern portion of the cavern is an entrance to the mus maximus lair. There are always two mus maximus here hiding and watching the cavern. Their entrance is at the foot of a deadly **fungal render** (see *new monsters*) which towers over 15 feet tall with tenropy tendrils dropping down from under the render's cap. The mus maximus stealthily move under the caps of the flat brown mushrooms only emerging to forage once out of reach of the fungal render's vision.

A party can scavenge for food from the mushrooms and fungus throughout this cavern. Druids will know which ones are edible



as will rangers, but other classes have a 20% chance of picking a poisonous fungus. This chance is modified by each point of intelligence and wisdom above 10 the picker possesses. For example, an illusionist with a 17 Int and a 12 Wis has only an 11% chance of picking a poisonous mushroom. There is enough food here to easily feed a party of twelve without impacting the continued fungal growth. Ingesting a poison mushroom will cause 10 hp of damage on a successful save and 20 hp of damage on a failure. A failed save will also incapacitate the ingester for the next day with wracking pains, vomiting, shaking, and fever.

Drinking the water directly from the waterfall will have no effects, but drinking from the pool or from any other part of the water system after the pool will subject the drinker to its magic. Detect magic will reveal that the water is magic from the pool downstream while indicating that at the source it is still mundane. A save against magic is allowed upon drinking and if successful, the drinker can ingest the water without any ill effects from that point forwards. A failed save, however, results in one of the following randomly determined effects and subjects the drinker to another save upon the next drink until a successful save is made. Every additional drink reduces the d10 roll by 1. For example, the second roll is 1d10-1 while the third is 1d10-2.

- 1- Drinker transforms into a feral state, slowly turning into a **teo-selerai** (see *new monsters*) unless **remove curse**, **neutralize poison**, **heal**, **restoration** or **wish** is cast upon the victim within 2 days.
- 2- Poisons the drinker like the poisoned mushrooms described above.
- 3- Drinker is mutated, losing 2 points of Chr, but gaining 1 point of Con.
- 4- Drinker is mutated, losing 2 points of Str, but gaining 1 point of Dex
- 5- No apparent effects, but progeny is born in a feral state.
- 6- Drinker is mutated, gaining 2 points of Chr, but losing 1 point of Con
- 7- Drinker is mutated, gaining 2 points of Str, but losing 1 point of Dex.
- 8- Drinker is mutated, gaining 2 points of Int, 2 points of Wis, but losing 2 points of Con.

- 9- Permanently increases one random statistic by 1 point
- 10- Drinker gains regeneration of 1 hp per turn.

Fungal Render: SZ L, MV 30 ft., AC 9, HD 12, HP 48, ATK: 6 (special); Special: render attack.

Mus Maximus (2): SZ S, MV 120 ft., AC 7, HD 2+1, HP 4, 5; ATK: 1 (1-3); Special: spell use. Each lookout has 2-8 gp.

12. **MUSHROOM FIELD:** The mushroom forest of area 11 continues in a reduced form throughout this cavern. The mushrooms here grow up to 5 feet in height and display a wide variety of color. The air is damp and has a slight earthy undertone. Most of the mushrooms in this location are edible without detrimental side effects, but, if chosen at random, there is a base 10% chance of eating a mushroom that has psychotropic effects upon humans. This effect will last for several hours, during which the imbiber will feel paranoid and see small imaginary moving creatures, like roaches or small mice, in their peripheral vision. There is a 1 in 6 chance of encountering a group of teo-selerai foraging in this cavern per hour spent in its confines.

Teo-selerai (2-5): SZ S, MV 240 ft., 120 ft. climbing, AC 5, HD 5+1, HP 22, 23, 24, 26, 31; ATK: 6 (1-4, 1-4, 1-4, 1-4, 1-3, 1-3); Special: permanent haste and spider climb, diseased bite, blood spawning. Each has 2-8 gp.

13. **FALLOW FIELD:** Mushrooms grow in many sizes throughout this cavern, mostly a smaller yellow variety averaging about two feet in height. However, along the edge of the pool in the southwest grow a group of 6 foot tall speckled mushrooms. There is a 75% chance to encounter 4-48 normal bats, a 30% chance for 1-4 giant rats, and a 20% chance for 1-4 large spiders. In the northern cavern section are two **blessed rings** (see **new monsters**). The mus maximus know of these rings and their effects.

Blessed ring (2): SZ L, MV 0 ft., AC 4, HD 8, HP 45, 60; ATK: 1 (2-20); Special: digest, regenerates 5 hp per round

14. **CAVE OF THE SPIDERS:** The largest of the underground caves before the giant cave beyond the gates is full of mushrooms of all sizes and hues. The pool in the eastern corner is even covered with floating white mushrooms resembling small lily pads. This cave was used as a spider farm by the Keepers who made the spiders a large part of their diet. The magic water here has caused a once harmless mold to form a new symbiosis with some of the spiders, changing them into brainlock spiders (see **new monsters**).

Brainlock spiders (9): SZ S, MV 60 ft., AC 5, HD 2+2, HP 9 (x2), 10, 11, 13 (x2), 14 (x2), 16; ATK: 1 (1); Special: brainlock spores, very weak poison (+4 to saves).

15. **GUARDIAN ROOM:** Almost exactly as in areas 1 and 10, a silver ward is inscribed upon the floor on the short passageway between the stairs from above. This ward indicates the limit of the amalgam golem's perception. It will remain still until something crosses this ward, upon which it will immediately attack.

As part of Solitude's defenses, the passageway between area 15 and area 16 is filled with a viscous tar that prevents passage by normal methods. Any character attempting to pass through the tar will be stuck fast unless 3 sequential open doors attempts prove successful. An attempt to escape can be made every turn, but subtract 1% from each additional attempt if more than two are made in any 24 hour period. For example, the third attempt in a day is made at -1% while the fourth is made at -2%.

Amalgam Golem: SZ L, MV 90 ft., AC 1, HD 100 hp, ATK: 2 (3-24, 3-24); Special: +3 or greater to damage, spell resistance,

weapons stick upon hit, immolation, adhesive orb. Inside the golem are 2 different weapons: a broad sword and a dagger.

16. **PRIMITIVE ALTAR:** This stony chamber contains a primitive altar composed of stacked pieces of rock. A recent sacrifice of a dozen large spiders lies upon its top. There are two grunting teo-selerai bowing before the altar.

Teo-selerai (2): SZ S, MV 240 ft., 120 ft. climbing, AC 5, HD 5+1, HP 24, 31; ATK: 6 (1-4, 1-4, 1-4, 1-4, 1-3, 1-3); Special: permanent haste and spider climb, diseased bite, blood spawning. Each has 2-8 gp.

17. **CAVERN OF FILTH:** This filthy chamber is the heart of the small number of remaining Keepers that have turned into the teo-selerai. The walls are encrusted with dried excrement smeared upon them throughout the centuries. There are 10 teo-selerai in this lair, but only five are in fighting condition. The remaining are very old and will soon die, unable to defend themselves. They will eventually be killed by their brothers for the meat on their bone. The healthy five will fight to the death if the chamber is entered.

Lodged and buried within the excrement covering the walls of the lair is the treasure remaining from when the Keepers were not so debased. Noticing the treasure requires a successful find secret doors attempt. Chipping all of the treasure out of the walls will require a full day's work for a party of 6 and will result in the following haul: 7,000 cp, 1,000 sp, 2,000 gp, 7 potions (**speed, animal control - fish, extra healing, clairaudience, ESP, water breathing, diminution**), and the fox key to Solitude.

Teo-selerai (5): SZ S, MV 240 ft., 120 ft. climbing, AC 5, HD 5+1, HP 20, 21, 25, 27, 30; ATK: 6 (1-4, 1-4, 1-4, 1-4, 1-3, 1-3); Special: permanent haste and spider climb, diseased bite, blood spawning. Each has 2-8 gp.

18. **TEO-SELERAI'S LAIR:** A soft white fungus illumines this chamber much like a quarter-moon illuminates the surface world. Throughout the length of the ceiling of this cave, crude drawings portray a rough history of the Keepers now known as the teo-selerai. The drawings become progressively more crude as the story moves from south to north on the ceiling, eventually ending in nothing much more than gibberish, nightmare drawings. A watchful player may note that one drawing looks quite a bit like the stone roper that frequents area 20 and with which the teo-selerai have an uneasy truce.

19. **EMPTY CAVE:** This cave contains nothing of interest. It is lightly illuminated by a soft yellow fungus. The light is similar to a clear night sky under a quarter-moon.

20. **CAVERN OF THE TRAITOR:** This cavern is full of small mushrooms averaging no more than a foot tall at most, and quite deep and tall. At its center is a narrowing where a stone roper, also known as a quartz roper, has long had residence. It survives mostly on the bats and rats that frequent the caverns, but occasionally it catches bigger prey. It is generally hungry and will attack as strongly as possible, but it will remain cautious to ensure a successful hunt. It is well hidden and it surprises on 1-3 in 6. In its gizzard are 16 pp, a moss agate (10 gp), a bloodstone (50 gp), a red spinel (100 gp), and a finely cut yellow topaz (750 gp). The stone roper will take full advantage of its mind-controlling poison when facing a group of combatants, and it has an unspoken truce with the teo-selerai neighbors; they avoid its cavern and it avoids theirs.

Stone Roper: SZ M, MV 10 ft., AC 0, HD 6, HP 29; ATK: 1 (1-10); Special: 6 tentacle attacks, weakness, poison.

21. **HIVE OF JELLY:** This cavern is rocky and extremely difficult to traverse. The cavern is littered with sharp slate-like stones that have fallen from the roof. The cavern descends to a depth of

20 feet while ascending 10 feet higher than the passageways linking to it. All movement is cut by 75% while in this cave as PCs must go up and down over the various obstacles and there is a base 10% chance per round of traveling in this area of falling and suffering 1 hp of damage from the sharp rocks. Living in this unfriendly cave is a jellyhive (see new monsters). It nests near the middle of the cavern. It has recently feasted upon a full-sized ochre jelly that has somehow escaped its predations while smaller so all of its 22 ooze sacs are full. The jellyhive will attack any creatures that near it.

Jellyhive: SZ L, MV 60 ft., AC 4, HD 6, HP 34; ATK: 1 (1-4); Special: ooze dart, regeneration.

22. **WATERY GATE:** The underground river running through the caverns pools up in front of a large black-iron gate flanked by dense stone walls. Here the water is almost 5 feet deep, yet it covers only a quarter of the height of the massive gates. The gates are locked and barred on the other side and there is less than an inch of under clearance through which the pooling water drains. What lies beyond this gate is left up to the GM, but perhaps an underground sanctuary of the Keepers lies beyond the doors? Like much of the underground area feed by the stream, mushroom growth is heavy in this area, but it is smaller yellow mushrooms that dominate this cavern, much like in area 13.

The bottom of this pool is covered in the detritus flowing down the stream and occasionally spontaneously spawns any number of jellies, oozes, puddings, slimes and gelatinous monsters. These small creatures are usually predated upon by the jellyhive in 21 before they can reach adult size, but there is currently one full-sized ochre jelly that has escaped such a fate at the bottom of the pool. Any vigorous exploration of the pool will result in an attack after two rounds.

Ochre jelly: SZ M, MV 30 ft., AC 8, HD 6, HP 32; ATK: 1 (3-12); Special: lightning division.

DEEP WITHIN THE EARTH, AT THE BLACK-IRON GATE, ENDS THE KNOWN REALMS OF SOLITUDE...

New Spells

Champion of the Tome

Phantasmal Conjunction/Summoning
Level: Illusionist 6
Range: Touch
Duration: Permanent until discharged
Area of Effect: One book
Components: V,S
Casting Time: 6 turns
Saving Throw: None

Whenever any creature other than the caster approaches within 10 feet of the protected spellbook, a magical warrior instantly materializes in the space directly in front of the intruder. If that space is otherwise occupied, it appears in the next closest space. Dressed in a shimmering suit of plate mail and armed with a longsword, the warrior otherwise appears as the caster's exact duplicate, but vastly more muscular. Its attack bonus, saving throws and the number of attacks it receives are identical to those of a fighter of the same level as the caster. A successful hit inflicts 1d8+7 points of damage, and its sword is considered a +3 weapon. The warrior's armor class is 2 minus the casters Intelligence modifier, and it possesses the same number of hit points as the caster at the time that the spell was cast.

The champion of the tome cannot be dispelled, but it must remain within 70 ft. of the book, otherwise it dissipates. Once triggered, the warrior remains for 2/ rounds per caster level or until slain.

Phineus' Writhing Tentacles

Phantasmal Conjunction/Summoning
Level: Illusionist 4
Range: Touch
Duration: 1 turn/level
Area of Effect: One book
Components: V,S
Casting Time: 2 rounds
Saving Throw: None

Whenever anyone but the caster touches or opens the protected book, writhing gray tentacles emerge from the ground in a 5 ft. radius centered on the book. The spell creates 1d4 tentacles, plus an additional tentacle per caster level up to a maximum of fifteen tentacles. For example, an 8th level illusionist creates 1d4+8 tentacles. Each tentacle is 20 feet long and saves as the caster. Each tentacles has an AC 6, 1 hit point/per caster level and an attack bonus of +1/per caster level. The tentacles attack as mindless creatures, randomly striking anything, including anything larger than a tiny object. On a successful hit, the tentacles deliver 1d4 points of damage, and also secrete a thin, black mucous through their porous skin. Any creature struck by one of the tentacles must make a successful save vs. poison or be blinded by the foul liquid for 1d6 rounds. The tentacles cannot move beyond their creation point, and once summoned remain in existence for 1 round/ per caster level or until slain, whichever occurs first.

New Magic Items

Abyssal Gate: These two large, ornately decorated and highly polished picture frames are a gate between the abyssal realms and the material plane. The frames are metal and stand ten feet tall and fifteen feet wide. In the material plane the frame has a softly textured pure darkness within it while a green texture is present when viewed from the abyss. It allows for up to ten creatures to pass through it in both directions per day. It can only be destroyed if both frames are destroyed simultaneously - a rather difficult task at best. Currently, a demon prince has the abyssal frame. He is quite vexed that it hasn't worked for the centuries the prime material plane version has been trapped in Solitude. **Experience Point Value:** 6,000 **G. P. Value:** 15,000.

Army of Tireless Tin Soldiers: This unusual artifact is highly desired by rulers and generals throughout the known planes. The entire set contains 12,000 tin figures and an extensive set of terrain tiles allowing the owner to stage extensive combats and train tactics through simulation. Created by the arch-wizard Grenadier with the assistance of an unknown god, the set would be gifted to his favorite puppet king or emperor. Knowing the value of the tin soldiers, he included a secret command word that triggers the individual figurines and tiles to become invisible and ethereal. The soldiers then grab the terrain tiles and march out towards the command word speaker much like a line of ants carrying the remains of a loaf of bread.

Each soldier has many command words allowing their owner to simulate different powers and creatures. Over 2,000 different creatures can be simulated in this manner. There are 880 terrain tiles, each 2 feet square. The tiles can be commanded to simulate all types of imaginable terrain, with realistic consequences when interacting with the tireless tin soldiers.

After studying with this artifact a month, the user is considered an experienced commander. 6 months of study provides the skills of a great general, and after a full year of uninterrupted study the owner is one of the best generals ever. Real soldiers in combat, when lead by creatures that have studied with the army of tireless tin soldiers, have morale, combat ability, overall speed, and the ability to follow complex maneuvering increased. The amount of the increase is left up to the GM, but it is suggested that at the highest level (after a year of study) all units under command should be treated as elites. **G. P. Value:** 150,000.

Crystal of Power: A giant quartz crystal held by a cold-iron frame, a crystal of power functions both as a *crystal ball* with the telepathy ability and as a *cube of force*. They typically weigh in excess of 4 tons, with lengths of 6 feet or more. **Experience Point Value:** 2,500 **G. P. Value:** 20,000.

Spear of Fertility: This spear is finely crafted out of a lacquered green wood and features a shaft inlaid with bone in foliate motif. This magic item was bequeathed by the goddess of fertility after centuries of supplication to her most devoted. There were originally three spears, but two have been destroyed and only one remains. When used in combat it functions as a +4 spear, +6 vs. undead. In addition, when placed into the ground for more than an hour, all plants within a mile radius grow at twice their normal speed, and have their nutritional values doubled as well for the next 24 hours. This ability can be used up to 10 times in a single day, allowing a motivated and mobile individual to double the production of up to 31 square miles of terrain. No single area may be enhanced more than once per day. **Experience Point Value:** 5,000 **G. P. Value:** 50,000.

Thighbone Flute: The thighbone flute is an unusual item found in the possession of some bone sovereigns. In the skeletal hands of their owners they can produce an *irresistible dance* effect (as spell) once per day. In the hands of any other creature, the effects of a thighbone flute aren't so powerful, but still beneficial. Once per day, the user can produce a short tune whose effect mimics the *charm person* spell. The possessor of thighbone flute can only have 5 charmed creatures at a single time. In the hands of a bard of any level, the irresistible dance effect can be coaxed from the flute, but only once per week. **Experience Point Value:** 1,000 **G. P. Value:** 5,000.

New Monsters

AMALGAM GOLEM

SIZE: Large (12 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 1
HIT DICE: 100 hp
ATTACKS: 2
DAMAGE: 3-24, 3-24
SPECIAL ATTACKS: Adhesive orb
SPECIAL DEFENSES: Weapon adhesion
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: See below
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 10 / 16,300

General information: Considered by some as the pinnacle of golem creation, the amalgam golem is a fearsome guardian created from stone and natural tar coupled with a fiery elemental spirit. Amalgam golems are dire foes who usually open combat by throwing a flaming adhesive orb at the most heavily armored opponent. If it hits, an adhesive orb deals 2-12 hp of damage plus an additional 1-4 points of fire damage. Furthermore, the tar adheres to the target's armor, causing the target to be entangled for 2d6 rounds -1 round for every point of Strength and Dexterity above 14 the target possesses. Every round spent entangled in an adhesive orb deals another 1-4 points of fire damage. An Amalgam golem then targets other opponents with its powerful fists. In addition to striking, it will hurl another adhesive orb every 8 rounds focusing foremost upon heavily armored opponents.

The thick tar that holds the golem together is a powerful adhesive and it holds fast any items that touch it. A weapon striking an amalgam golem is stuck fast unless the wielder makes a successful open doors roll. Any stuck items are easily removed if the golem is

somehow slain. This trait results in older golems accumulating large amounts of weaponry. The golems will typically move all adhered weapons to their core after a day on their surface. If slain, 2-20 differing weapons will be found in the center of an amalgam golem. The majority will be non-magical, but 1 out of every 5 of them will possess some magical ability.

After 5 rounds of combat, the fiery elemental spirit within the amalgam golems asserts its will and immolates the golem in a flaming inferno causing 3-18 points of damage to any creature within 10 feet of the golem and 1-6 points of damage to any creature within 15 feet. An immolated amalgam golem is an awesome opponent, implacable and ruthless: all fist attacks are made at a +2 to hit and +5 to damage from the terrible spirit within the golem. Immolation ends 5 rounds after the end of martial activities.

Only magical weapons of +3 or greater enchantment can harm an amalgam golem. The only spells which affect an amalgam golem are: *move earth*, *passwall*, and fire-based magic. *Move earth* slows the golem 50% for 5 melee rounds, *passwall* causes 5-20 points of damage, and fire-based attacks repair the golem on a 1 to 1 hit point basis. Amalgam golems are twice as strong as flesh golems. Amalgam golems always detect invisible creatures.

Physical description: Amalgam golems are roughly humanoid in shape. They stand a full 12 feet tall and weigh over two tons. Globes of sticky black tar connect its rocky appendages to its 7 foot-wide torso. Although largely humanoid in appearance, two curved stone horns protrude from its forehead, just above its two black eyes of smouldering tar. Unlike most golems, amalgam golems possess a fluid gait and are able to easily run, a byproduct of its adhesive tar joints.

An amalgam golem may be created through the use of a magical tome or through the combined efforts of an 18th or higher level magic user employing the following spells: *wish*, *polymorph any object*, *geas*, *conjure fire elemental*, *hold person*, and *web*. 1,000 gp per hit point must be spent in materials and 4 months of time are required for construction of an amalgam golem.

A created golem is controlled by its creator and remains always in control. It is capable of understanding simple commands and performing simple actions typical to the more powerful golems.



ARCANOPLASM

SIZE: Large
MOVE: 90 ft.
ARMOR CLASS: 6
HIT DICE: 7
ATTACKS: 1
DAMAGE: 2-12 plus 1-6 acid
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 554 + 8/hp

General information: Arcanoplasms are thought to be the result of a failed magic experiment, wizards and sorcerers alike have tried for years to gather complete information on this odd creature, but thus far such information has eluded even the most resourceful of casters. Arcanoplasms are found in areas where the residual energies of arcane magic linger. Such areas include ruined wizard towers, keeps, dungeons, and so forth. Here they feed and remain until disturbed. Most encounters with these monsters take place in such locations as the arcanoplasm rarely travels far from its lair. And since it lairs in ruins and other such adventurer-attracting places, it rarely has to wait long between meals.

When forced to combat, arcanoplasms always locate arcane spellcasting creatures first. An arcanoplasm can automatically detect the location of any arcane spellcaster within 100-foot radius and it is not blocked by stone, lead, or other material. Because of its ability to replicate spells cast near it, the arcanoplasm tries to stay within 30 feet of an arcane caster while physically attacking others with acid-laced pseudopodia for 2-12 points of damage plus an additional 1-6 points of acid damage per hit. An arcanoplasm can mimic any arcane spell of 4th level or lower that is cast within 30 feet of it. The spell takes effect on the arcanoplasm's next round and does not require any components. Mimicked spells are cast at the foe deemed most threatening. Arcanoplasms only attack arcane casters once all other threats are removed.

Any arcane spell cast at an arcanoplasm is automatically absorbed. This cures 1 point of damage per 3 points of damage the spell would otherwise deal (non-damaging spells cure 1 point of damage per spell level of the spell). Spells that affect an area are not absorbed, but neither do they affect an arcanoplasm. An arcanoplasm cannot absorb divine magic and is affected by it normally. Arcanoplasms are immune to poison.

Arcanoplasms do not value mundane treasure and view magical treasure as food. Any magical item less potent than an artifact or relic will be drained after one week of feeding. If recovered before then it will still be fully functional, but any charged items lose 1/7 of their charges per day of draining. There is a 10% chance that an encountered arcanoplasm will possess a magic item currently being drained.

Physical description: Arcanoplasms are amorphous blobs that often assume a sort of pseudo-bipedal form roughly 4 feet tall.

Variants: It is speculated that 10% of all arcanoplasms are actually divinoplasms that treat divine magic like normal arcanoplasms treat arcane. This ratio is uncertain due to the rarity of the monster, but such variants have been confirmed.

AVATAR OF FAMINE

SIZE: Medium
MOVE: 180 ft.
ARMOR CLASS: 2
HIT DICE: 7
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 20%
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral Evil
LEVEL/X.P.: 6 / 925 + 8/hp

General information: Formed through a horrible ritual where at least 500 hundred sentient creatures are sacrificed via starvation. The last creature to die is transformed into the avatar. The avatar of famine is the will of the god of famine made permanent.

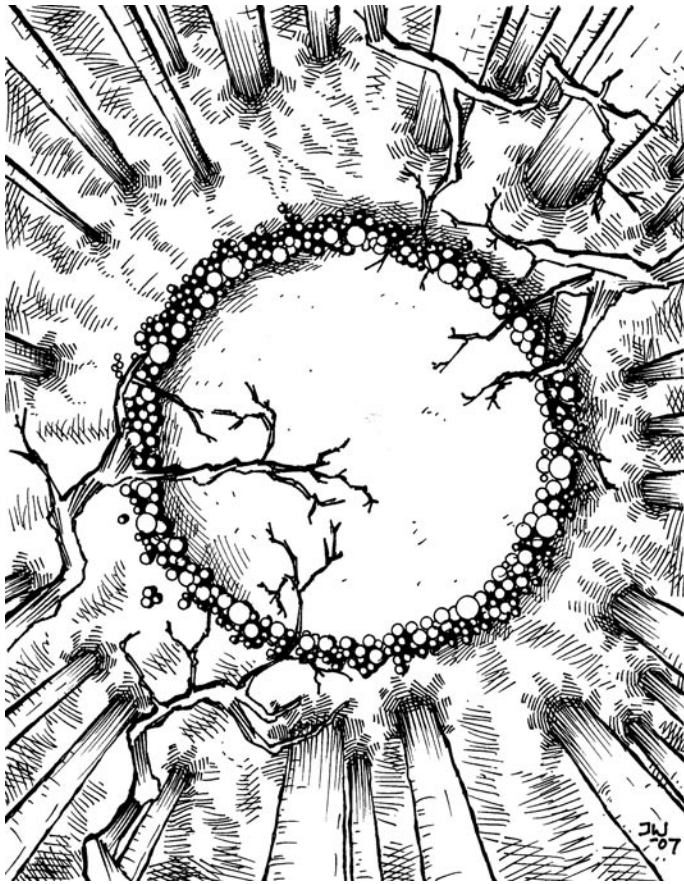
Although capable of delivering a severe wound with its claws, the avatar of hunger attacks primarily through its fog of hunger ability. A thick fog surrounds the avatar to a radius of 25 feet providing half concealment (-2 to AC) for the avatar to any creature outside the fog. For creatures inside the fog the concealment drops to only a quarter (-1 to AC) as the fog is always thickest nearer to the undead. Any creature within the fog's radius must succeed on a saving throw vs. spells every round or become hungry in increasingly more dangerous ways. The first round of hunger is equivalent to a strong desire for food, uncomfortable, but not detrimental. The second round of hunger is dire. All creatures suffer a -1 penalty to attack rolls as the pains of hunger distract them from tasks at hand. The third round is even more devastating. All creatures suffer -2 to attack rolls and have their movement rates reduced by a quarter. Also, any spells cast during this period have a 25% chance of failure and any creatures subject to morale checks are required to check morale at this point and at every worsening of the hunger. The fourth round continues the downward spiral, with rolls at -4, movement rates cut in half, and spells at a 50% failure rate. The fifth and subsequent rounds of hunger result in rolls at -6, movement rates cut by three-fourths, spells at a 75% failure rate and an additional save against spells being required to remain standing. A failure on this check results in the creature curling up in the fetal position and dying of hunger in 2-12 rounds. Creatures that need not eat are unaffected by the fog.

In addition to this terrible ability, the avatar of famine can animate the bodies and bones of the dead around him, creating a sort of *entangle* effect provided enough dead in the area. The area extends in a 20 ft. radius from the avatar. Creatures caught in this area must succeed in a save against spells or take 1-6 points of damage, move at half speed, attack at a -2 penalty and be unable to cast spells. Those who save are only slowed to half speed. Avatars of famine usually stay in the area of the sacrifice that created them, providing them with plenty of dead for the use of this ability.

Avatars of famine turn as a special undead creature. The god of famine does not want its creations halted and channels his energy into each of his avatars.

Languages: Avatars of famine speak common and any other languages of the creature it is transformed from.

Physical description: The avatar of famine is a thin zombie-like creature whose flesh is tight upon its bones. Those foolish enough to mistake the avatar for a common zombie are soon corrected by its astonishing speed and short, sharpened claws. It is a gaunt and grey creature, with smoldering green lights in its eye sockets.



BLESSED RING

SIZE: Large (15 ft. wide)
 MOVE: None
 ARMOR CLASS: 4
 HIT DICE: 8
 ATTACKS: 1
 DAMAGE: 2-20
 SPECIAL ATTACKS: Digest
 SPECIAL DEFENSES: Regeneration
 MAGIC RESISTANCE: 75%
 RARITY: Very Rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 100%
 TREASURE: None
 INTELLIGENCE: None
 ALIGNMENT: Lawful Good
 LEVEL/X.P.: 7 / 1,200 + 12/hp

General information: To the weary adventurer, the blessed ring is a gift from the gods. Although rare, these simple rings of common toadstools can be found scattered throughout the wilderness. They are distinguished from normal mushrooms by their perfect ring pattern on the ground and the odd lack of any plant growth within their circle. Close inspection reveals nothing special about the ring, but if a living creature lies down within the circle and remains still for 5 minutes, the ring begins to grow up around it, quickly forming an impenetrable dome of mushrooms roughly 10 feet across and 5 feet high. This dome can comfortably hold four man-sized creatures. Anyone within the dome can rest completely protected from the elements and any marauding predators. After precisely 8 hours, the dome recedes, and within 1 round, only the original ring of mushrooms remains. There is little chance that anyone within the dome may be disturbed, as any attempt to attack or harm the dome during these 8 hours (whether from the inside or outside) earns the offender a spray of powerful acid dealing 2-20 points of damage to a range of 40ft.

The blessed ring is, however, something of a mixed blessing: five minutes after the dome is formed, the fungus detects evil on everyone inside of it. If anyone within the circle is evil, the blessed ring attempts to digest everything within it by spraying a powerful acid dealing 2-20 points of damage to every creature inside the dome. Player characters trapped inside have only a few rounds to cut themselves out before they become fertilizer for the blessed ring. Blessed rings are often used by good or neutral adventurers as a safe place to camp in the wilderness. A more common use for the ring is as a rite of passage such as the passage into adulthood or as a final test for a new chieftain.

A blessed ring never enters combat directly, but if attacked in dome form, it sprays acid to defend itself. If attacked from the inside, it begins to digest the attacker. Anyone attempting to break through the dome must deal damage equal to one-third of the dome's total hit points in order to make room for a man-sized creature to pass through. As the dome regenerates 5 hit points per round, this is more difficult than it sounds.

Physical description: Blessed rings appear in many different fungal forms: the only consistency between rings being the utter lack of plants within the circle.

Variants: 1 in every 50 blessed rings is actually a cursed ring. These function exactly as their nobler brethren, but shelter evil creatures while digesting good ones. Cursed rings are Lawful Evil and are indistinguishable from a true blessed ring.

BONE SOVEREIGN

SIZE: Large (8 ft. tall)
 MOVE: 120 ft.
 ARMOR CLASS: 6
 HIT DICE: 4+4
 ATTACKS: 3
 DAMAGE: 1-8/1-8/1-4
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: None
 RARITY: Very Rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 60%
 TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 Jewelry (20%), 2 magic items or maps (10%)
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 4 / 245 + 4/hp

General information: Usually encountered near the ancient tombs and other fell places that spawned them, these undead creatures are driven by the need to assimilate other skeletal monsters into their own bodies, feeding off the animating enchantments that bind such creatures in undeath. Since they lack any ranged attack, bone sovereigns favor frontal assaults. Like many undead, these creatures harbor no small hatred for life, and they usually wade into melee combat with a chilling confidence. Bone sovereigns have a measure of intelligence, and though they sometimes attack large groups of lesser creatures, they usually try to avoid monsters larger or obviously more powerful than themselves.

A bone sovereign is able to command undead at will as an evil cleric of a level equal to double its Hit Dice. Skeletons that are commanded by a bone sovereign can be drawn towards the creature to be permanently merged into its form. Spawned skeletons are likewise assimilated by the bone sovereign as soon as their usefulness as separate beings is ended. Other types of undead can't be merged with it, but a bone sovereign usually keeps commanded zombies, ghouls and shadows nearby for as long as possible.

When a bone sovereign comes into contact with an animated skeleton under its control, it can merge the skeleton into its form, adding the normal skeleton's Hit Dice to its own. For example, a normal bone sovereign that merges with a skeleton (1 HD) becomes a 5HD bone sovereign. The skeleton ceases to exist as a separate entity and becomes part of the bone sovereign. Merging with a skeleton takes a full round. A bone sovereign can absorb up to 16 additional HD in this manner.

Instead of attacking, a bone sovereign can create any number of skeletal monsters from its body in one round. Skeletons spawned by the bone sovereign are under its complete mental control. The Hit Dice of the spawned creatures are deducted from the bone sovereign's Hit Dice, and return to the sovereign when it again merges with the spawn. If a skeleton spawn is destroyed, it cannot be merged back into the bone sovereign; its Hit Dice are lost. Spawned skeletons are treated in all ways like standard skeletons except they can detect and attack whatever the bone sovereign can and are turned as zombies. A bone sovereign can lose no more than half its Hit Dice in one round, and cannot reduce its Hit Dice to fewer than 4 through this process. There is no limit to the number of spawned skeletons that a bone sovereign can control at once. Because spawning makes a bone sovereign weaker, it only does so when it is heavily outnumbered by lesser foes. 1 out of every 10 bone sovereigns possess a **thighbone flute** (see *new magic items*).

Bone sovereigns can magically detect all undead within 60 feet and will be aware of their movements even if unable to physically see them. Bone sovereigns have darkvision to 60 ft. Fire scores normal damage against a bone sovereign. Sleep, charm, hold and cold-based spells do not affect them. Neither poison nor paralysis harms bone sovereigns. Holy water causes 2-8 hit points of damage for each vial which successfully strikes.

Turning bone sovereigns is slightly different than typical. Clerics turn a 4 Hit Dice bone sovereigns as a mummy, but every two absorbed HD of skeletons increases the turning difficulty by one type. For example a bone sovereign with 4 absorbed HD is turned as a Vampire, while one that has absorbed 8 Hit Dice worth of skeletons is turned as

a lich. Typically, if a turning attempt fails no new attempts can be made, but if a bone sovereign changes its Hit Dice via spawning or absorption, a new attempt can be made as it is treated as a new creature after such a change for turning attempts.

Languages: Bone sovereigns speak common and their alignment tongue with a grating, sepulcher tone.

Physical description: Bone sovereigns are amalgamations of skeletons whose animating enchantments coalesced to form a single, self-aware undead entity. A bone sovereign becomes larger and more powerful, with a proportionally increased appetite for necromantic energy as it assimilates other undead. No two bone sovereigns are identical, as each is an accumulation of the bones of many smaller skeletons. Usually they take a bipedal humanoid form, though some resemble demons, dragons, or other beasts, especially if the bones of such creatures have been collected by the monster. As a bone sovereign becomes larger and more powerful, it becomes less recognizable as any one type of creature.

Variants: Some adventures have claimed the existence of a flesh sovereign in function almost exactly as the bone sovereign excepting it deals with zombies. Such is currently unproven and most sages believe this a story told to garner more ale from the easily fooled.

BRAINLOCK SPIDER

SIZE: Small (3 ft. wide)
MOVE: 60 ft.
ARMOR CLASS: 7
HIT DICE: 2+2
ATTACKS: 1
DAMAGE: 1
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: 35%
TREASURE: In Lair: 3-24 cp, 3-18 sp, 2-12 ep, 2-8gp, 1-6pp, 1-4 gems (50%)
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 230 + 2/hp

General information: Brainlock spiders are named after the mold that grows in symbiosis on their bodies. They do not generate webbing from their bodies like most spiders do. Brainlock spiders live a subterranean existence, as the mold they harvest on their bodies is ineffective in sunlight. After many generations of relying up their spores for predation, brainlock spiders are slower than most spiders of comparable size. They begin combat by inciting the mold on their bodies to burst forth in a cloud of spores and then move in to bite their prey after the spores have had a chance to take effect. Successive generations of symbiotic existence has rendered their poison almost ineffective; saving throws against their bite's poison are made at +4.

When disturbed, the spores on their body burst forth in a poisonous cloud. All creatures within 10 feet of the brainlock spider must succeed on a save against poison or temporarily lose 1-3 points of Intelligence. Regardless of the success of the first save, a second is required 1 turn after exposure. Failure on this second save temporarily drains 2-8 points of Intelligence. Any creature brought down to 0 Intelligence falls unconscious into a coma-like stupor. Fire destroys brainlock mold and sunlight renders it dormant. Lost Intelligence points are regained at the rate of 1 per turn. A creature can only be affected a single time by the spores of the brainlock spider per day.



Brainlock spiders are immune to the effects of the mold and can send mold spores out in a 10-foot cloud by rubbing their legs against the mold covering their cephalothorax. Even after a brainlock spider is slain the mold on its body is still active and must be dealt with.

Physical description: The brainlock spider is built rather like a tarantula, albeit one standing three-feet-wide. Brainlock mold grows in pinkish-grey lumps upon the upper parts of its cephalothorax and all but the joints of its many segmented legs.

FOOL'S DRAGON

SIZE: Large (30 ft. long)
MOVE: 90 ft.
ARMOR CLASS: 4
HIT DICE: 6+2
ATTACKS: 3
DAMAGE: 2-5, 2-5, 2-12
SPECIAL ATTACKS: Tail slap, crush, and breath weapon
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
RARITY: Uncommon
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 60%
TREASURE: Individual: None; In Lair 30-240 cp, 30-180 sp, 20-120 ep, 20-80 gp, 1-4 gems (50%), 1-3 Jewelry (50%)
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 6/ 665 + 8/hp

General information: A fool's dragon gets its name from its uncanny resemblance to true dragons. It is really an enormous lizard whose "wings" are only membranes used to collect heat from the sun. Many a fool's dragon has been slain due to its draconic appearance. On the other hand, many of these beasts have been given wide berth by more dangerous predators. Would-be dragonslayers sometimes hunt these creatures and boast of their prowess, only to later meet a quick death at the hands of the real thing. Fool's dragons are no more intelligent than a typical lizard, and thus do not speak or understand any languages.

A fool's dragon starts combat with a tail slap for 3d6 damage, preferring to expend as little energy as possible. If irritated further, the great lizard spits its venomous cloud and then attacks with claws and teeth, focusing on one opponent at a time. A fool's dragon prefers to save its second venom attack as a prelude to fleeing the combat, and will only use it as a last resort. If faced with a small opponent the fool's dragon may choose to jump and crush for 3d8 damage. This attack affects as many small creatures as can fit under the dragon's body and the fool's dragon can launch itself a full 15 feet forward in a single tremendous jump.

Twice per day, a fool's dragon can breathe a 20-foot-diameter cloud of toxic mist, centered on the dragon's head, causing blindness for 2d20 minutes and dealing 3d4 damage. A successful save versus breath weapons avoids the blindness and halves the damage. Fool's dragons are immune to their own, and other fool's dragon's, breath weapons.

Fool's dragons are excellent swimmers and climbers and experience no speed decreases under such circumstances.

Physical description: This great reptilian beast is easily over a dozen feet long. Its emerald scales glitter like gems in the noonday sun as it stretches regally, ruffling its fanlike "wings" to shake away the dust. A fool's dragon's body is about 15 feet long, with its tail extending nearly another 15 feet. It weighs about 6 tons.

FUNGAL RENDER

SIZE: Large (15 ft. tall)
MOVE: 30 ft.
ARMOR CLASS: 9
HIT DICE: 12
ATTACKS: 6
DAMAGE: See below
SPECIAL ATTACKS: Crush
SPECIAL DEFENSES: Fast healing
MAGIC RESISTANCE: None
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 95%
TREASURE: In Lair: 3-24 cp, 3-18 sp, 2-12 ep, 2-8gp, 1-6pp, 1-4 gems (50%)
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 2,900 + 16/hp

General information: Fungal renders are extremely rare giant mushrooms possessing mobility and a predator's instincts. They are typically only encountered in underground fungal forests, but have occasionally been seen on the surface. Averaging 15 feet in height, ten rope-like tendrils dangle from the circumference of the render's cap. These tendrils are covered in a sticky, sap-like substance. The fungal render attacks with these tendrils. If only one tendril hits, no damage is done, but if two or more hit the target creature takes 1-4 points of damage per tendril each round as the fungal render pulls its victim apart. A fungal render's tendrils are very elastic and can stretch up to three times the height of the fungal render and the chance of dislodging a tendril is equal to the chance of opening doors. A tendril can be severed after receiving 10 hit points of damage against an AC 3 Damage to a tendril does no harm to the fungal render: only attacks against its cap, trunk, or roots can slay a render.

When reduced to 10 hit points or fewer, a fungal render will throw itself upon its attackers in a devastating crush attack dealing 4-20 points of damage to any creatures underneath it. Up to 3 man-sized creatures can be attacked in this manner. It takes a fungal render 2 rounds to right itself once it is laying upon the ground after a crush attack and during this period it can only attack with 4 of its tendrils as the others are occupied by setting itself upright.

A fungal render heals quickly, regaining 2 hit points per turn. One severed tendril can be regenerated over the same period of time. A fungal render can only detect creatures within 50 ft of its stalk via light detecting "eyes" and will only pursue fleeing prey for a short time (three rounds) before losing interest and returning to its favored location.

Physical description: A fungal render is a mushroom of vast magnitude with several tendrils that extend from the cap, which it uses to tear apart its food. The trunk is flexible and sways to avoid blows. Fungal renders can grow up to 20 feet tall, but most average around 15. Their caps are a dark purple, their trunks and tendrils a dark red, and their lamellae a dark orange. When uprooted, twelve thick root-like black tendrils support the lumbering mushroom. Upon its trunk are rows of argent spots which the render uses as primitive eyes.

GROUNDLING

SIZE: Small (4 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 6
HIT DICE: 3
ATTACKS: 3
DAMAGE: 1-4, 1-4, 1-6
SPECIAL ATTACKS: None

SPECIAL DEFENSES: Undead cloak
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 40-200
LAIR PROBABILITY: 20%
TREASURE: Individual: 2-12 ep, 2-8 gp; In Lair: 1-8k cp (10%), 1-12k sp (15%), 1-8k ep (15%), 1-6k gp (50%), 3-24 gems (50%), 1-6 jewelry (25%), any 2 magic items + 1 potion (15%), 2-8 potions (40%)
INTELLIGENCE: Average
ALIGNMENT: Lawful Evil
LEVEL/X.P.: 5/425 + 2/hp

General information: Groundlings are a race of mean and hardy burrowers. They usually make their homes in the ground near the tombs and halls of the undead where there is little competition for space, but can be found in almost any environment. They are ferocious in combat, attacking any living creature they see and only fleeing when faced with certain defeat. They emit a high-pitched wail during battle, and this cry can be heard for hundreds of feet in all directions. It serves to attract other groundlings to the presence of intruders. A favorite tactic of groundlings is to emerge from their underground tunnels and attack creatures that pass by them (by surprise 50% of the time). The tunnels created by a groundling are small enough that only small (or extremely thin) creatures have a chance of entering them.

For every 40 groundlings encountered there will be a leader with 24 hit points who attacks like a 4 HD creature. If 100 or more are encountered there will be additional groundlings according to the following pattern: 1 chieftain (36 hp, AC 4, attacks like a 5 HD creature and does 1-6, 1-6, 1-8 damage), 1 unseen (see below paragraph), and 2-8 guards (30 hp, AC 5, attack like 4 HD creatures). When encountered in their lair, their will always be a chieftain, an unseen, and 4-16 guards. The lair will also contain young and females equal to 50% of the males present. Females and young fight as giant rats without the ability to disease.

All groundlings are undetectable by non-intelligent undead. If a non-intelligent undead creature is ordered to attack a groundling, it fails to obey the order and instead attacks the creature that made the command. Roughly one in every 100 groundlings is born with a special gift and is known as an "unseen". Unseen are invisible to all undead, intelligent or non, and they also possess some innate magical ability. Three times per day an unseen can cast either *cure light wounds*, *entangle*, or *create food and water*. Once per day an unseen can cast either *speak with dead* or *hold monster*.

Groundlings typically choose to take up residence underground. Many times, they invade old lairs that are filled with undead creatures and establish a settlement there. They don't seek out contact with other creatures beyond what food they need to harvest to survive, and it's very rare for them to make pacts with other living creatures. It is not uncommon for groundlings to become the minions for powerful undead creatures, however. Being intelligent and (mostly) obedient, powerful lichs, vampires, and other undead find them to be capable servants. Groundlings follow a strict 'survival of the fittest' rule, and those who become sick or injured are commonly left behind to die. Leadership in a tribe of groundlings can change from one challenge to the next, as a leader only leads as long as he's strong enough to fend off challengers. Despite this internal turmoil, groundling tribes in the service to undead creatures generally serve faithfully.

Groundlings are sworn enemies of the derro and will attack them instead of others when provided the opportunity. Groundlings possess darkvision to 60 ft.

Languages: Groundlings speak gnoll and common.

Physical description: Groundlings resemble large, muscular groundhogs with wickedly curved teeth and reflective black/blue eyes. They have black claws and spotted gray-blue fur. They stand

nearly 4 feet tall and weigh approximately 60 pounds. They are fond of belts made of a strong felt and prefer them in bright colors, such as yellow, red and purple.

HAEMOVORID

SIZE: Small
MOVE: 60 ft., 160 ft. flying
ARMOR CLASS: 7
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1-2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 15%
RARITY: Very Rare
NO. ENCOUNTERED: 2-8
LAIR PROBABILITY: 35%
TREASURE: In Lair: 1-4k cp (10%), 1-6k sp (15%), 1-4k ep (15%), 1-3k gp (50%), 1-5 gems (30%), 1-3 jewelry (25%), any 2 magic items + 1 potion (15%)
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
LEVEL/X.P.: 2 / 55 + 1/hp

General information: Haemovorids are a horrid fusion of a stirge and a pixie. Forced to feed on the blood of living victims while maintaining its own normal intelligence, many haemovorids turn toward evil. Haemovorids lose their vocal abilities during the transmutation ritual and have a crude sign language that allows them to express simple ideas to one another, though first generation haemovorids still know the languages they knew as pixies. What exactly is required to transform a stirge and a pixie into a haemovorid is uncertain, and as yet, no haemovorid has made the ritual common knowledge.

Pixies and other fey creatures view haemovorids as unnatural abominations to be killed on sight. This hatred is matched in full by the haemovorids, although in their case it is because the pixie represents everything that they have lost. Stirges, on the other hand, accept haemovorids amongst their ranks. Haemovorids are usually found lairing with stirges, seeking additional safety in numbers.



A haemovoid attacks by landing on a victim, finding a vulnerable spot and plunging its sharp proboscis into the flesh. Haemovoids often first render their victims immobile with their special sleep arrows. Haemovoids attack as if they were 2 HD creatures and each hit causes 1-2 points of damage. After the initial hit, and until 8 points of damage has been inflicted, the haemovoid sucks up another 1-2 hit points worth of blood. Once full, it usually flaps away to fully digest its meal.

Haemovoids possess two different types of special arrows they shoot with their tiny bows to a range of 60 feet with a +2 to hit. The first mimics the sleep spell, except that it only affects the hit target, can affect up to creatures with 10 HD, and it lasts 1-3 hours. The second causes temporary memory loss when it hits. The victim forgets what happened in the previous 24 hours. This is very disconcerting and results in a -2 to all rolls for the next 2 rounds. The memories return after 1 week and up to 1 week of memories can be temporarily erased in this manner.

Three times per day haemovoids can cast *audible glamor* and modified form of *invisibility*. Haemovoid invisibility lasts an additional 2 rounds after attacking. Once per day they can cast a modified version of *mass invisibility* that lasts an additional round after an affected creature attacks. Haemovoids are immune to *polymorph*, *sleep*, and *confusion* magics as well as being immune to the magical effects of pixie arrows.

Languages: Haemovoids "speak" a crude sign-language, but they understand common, pixie and the language of sprites.

Physical description: Haemovoids are a horrid fusion of a stirge and a pixie. The stirge progenitor provides the head structure, wings and appetite for blood, as well as a modification to the pixie's hands and feet, allowing the haemovoid to latch onto its victims yet still have enough manual dexterity to accurately wield bows.



JELLYHIVE

SIZE: Large (7 ft. tall)
 MOVE: 60 ft.
 ARMOR CLASS: 4
 HIT DICE: 6
 ATTACKS: 1
 DAMAGE: 1-4
 SPECIAL ATTACKS: Ooze dart
 SPECIAL DEFENSES: Regeneration
 MAGIC RESISTANCE: Standard
 RARITY: Very Rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 10%
 TREASURE: None
 INTELLIGENCE: None
 ALIGNMENT: Neutral
 LEVEL/X.P.: 5 / 370+ 6/hp

General information: The jellyhive is one of the stranger creatures of the subterranean world, specifically noted for its eating habits. The shelled fungus uses its proboscis to purposely feed on various oozes, jellies, gelatinous cubes, puddings and slimes, easily stalking and ingesting this foul quarry. When not hunting or feeding, it hangs patiently from a cavern ceiling. Not only does the jellyhive consume these sloppy creatures, it also cultivates them for future meals. Every time the jellyhive consumes an ooze, it saves a little portion, and stores the tiny bit in a flesh-sac for the future. If ever the jellyhive finds an animal or other creatures coming close, several sacs split open and shoot a few of the tiny oozes nearby. This method works out splendidly for the fungus; the oozes will devour whatever creatures they can, thereby growing larger to become new meals for the jellyhive to enjoy. If the little jellies, oozes, or puddings happen to escape, they will likely get larger on their own, and the jellyhive will probably hunt them down later.

When faced with a non-ooze opponent, jellyhives launch their wee oozes (up to 20 feet) like darts. A jellyhive has 2-12+10 ooze sacs, each one containing a wee ooze. These are most typically ochre jellies (the favorite food), but they can be any type of ooze, jelly, or pudding. Each ooze dart causes 1-4 points of damage upon impact and the resulting tiny ooze has 4 hp and does 1 hp of acid damage until killed or scraped off of the target. A jellyhive can launch 3 ooze darts per round at multiple opponents if necessary. After darting all of their oozes, jellyhives will resort to biting if necessary, but fleeing is a more typical result. Jellyhives are immune to any mind-based and polymorphic magics, as well as sleep, charm, and hold. Jellyhives cannot be surprised as they sense disturbances in the ground and air around them.

Two rounds after taking damage a jellyhive begins to regenerate 2 hit points per round. Jellyhives are immune to acid damage of any sort and there is no known ooze, pudding, or jelly that can harm them. They suffer fire and are unable to regenerate fire damage.

Physical description: A jellyhive is a wide stalk covered with a dome-shaped shell and several fleshy sacs. Protruding from under the shell are several fat legs and a toothy proboscis used to suck up their prey or deliver a small bite. They have a variety of colors, ranging from a dark orange to dark purple.

MUS MAXIMUS

SIZE: Small
 MOVE: 120 ft.
 ARMOR CLASS: 7
 HIT DICE: 2+1
 ATTACKS: 1
 DAMAGE: 1-3
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 25%
 RARITY: Very Rare
 NO. ENCOUNTERED: 5-50
 LAIR PROBABILITY: 25%

TREASURE: Individual: 2-8 gp; In Lair: 1-10k cp (5%), 1-12k sp (25%), 1-6k ep (15%), 1-8k gp (25%), 1-12 gems (15%), 5-40 jewelry (50%), any 2 magic items + 1 potion (15%), 1-4 scrolls (50%)

INTELLIGENCE: Very

ALIGNMENT: Neutral good

LEVEL/X.P.: Regular: 3 / 125 + 2/hp

Visionary: 4 / 265 + 2/hp

General information: Mus maximus are intelligent, magic-using, giant mice: the result of a normal mouse population drinking or feeding from a highly magical source for dozens of generations. They are a cautious, some may even say timid, folk favoring retreat. They rely heavily upon their magical abilities when forced to combat.

Mus maximus lair in underground tunnels with multiple exits and entrances. They tirelessly dig new tunnels to form large underground nests not much unlike a prairie dog's. They prefer traveling underground to get to feeding and watering locations and only travel on the surface during the night. They are a good people, and typically make friends with any local halfling or gnome populations, sometimes trading their labor (such as digging potatoes) for brightly-colored cloth with which they adorn themselves in odd fashion. No two mus maximus are exactly same in dress: one has a belt around its waist, another scraps of cloth on each ankle, a third with an extensive purple tail wrap, and a fourth a ridiculous bright-orange eye-patch covering a perfectly functional eye.

Mus maximus have the following magical abilities: *tongues* (no alignment languages however), *audible glamer*, and *phantasmal force* at will; *sleep*, *blur*, and *blindness* three times per day; *invisibility*, and *scare* once per day. Mus maximus take full advantage of their abilities, often using them to fake a haunting, ensuring their folk remain undetected. Mus maximus have a 75% chance of moving silently as a thief and a 90% chance of hiding.

For every 10 mus maximus encountered there will be a leader with 16 hit points who attacks like a 3 HD creature (AC 6, 1-4 damage). When encountered in their lair, there will always be a chieftain with 22 hit points who attacks like a 4 HD creature (AC 5, 1-6 damage), and a visionary (16 hit points, AC 6). The lair will also contain young and females equal to, respectively, 150% and 50% of the males present. Females and young fight as giant rats, but do not possess the chance to inflict disease.

Visionaries are the seers of the tribe and possess additional natural magical abilities: *cure light wounds*, *detect lie*, and *detect magic* three times per day; *identify* and *hold monster* once per day; *commune* (3 questions) once per week. Visionaries possess light blue eyes and the birth of a new visionary is taken as a sign that a new nest needs be created once the new visionary is an adult. Visionaries can cast spells from scrolls without failure, and typically keep them on their person for emergencies.

Mus maximus worship Folda, the goddess of the underworld: she who protects and nurtures and mus maximus can reach up to 5th level in the cleric class through worship. This is commonly found only in visionaries, but there is a 25% chance per lair of another mus maximus having cleric levels. Mus maximus possess darkvision to 60 ft.

Languages: Mus maximus speak their own private clan language that varies from lair to lair and gnomish naturally, while relying upon their tongues ability to speak with other intelligent species. They may also communicate with any normal burrowing animal and these are often found in cohabitation with a mus maximus lair.

Physical description: Mus maximus are almost indistinguishable from the common giant rat when they chose to forgo their typical bright body adornments, for Mus maximus love colorful cloth and jewelry. However, they are true giant mice, not rats. Calling a mus maximus a rat is a dire form of insult.

QUICKGRASS

SIZE: Large

MOVE: 0 ft.

ARMOR CLASS: 1

HIT DICE: 10

ATTACKS: 1

DAMAGE: 2-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

RARITY: Very Rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: In Lair 2-8 gems (80%), 1 magic item (15%)

INTELLIGENCE: Animal

ALIGNMENT: Neutral

LEVEL/X.P.: 7 / 1,500 + 13/hp

General information: Quickgrass appears to be a patch of grass, usually growing on a gentle slope or hollow, with a leafy shrub growing at its center. Quickgrass grows in fields of ordinary grass, making detection difficult. The only way to distinguish quickgrass is by the slightly slimy quality to its blades or by walking upon it. When quickgrass is trod upon, its blades all flatten into a slick surface, and its shrubbery retracts, revealing a large and hungry mouth. Those upon it have 50% chance of sliding into the creature's maw and a 10% chance of being swallowed whole. Then, as quickly as it attacked, the grass springs back up and the shrubbery returns, revealing nothing of what took place. If successfully hit, a creature in the quickgrass's maw suffers 2-8 points of damage per round until the quickgrass is dead or until it manages to swallow its prey (a 10% cumulative chance per round in the maw). Once swallowed, a creature suffers 2-8 points of crushing damage from the very physical digestive system of the quickgrass and an additional 1-4 hp of acid damage from its digestive juices. As the quickgrass's body is buried underground a victim cannot cut his way out, but can still attack with a dagger if one is available. Quickgrass can hold up to 8 medium creatures in its extensive gullet at any one time.

Quickgrass conforms to the slope of its location. If placed on a hill, the quickgrass only grows its grass up the hill, as it cannot cause creatures to slide upward. Its most effective place is between two ridges of a hill, where a natural funnel is created. The area the quickgrass covers does not have to be circular, or even any identifiable shape; it follows whatever is most natural for the terrain.

Quickgrass does not collect treasure, although treasure tends to accumulate in the deepest and last of the creature's many stomachs. Coins and items do not survive the digestive process, although gems and magic items remain unharmed. Digging up the entire digestive tract requires at least an hour for a single human with appropriate digging tools, but a team of workers should find their way through in a three turns.

The quickgrass can only be damaged by attacking its body which is buried in the ground. The grass portion of the creature is akin to hair and damaging it causes neither pain nor loss of hit points to the quickgrass if targeted. Quickgrass is immune to any attack forms that rely upon sight and it is immune to all visual illusions.

Physical description: Quickgrass varies based upon the environment in which it is found. Generally, quickgrass looks very similar to bluestem, goldenrods, compass plants, buffalo grass, blue grama, wheatgrass and/or bedstraw. It is a master of camouflage and will never stand out from the normal grasses around it. Regardless of the grassy appearance, there is always a shrubby center found at the lowest gradient, where any slipping prey eventually finds itself.

TEO-SELERAI

SIZE: Small (3-4 ft. tall)
MOVE: 240 ft., 120 ft. climbing
ARMOR CLASS: 6
HIT DICE: 5+1
ATTACKS: 6
DAMAGE: 1-4, 1-4, 1-4, 1-4, 1-3, 1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
RARITY: Very Rare
NO. ENCOUNTERED: 4-16
LAIR PROBABILITY: 40%
TREASURE: Individual: 2-8 gp; In Lair 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), any 2 magic items (10%), 2-8 potions (40%)
INTELLIGENCE: Semi
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 5 / 660 + 6/hp

General information: Teo-selerai are filthy, sadistic creatures that live underground, the mad creations of powerful magic. Teo-selerai were once human, but were terribly altered by magic. They live in small groups in caves and rarely come above ground due to their intense hatred of light. They eat whatever they can find – usually fungi, bats, or fish from underground streams – and eagerly attack humanoid when given the chance, dragging explorers' corpses back to their lairs and feeding off them for days.

Teo-selerai are supernaturally fast and act as if permanently affected by a *haste* spell. This is already reflected in their statistics. A teo-selerai can climb sheer surfaces as though under a permanent *spider climb* spell. Neither of these two special abilities are subject to dispelling.

Teo-selerai prefer to observe their enemies from hiding before attacking, but always attack intelligent creatures who spot them. A teo-selerai's claws are considered as +1 magic weapons for damaging creatures only injured by magic. The bite of a teo-selerai deals 1-3 points of damage but also has a 50% chance of spreading a disease to the target that will be fatal in 2-5 weeks. After the first week, a diseased creature is weakened (3/4 hp, -1 to all rolls) unless it succeeds at a system shock check and will remain in such a state unless a cure disease is cast. A successful system shock roll means the target body has thrown off the disease. Teo-selerai are immune to their own, and other teo-selerai's disease.

When the blood of a teo-selerai is spilled onto the ground through a single attack dealing 10 or more points of damage via a piercing or slashing weapon, the spilled blood transforms into 1-8 bats, 1-4 giant rats, or 1-2 large spiders (equal chance for each). These creatures, though hostile to the teo-selerai's attackers, are not under the teo-selerai's control and flee away after 1-4 rounds of combat against the creature that dealt the damage.

Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds teo-selerai for one turn and once vision is restored they fight with a -2 to all rolls while still in the lighted area. Teo-selerai possess darkvision to 60 ft.

Languages: Teo-Selerai are not known to possess any language skills. The only sounds teo-selerai make is a throaty gurgle, produced when excited or anxious. However, it appears as if they can understand the simplest of common even if they cannot speak it.

Physical description: Averaging between 3 and 4 feet tall, teo-selerai have mottled, greenish-brown skin, bulging black eyes, and six-fingered, clawed hands. Though capable of standing upright, teo-selerai move on all fours with supernatural grace and speed, magically clinging to cavern walls and ceilings.

WATER ELEMENTAL PRINCE

SIZE: Large (12 ft. tall)
MOVE: 120 ft., 180 ft. swimming
ARMOR CLASS: -3
HIT DICE: 90 hp
ATTACKS: 1
DAMAGE: 3-30
SPECIAL ATTACKS: Drowning, spells
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 50%
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 75%
TREASURE: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion +1 scroll (15%), 2-8 potions (40%)
INTELLIGENCE: Exceptional
ALIGNMENT: Any
LEVEL/X.P.: 10 / 19,200

General information: Water elemental princes are rarely encountered out of their native plane. They are the ruling class of the plane and other water elemental creatures have a base 75% chance of following their orders without question. Those that do not immediately follow instruction will independently act to their best judgment to protect and support the prince.

Water elemental princes attack as 20 HD creatures. They can envelope and drown opponents of up to human-sized or smaller. Enveloping requires a successful attack and renders the enveloped creature powerless to do anything while enveloped except physically attack at +5 to hit. An enveloped creature drowns in 2-8 rounds and takes 2-12 points of damage each round while inside the water elemental prince.

Water elemental princes may summon 1 16 HD water elemental, 2 12 HD water elementals, or 4 8 HD water elementals per day. These summoned elementals obey the prince's every command and remain for 4 hours in service to their prince. A prince has access to the following abilities 3 times per day (at 20th : produce a double-strength *wall of fog*, *lower* and *part water*, *transmute rock to mud*, *cast ice storm*, or *wall of ice*). While in contact with water, a water elemental prince regenerates 1 hp per round. Water elemental princes are immune to *paralysis* and *turn to stone* effects.

Water elemental princes can only be hit by +1 or better weapons and take half damage from slashing weapons. They can ram with the force to two heavy galleys while in large bodies of water.

Physical description: Water elemental princes look like tall crashing waves. They form limbs when needed. Their color will change from a deep blue when pleased, green when disturbed, and all the way to a dark red when angered. They weigh in excess of 5 tons.



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