



Stonesky Delve

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And now, as lamentable dwarven internal conflicts rage on, a new entrance into the Stonesky has prompted an exploratory party. Unwilling to send his own into the dark hole when they are so desperately needed elsewhere, the local Hlaford's hired you for your delving expertise. Your mission - enter, explore, map, and do not return to the surface until the passing of three days! Who knows what challenges, wonders, and dangers lie ahead?

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



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Advanced Adventures

Stonesky Delve

By Joseph Browning



An OSRIC™ module designed for
4-6 adventurers of levels 4-7

Expeditious Retreat Press



ADVANCED ADVENTURES MODULE #15

Stonesky Delve

by Joseph Browning

AN ADVENTURE FOR CHARACTER LEVELS 4-7



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STONESKY DELVE

Giant Stonesky Mountain has been a spiritual home for the Dwarves since the first clan received the 4 Pillars of the Underearth from Motsognir. The voice of the dwarven deity purified the halls and caves under Stonesky and the mountain has been a sanctified place for all the various dwarven peoples.

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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: Ancient Stonesky is a gigantic mountain that crowns the Grarjals. Over the eons, it has worn into a steep-sided mass, dangerous to climb. The extensive cave system within it is hewn into the largest and oldest dwarven kingdom, stretching more than a hundred miles in all directions under the stony weight of the peaks above. The ancient dwarven city of Skeraborg nestles within the depths, constantly vigilant against assaults from deeper within the earth where the dwarves dislike living.

Over the past hundreds of years, constant dwarven internecine warfare and skirmishes has separated the great kingdom that once rules all the stone under the Grarjals. Even though today is a time of relative peace, brotherly skirmishes are not uncommon and the dwarves remain steadfastly belligerent against threats from below as well as from within.

Less than a week ago, dwarven foragers followed a bat swarm back to its source and discovered a new cave on one Stonesky's steepest slopes. Unwilling to enter without proper climbing gear, they reported the discovery to Dvalinn, the local Hlaford. He decided to hire an exploratory party to investigate the new cave as he didn't want to risk any of his men in the process. Each member of the exploratory party will earn 1,000gp and 50% of the value of any discoveries found within.

Module Background: This adventure was used as a tournament adventure at GenCon Indy 2010. It is designed for two separate, four-hour rounds of play - the first round centers around the initial delve into Stonesky and the second round involves adventures within the Hold of Dwerigma. A list of tournament characters is included in the module along with a guide to scoring if you wish to hold your own tournament.

Notes for the Game Master: Stonesky Delve is an adventure designed for 6-10 adventurers of 4-7th level. We suggest that play involve the given tournament characters, but any adventuring party of similar ability and resources should find the module a good challenge. It is recommended that at least one of the PC have the ability to speak dwarvish, as such will prove most useful throughout the adventure. In addition, access to solid climbing gear and the knowledge of how to use it is of particular import.

Stonesky Delve presents a more realistic cave environment that may prove unusual for players accustomed to the traditional 2d caves found in most published adventures. The first section of the delve involves serious spelunking and fully encompasses a detailed three-dimensional underground environment. Before playing the adventure, you may wish to simply inform your players that the upcoming cave experience may be unlike what they have experienced before, and that they should prepare themselves with such in mind.

There is no boxed text in this tournament adventure. Some GMs may find this odd, but we believe that the descriptive powers of a good GM are vastly superior in flexibility than set text. The lack of such text allows GMs to alter what is perceived by the PC depending on the situation in which they approach each encounter. Because of this, it is doubly recommended that you read through the adventure at least once (preferably twice) to fully familiarize yourself with the contents and surrounding themes of the encounters within Stonesky Delve.

It is assumed the GM has access to all the core books and all the monster books. There are some new monsters in this adventure, but the majority of them are previously published. These reference books should be at hand when running the game.

Timekeeping in the Delve: This tournament adventure was designed to be played in two 4 hour sessions. It is recommended that you stick with such a timetable if you choose to run Stonesky Delve as a tournament adventure.

Keeping track of time in the game is an integral part of this adventure. The PCs have been taxed to not return to the surface until three days (72 hours) after they enter and the time restraint should weigh heavily upon the minds of the players. They have been given up to 5 days (120 hours) to complete the exploration. Returning outside that time frame is considered a failure for tournament play. Information concerning time and scoring should be conveyed to the players; let them directly know that they will fail out right if they surface earlier than 72 hours or later than 120 hours. In the back of this adventure you will find a timekeeping chart. All you need to do is mark off each turn as it progresses to accurately keep time.

To assist in timekeeping within the adventure, the player characters have each been given a cave moth pupa that will hatch 72 hours into the delve. Any dwarf or gnome character, as well as any druid, can see the slow development of the pupa and gauge time accurately within 1-2 hours based upon its transformation. In addition, after hatching and before flying away the cave moth will change in color from green to white, taking an additional 24 hours.

To standardize timekeeping below is a list of common actions and the times commonly associated with them.

Mapping while Moving: the player's can accurately map and move their full movement speed per turn.

Listening: 1 round per attempt.

Opening a Locked or Stuck Door: 1 round per attempt.

Searching for Traps: 1 round per attempt

Examining and Mapping a Room: 1 turn per 20 x 20 foot area.

Searching for Secret Doors: 1 turn per 10 x 10 foot area.

Resting: 1 turn per hour plus 1 turn after combat

Information on Mapping: It is assumed that the player characters are making usable (although not detailed) maps of the delve as they explore at the movement rate indicated above. Of course, this rate should be applied only when traveling in territory that has not already been previously mapped. Mapping slows down the progression of the party, but is one of the integral parts of the adventure. They must return with a passable map if they wish to receive payment. It is assumed that every player character can successfully make a basic map and each has a mapping kit composed of ink, quill, paper and a piece of measured string 50 feet long.

Each described area will have a listed amount of time it takes for the player characters to map. Tick the indicated time off the timekeeping chart when the party indicates they are mapping the area.

Scoring the Tournament: In the back of this adventure you'll find a scoring information sheet, a record sheet, and a time sheet. These tools should provide ample information on scoring the module. There is also additional scoring information provided in some encounter areas.

In addition, a GM is given up to 20 additional scoring points to award at his discretion throughout both sessions. Award these in 5 point increments for any idea, action, or role-play that seems exceptional in your eyes. You do not have to award any additional points if you so choose, but do not award more than 20.

Character Selection: The back of this module features 10 pre-generated characters and the adventure is designed for a group of 6 to 10. Allow players to choose or dice for which PC they will play for the tournament. It is highly recommended (although not required) that at least one of the dwarves (Dvalgar Svartauge or Hanarr Felshead) be in every party as there are a few things discovered throughout the adventure that will be only identified with certainty by a dwarf.

The Delve Environment: In the delve, the players will encounter several recurring environments. Once one is more than 150 ft. from the entrance, the darkness is pitch black, requiring light of some source. Because of this the player characters are given a single torch with **continual light** cast upon it, but do not forget that magic daggers and swords have a glow of their own! Daggers have a light radius of 10 ft., short swords 15 ft. and longwords 20 ft. The players should determine which PC carries the torch.

Generally speaking, the cave provides solid footing, but various locales are more slippery than others and require careful stepping. Movement in these areas may be reduced or require ability checks (rolling equal to or under the specified ability on a d20 - a Dexterity 16 PC would need to roll 16 or lower on a Dexterity ability check for success) in particularly hazardous areas to remain afoot.

There are several places in the module where armor may need be removed and re-donned to fit through tight squeezes. For timekeeping purposes of this adventure, removing and donning plate armor requires a total of 5 rounds (1 to remove, 4 to don) while all other types require only 2 rounds to remove and don (1 to remove, 1 to don).

It is assumed that the PCs are experienced in spelunking and require no checks when performing standard actions. As a rule of thumb, simply reduce movement speeds to ¼ normal when spelunking and assume the PCs successful. If a location offers particularly challenging terrain, such information will be in the area's description

Encumbrance This adventure does not use strict encumbrance rules. It's assumed that each member of the party has kit weighing roughly 25-30 lbs. As an alternative to the strict encumbrance rules, we suggest you keep a rough estimate of carrying capacity as the adventure progresses and merely inform the players when they start to feel weighted down enough to affect movement.



Beginning the Adventure: It is recommended that you provide at least 10 minutes for the players to familiarize themselves with their characters, magic items, possessions, and available spells. If more time is needed, feel free to allow such, but remind the players that time to play is limited. When the group is ready, request that all materials except those found in the player's handbook be put away- they'll need to rely upon their memory for the magic items (you may want to let them know this fact before hand). If the players are using the OSRIC book, just ask them to restrain themselves to the appropriate sections.

During tournament play the below is assumed. If you are playing this adventure outside of a tournament environment, feel free to alter these guidelines as you wish.

1. There are no wandering monsters.
2. Monsters will not pursue out of their area unless explicated stated in the location text.
3. Rooms or passages that are unkeyed should be considered empty and described in a manner similar to rooms of a like type.

Player's Introduction: Read the following to the players once you and they are ready to begin.

Giant Stonesky Mountain has been a spiritual home for the Dwarves since the first clan received the 4 Pillars of the Underearth from Motsognir. The voice of the dwarven deity purified the halls and caves under Stonesky and the mountain has been a sanctified place for all the various dwarven peoples. The dwarves living within the mountain claim that they dwell in the first dwarven city and the fact that there is a cave within still echoing the voice of Motsognir does much to support their traditional claim. This cave is considered the holiest of dwarven religious sites and it has long supported the city built around it through pilgrimage revenue.

But it is a small cave mouth in the giant side of Stonesky that beckons you this morning. You've accepted a mission from the local Hlaford (the dwarven term for a minor lord) to explore and map a newly discovered cave. You're not to return before 3 day's time, nor are you to tarry more than 5 days. The dwarves have given you a cave moth pupa which will hatch in 72 hours and then slowly change color from green to white over the next 24 as a method of keeping time under the mountain. Each of you has mapping material composed of ink, quill, paper and a piece of measured string 50 ft. long along with a torch upon which a continual light was cast. In addition, you each have climbing gear composed of 50 feet of silk rope, 10 pitons, a small climbing hammer, and the experience to use them properly.

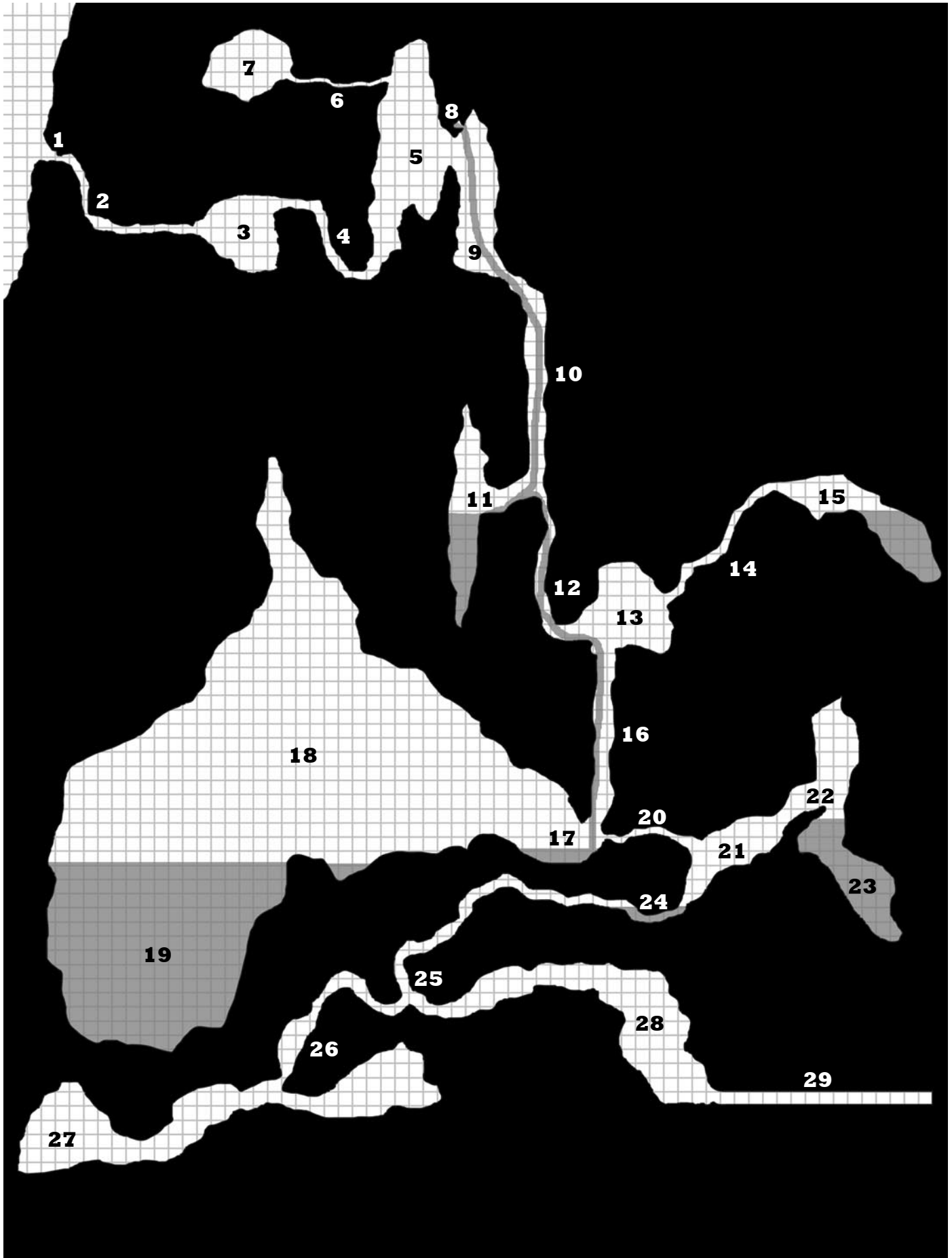
For your efforts, you will receive 1,000gp and 50% of the value of any items you find. A small party of dwarves will remain at the surface until you return. If you do not return within 5 days, they will assume you dead and that you forfeit the 1,000 gp and anything you find within if you do happen to return after the deadline. The pupa is maturing - time to leave.

Once the introduction is completed begin timekeeping and allow players time to arrange their marching order, standard order of operations within the delve or any other thing they wish to discuss or detail before finally entering the cave. If they think to ask the dwarven party remaining at the mouth about the cave, they only know that it was recently discovered because a large number of bats were seen leaving as night fell.

Note to the Maps: Attempts have been made to keep the maps to a scale of 1 square equals 10 ft, be that vertical or horizontal distance. That said, there are some passageways that are smaller than indicated on the map, as drawing a squeeze area only a foot wide would prove problematic for map legibility and utility. A reading of this adventure will easily indicate such problematic areas.

SECTIONAL (SIDE-VIEW) MAP OF THE CAVES OF ANCIENT STONESKY

EACH SQUARE EQUALS 10 FEET



An astute observer will note that there appears to be an overabundance of skeletal bats both on the floor of the cavern as well as upon the ledge leading to area 4. If the party prods the area where the vampire moss is clinging (be that by throwing stones and pebbles or some other manner) the moss will fall to the ground and move towards the group.

Vampire Moss (AC 4; MV 20 ft.; HD 3; HP 15; #AT 1; Dmg 0 - first round attaches, 1-4 every subsequent round attached; SA Madness, suck blood; AL N)

Scoring: Recognizing that there is a threat represented by the bat skeletons provides 5 points. Using this knowledge to poke and prod the cavern walls until the vampire moss is provoked into dropping to the ground (as opposed to falling on a party member) gains the party 10 points.

4. A LONG SLIDE: The sides of this passageway are smooth for the same reason as area 2. This passage is level for the first 30 or so feet, but it makes a steep slope for the next 40. Due to the smoothness, descent or ascent is particularly difficult (-50% on any climb walls attempt) and requires the use of pitons and rope for all other PCs.
5. THE GAUNTLET: On the map for this area are dashed lines. These lines indicate 10-foot ascending contours within the cave. This large cave has a shelf made of flowstone and two large stalagmites jut up from the shelf. At the narrowest point, the larger stalagmite is only 12 feet from the ceiling. Feeding this large stalagmite, a small waterfall (less than a gallon a minute) splashes from the stalactite above. This waterfall is further explained in area 8.

This cave echoes with occasional squeaks of the small brown bats nesting within the niches created by the many smaller stalactites. Only a few hundred nest in this cavern, the majority of the swarm fly deeper down into the mountain to hang on the rocky ceiling in area 18. The few bats here are relatively unafraid of intruders and will not fly away unless approached within 5 feet.

In the center of the cave, about ten feet north of the southern wall, lives a very large **lassoo** (see *new monsters*), looking no more than a large stalactite. The lasso has grown fat and healthy off a steady diet of bat, but is always willing to make for larger prey. The tongue of this great beast is twice as long as a normal-sized variety, reaching 100 ft. in length. It uses this to the best of its ability, striking from beyond the range of most light sources with surprise on a 1-3.

If wounded greater than 75%, it will attempt to flee to the highest point of this cave (near the entrance to area 6), dropping anything held by its tongue or mouth. If slain, it falls from the ceiling, dealing 3-18 hp of damage to any PCs directly below that fail a Dexterity check.

Lassoo (AC 2; MV 10 ft.; HD 6; HP 27; #AT 1; Dmg 3-24 ; SA long tongue; AL N)

6. TOWARDS THE VOICE: Discovering this small passageway is very difficult. It is out of the range of the continual light torch and cannot be discovered unless a PC ascends one of the walls to determine the height of area 5. If such is done and the entrance falls within the range of a light source, it is still fairly hard to see (4 in 6 chance - dwarves, elves, or half-elves have a 5 in 6 chance).

However, given the unique nature of area 7, PCs listening in area 5 have a 1 in 6 chance to hear over the periodic squeaks of the bats and the sound of falling water something that sounds like a basso voice reciting a brief incantation. As an ascent up the walls is made, the chance of hearing this voice

increases to 3 in 6 and finally will be discovered if any PC comes within 10 feet of the passageway.

This passage is barely a foot in height although it is five or six in width. Squeezing through requires removing all armor except for halflings or gnomes. As the PC progresses down the tunnel, the voice becomes louder and stronger, eventually becoming understandable when 20 feet away from the entrance into area 7.

Scoring: Discovering this passageway gains the party 10 points.

7. ECHO CAVE: This tall cave is richly decorated with crystal structures, both small and large. Mostly quartz and gypsum, the walls glitter in the presence of light. Although this makes the cave an important discovery, the true value of this cave is auditory. Eons ago, when Motsognir delivered the 4 Pillars of the Underarth to the dwarven people, he did so while standing in the center of a gigantic cave complex. The crystalline cave in which he stood had the 4 Pillars carved into the side of the wall as he spoke, and his voice was strong enough to travel throughout all the caverns of the giant Underearth. This special cavern became the center of a powerful dwarven city as his words continued to echo within and still echo to this day.

The cave the party has just found is another echo cave where the deep voice of Motsognir still reverberates down through the eons. All other sound in this cave is impossible - only the voice of the great dwarven deity can be heard.

The 4 Pillars of the Underearth are four commandments to the dwarven people on what type of race they should be. They are: Legs of Stone, Backs of Iron, Hearts of Diamond, Wills of Gold (or in Dwarven Dravish Durgon, Ferro Ferron, Khentan Keton, Drago Dwerron).

Scoring: Perhaps the greatest discovery for the dwarven people in the past century, finding this echo cave gains the party 30 points.

8. TREACHERY'S SPRING: This small cave is flooded to about a height of one foot. Water is pouring from a small crack in a stone decanter that sits upon a stone dais along with many other small objects. This collection of gwgaws is the ancient treasure horde of Radivither (see area 27), stolen from dwarves of eons past. Most of these eld items are worth quite a bit more than would be assumed to the proper buyer, and if the items are somehow linked to Radivither (via **legend lore** or some such) the value of the items increases at least tenfold.



The items are a cracked **decanter of endless water** that pours out a gallon of water every turn, a rusted knife with an ivory handle (5 gp), a silver shaker filled with clumped salt (50 gp), a tattered leather belt with a golden duck buckle (20 gp), an ivory comb (25 gp), a small onyx box (25 gp) containing two plain gold rings (50 gp each), a tattered leather pouch containing a pound of pepper and a silver spoon (5 gp), a pair of ivory dice (15 gp), an ivory box (25 gp) containing a small bar of deep red sealing wax (1 gp), 87 sp of ancient dwarven make (87 gp), and 45 gp of ancient dwarven make (900 gp).

The decanter still functions as a normal **decanter of endless water**, but it constantly leaks and repairing it is beyond the ability of a non-magic using craftsman. Its water has created a more living cave environment as it flows down into areas 9, 10, 11, 12, 13, and 16 before finally ending at area 17. Removing the decanter will result in these areas drying up after the existing water has time to evaporate.

Scoring: Finding this cave and its treasure is worth 10 points. 5 additional points should be granted if the player's speculate that this could be related to Radivither. 10 additional points go to a party that decides to either: 1-let the decanter remain in place to support the cave ecosystem; 2-let the decanter remain in place to not alert anything intelligent that may lurk below; or 3-move the decanter to draw up anything intelligent lurking below into a trap.

9. **CRAWLING LEDGE:** The southeastern section of area 5 is somewhat muddy and covered with a few inches of bat guano. Among the smallish stalagmites, small cave roaches and cave crickets lurk two **giant centipedes**. They are aggressive and will attack anyone nearing their small territory.

2 Giant Centipedes (AC 9; MV 150 ft.; HD 1/4; HP 1, 2; #AT 1; Dmg Special; SA Poison save at +4; AL N)

10. **AMBUSH SHAFT:** This wide shaft descends roughly 140 feet to a ledge at area 11. It is slick from the water falling from area 8 and climbing it without equipment is done at a -25% chance. About halfway down the shaft lurks a family of **cave morays**. They live in cysts burrowed into the stone and are spaced in a circle around the shaft. A maximum of 4 will be able to attack at any single time as they have a reach of only 5 feet. In addition, each will withdraw into its cyst for an entire round after attacking. A PC has a 1 in 20 chance of attacking a cave moray when striking and vulnerable (AC 5), and will typically combat against the more difficult AC 0.

A cautious PC has a chance of noticing one of these cysts before entering striking range of the morays equal to his Find Traps or chance of detecting secret doors, whichever is greater.

Combat against the cave morays will probably occur when descending via ropes and unable to fight at maximum ability. If such is the case, increase the AC of the PC by 2 (AC 4 becomes AC 6) and ignore any Dexterity adjustments to AC. In addition, attacks are made with a -2 penalty.

It should be noted that there is a 5 foot area in the very center of the shaft that is unreachable by any of the cave morays. If the PCs are able to rig some sort of descending method that passes down the direct center of area 10, they will be out of range of the creatures.

8 Cave Morays (AC 0/5; MV 10 ft.; HD 4+4; HP 14, 16, 17, 19, 20, 23, 24, 26; #AT 1; Dmg 2-8; SA Surprise on a 1-5; AL N)

Scoring: Discovering the moray cysts before being attacked gains 5 points. Passing the morays without taking a single hp of damage gains 5 points.

11. **LAIR OF THE LATCH FROG:** A **latch frog** (see *new monsters*) calls this cavern home, spending most of its time along the edge of the deep pool within and coming out to the ledge to feed as the bats fly by. There is a 75% chance that the frog will attack any creature standing upon its landing. If wounded down to 10 or fewer hp, it will retreat, diving into the pool for as long as possible. This area is dimly illuminated from area 12 - attacks are made a -1 if only such illumination is used.

Latch Frog (AC 6; MV 180 ft., swimming 90 ft.; HD 4+2; HP 26; #AT 1; Dmg 2-8; SA Entangle, Surprise on a 1-3; AL N)

12. **GREEN SHAFT:** This descent is covered by phosphorescent green lichen. It is also rather unstable and its walls tend to peel off in thin strips. Spelunking here is dangerous - pitons have a 20% chance of failure. Climb Walls is done at a -50%, and falling rocks hitting those below deal 1-6 hp of damage.

Underneath the phosphorescent green lichen, small patches of durr fungus spread. This fungus is valuable in the creation of potions. Collecting a vial of durr fungus will take a turn, but is worth 100 gp. There are three vials worth of durr fungus in this shaft. Collecting the second vial will take 2 turns and the third vial will take 4 turns.

13. **MUDDY CAVE:** Most of the floor of this cave is covered with mud, the southeastern corner mud-filled as deep as 5 feet. Water trickles into this cave from area 14 as well as from the waterfall starting in area 8. Other than the mud, this cave is mostly unadorned with decorations and a few hundred bats live upon the niches in the ceiling. The dashed lines on the map of this area show the edges of the mud pool

The mud contains 7 **mud men** formed over the centuries by the ever-so-slight magical nature of the water pouring from the cracked decanter of endless water in area 8. They are typically dormant, but any creature entering the mud pool wakes them. They take 1 round to form their bodies from the mud into a standing position and attack on the second round. They will not notice or attack creatures outside their mud pool - instead sinking back down into the mud, becoming immune to physical attacks (even magical) but still subject to spell attacks.

7 Mud Men (AC 10; MV 30 ft.; HD 2; HP 8, 10, 12, 13 (x2), 15 (x2); #AT 1; Dmg Nil; SA Mud-throwing; SD Hit only by magical weapons, Surprise on a 1-3; AL N)

14. **PERCOLATING PASSAGE:** This long, low passage (only 3 ft. tall) is composed of a series of rimstone ledges, creating a terraced effect throughout the entire way. Each ledge acts as a small dam, holding back only an inch or two of water.

The stone in the terraced pools is unusually smooth, worn such by the relatively high acidity of the water contained therein. Traveling along this passage slows movement by half. Trying to move at normal speed requires a Dexterity ability check.

15. **CATFISH GROTTTO:** This ornately decorated cave is filled with dozens of gypsum rope formation, creating an otherworldly environment. It is as if there are dozens of silky threads growing out of the walls of the cave. These ropes break easy and fall to pieces - they have no value other than aesthetic. The eastern portion of the cave is filled by a large pool of slightly acidic but entirely potable water populated by a small group of blind white catfish. This cave provides an excellent place for resting.

16. **A STEEP DESCENT:** This passageway slopes down at roughly a 50 degree angle. It is wet and quite slick from both the water from area 8 as well as from traces of mud that's slide down the slope. Traversing this tunnel requires a successful Dexterity ability check made at +4 to the roll. Sliding down the tunnel to area 17 results in 1-4 hp of damage and triggers the phycomid in that area to instantly attack the hapless individual.

17. **MILK-COLORED MONSTER:** At the bottom of the slide that in area 16 is a pool, roughly 5 to 10 feet deep. The water is cold and clear excepting small bits of mud slowly sliding into it over time. Along the western shore is a milky patch of fibrous material with a few capped fungi growing out of it. This is a **phycomid**. It lives here feeding on bats. It is an old creature for its species and will soon propagate and then die.

In this area, there is a 25% chance of a group of bats (perhaps a dozen strong) flying by and up into the higher reaches of the cavern. If such occurs, there is a 50% chance of the phycomid attacking a bat with an alkaline globule. The phycomid will attack the PCs as soon as they approach within 10 feet of it, desirous of propagation.

Phycomid (AC 5; MV 30 ft.; HD 4; HP 21; #AT 2; Dmg 2-6, 2-6; SA Disease; SD Immune to mental attacks, +4 saves vs. fire and damage half or none; AL NE)

18. **THE BAT CAVE:** This gigantic cave is the main home of a large swarm of bats. Reaching into the hundreds of thousands, the bats fly nightly up and out of the cave to hunt insects. A fairly new colony, the pile of guano covering the floor of the cave is only half a foot thick, but it is crawling with thousands of cave roaches, cave crickets, cave millipedes and cave centipedes. Near the center of the cave is a small, mostly stagnate pool of water upon whose shores a group of **giant centipedes** spend much of their time hunting. There is a 90% chance of finding 1-4 of the giant centipedes around the stagnate pool. The others will be found throughout the cavern, hunting the smaller insects.

This area is rather damp and warm in comparison with the rest of the delve - the exhalation of hundreds of thousands of bats, coupled with the large lake on the western end of cavern create a slightly warmer and more humid environment.

Walking on all the guano is a difficult affair. Moving at normal speed requires a Dexterity ability check. Moving at half speed alleviates the check. Resting is utterly impossible here as anything touching the surface will quickly be crawling with biting and stinging insects (1 hp of damage per turn spent on the ground). There are numerous bat skeletons in various stages of decay, showing the efficiency of the insects lurking on the floor. A skeleton is cleaned to the bone in less than a day's time.

8 Giant Centipedes (AC 9; MV 150 ft.; HD 1/4; HP 1 (x4), 2 (x4); #AT 1; Dmg Special; SA Poison save at +4; AL N)

19. **STILL BLACK WATER:** The large lake on the western edge of a giant cave, this area hides two dangerous predators. Lurking beneath the waters is a pair of **subterranean giant archer fish**. These pale, eyeless fish are almost 8 feet in length and have developed a form of echolocation not unlike that of bats. Although not able to swallow prey of halfling-size or larger, they have a formidable bite and have well survived by shooting bats out of the air and into their lake

If any PCs approach the edge of the lake, a giant archerfish will shoot a stream of water at the upper body/head of the victim. If this hits, the PC must save vs. breath weapons or be knocked from their feet and into the water - stunned for one round. The giant archerfish will quickly follow up on the victim with its bite. Each archerfish will choose a separate opponent if possible, but will both attack the same victim in the water to maximize their feeding chances.

2 Giant Subterranean Archerfish (AC 7; MV 180 ft. swimming; HD 4; HP 18, 21; #AT 1; Dmg 2-8; SA Breath weapon; AL N)

20. **A TIGHT SQUEEZE:** This tunnel narrows to just over 10 inches in height about thirty feet down. All armor must be removed to squeeze through. A PC has a 2% chance of becoming stuck for every pound over 100 lbs, up to a maximum 75% chance. Freeing a stuck PC requires using some sort of lubrication (oil, water, etc) or brute force (50 combined points of Strength - not including the stuck PCs strength). Lubricating a character out causes a single hp of damage (and requires only 40 combined points of Strength), while brute forcing does 1-4 hp of damage.

Scoring: Parties using lubrication to extricate themselves from the squeeze gain 5 points.

21. **IRRITATING CAVE:** All along the slope of this cave, a thick sheen of water percolates through the stone. The area is slippery (a Dexterity ability check made at -2 on the roll allows PCs to maintain their footing at normal speeds) and the water is slightly irritating to bare skin. Any bare skin in contact with the water becomes quite itchy, as if afflicted by a mild case of poison ivy. This itching lasts for an hour and any spell-casting attempted during the time requires a Dexterity ability check made at -4 to succeed.

22. **TREACHEROUS LEDGE:** The cave here rises over an undercut ledge perilously jutting out over the acidic lake described in area 23. The ledge can solidly bear up to 100 lbs. If more weight is placed upon the ledge, for more than 5 round's time, it will crack and collapse into the pool in area 23. If more than 200 lbs. is placed upon the ledge, it immediately collapses and breaks the "dam" holding back the acidic lake. The water then crashes down the slope of area 21 before filling up much of the passage described in area 24.

Any PC caught by the rushing water of the breaking dam must save vs. breath weapons or be knocked to the ground, sliding down the slope into the new pool created by the filled passageway of area 24. For the effects of this, see area 23.

A thief or a dwarf has a chance to detect this "trap" after spending a full round upon the ledge. Dwarves have a 25% chance and a thief uses his Find Traps percentage at a -25% chance. A dwarven thief has two chances to detect the unstable ledge.

23. **ACIDIC POOL:** A dark and still pool fills this entire cavern to a depth of more than 60 feet. The water is rather acidic, causing 1 hp of damage the first round immersed and then 1 hp of damage for every two rounds thereafter in addition to the irritation described in area 21. Less than full immersion results only in irritation.

24. **LOW CEILING:** This passageway is only 3 to 4 feet tall its entire length. If the "dam" in area 22 has collapsed, the areas marked as filled with water are filled with water. If the dam has not broken, this passage is clear. The water has the same effects as described in area 23. Crawl/swimming through the flooded passageway takes 3 rounds, dealing a total of 3 hp of damage and irritating the skin as described in area 21.

25. **AN ETCHING:** Crudely carved into the rock on the western side of this intersection is an X. It is obviously made by a sentient creature. It is roughly 10 inches tall and wide. The symbol was placed here long ago to warn of traveling into areas 26 and 27.

26. **A STEPPED INCLINE:** This downward slope has small, step-like indentions upon it, making descent and ascent fairly routine. The distance between the indentions seems built around dwarven proportions.

27. **SORROW'S BIRTH:** Within this cave lies the spirit of **Radivther the Breaker**. One of the first generation of dwarves, it is he who

first discovered theft, death, insanity, and murder. He's the one who hid the objects found in area 8. He often visited this cave after hiding a newly acquired item and it is here that he died - the first dwarf to do so. His spirit remains, tormented by his actions.

This is an extremely dangerous cave. Radivither has long been separated from any intelligent living thing and he has entered something of a dream state - if it is possible for a spirit to dream. It is this state that provides a modicum of protection to those entering the cavern. Any sentient creature spending more than 2 turns within this cave draws the attention of Radivither: those leaving sooner, leave before he fully awakens.

Once awake, Radivither materializes as a transparent dwarven figure dressed in gray robes and attacks (as a 20HD monster) the nearest sentient creature the next round. A hit drains a single life level, much like a wight. Radivither cannot be harmed - not even the will of the gods combined could damage the twisted dwarf spirit in any way. Only casting a protection from evil spell within sight of Radivither provides any succor from his wrath. Once cast, he will fall into "slumber" again for an hour.

Any creature drained of all life levels by Radivither becomes possessed and under the control of the foul dwarf. For this journey, he will immediately physically attack his compatriots - his head spinning 360 degrees - cackling, laughing, and vomiting constantly. Those viewing a creature possessed by Radivither must save vs. spells or flee in terror as a fear spell (without the chance of dropping what is held) for 5 rounds. A successful save makes one immune to this fear for a day.

Radivither (as a spirit) will pursue fleeing creatures, but he will not leave this cavern until he regains his "strength." This will take over a year, but eventually he will be free to move about this entire cave system as he did eons before, stopping only where the cave exits the mountain and where the defensive hallway (area 29) prevents access.

If Radivither has possessed a PC, he will pursue outside his cave - physically attacking as long as possible. He will only stop if the body is killed, causing him to "slumber" for a turn before awaking again or until a protection from evil is cast within his perception. In the latter case, he will be driven from the body of the possessed (leaving the PC as a 1st level character) and forced back into "slumber" within area 28 for an hour.

The only cave he will never enter is area 7. The voice of Motsognir delivering the 4 Pillars of the Underearth to the newly created dwarven people is too painful for him to bear hearing again. He

remembers what he once was and that is unbearable for even a creature beyond the powers of the divine. This is the one lucid thought in his sea of madness and anger.

Any life levels drained by Radivither return at the dawn of the next day. He is not undead and lacks the ability to truly suck the life out of the living. He can only dampen it enough to possess what he wants.

Scoring: Although not as pleasing as the discovery of the echo chamber (area 7), the discovery of the haunt of Radivither the Broken is of even more religious importance to the entire dwarven race. Radivither's fate is the backbone of all dwarven law and the root of all the sorrow of the race. It is hard to properly state the importance of this find to a non-dwarf, but any dwarf will immediately understand, for the names of the discoverers will never be forgotten by their people. Although this may be the most important discovery in the delve, recognizing what has been found requires a Wisdom ability check. Dwarves roll as if their Wisdom was 4 points higher than normal. A successful roll will gain the party 25 points. A possessed PC that is recovered from the spirit's grasp will identify the spirit with complete accuracy.

28. CAVE OF CANDLES: Along the walls of this cave are the remains of many candles. Over a thousand are stuck upon the dark walls and most are nothing more than tiny butts or splashes of wax, but a few are long enough to still be useable. All total, around 20 candles remain, providing ten times that amount of illuminated time. One candle, (one barely an inch tall) detects as magical. It is a **candle of continuation** (see *new magic items*) that has 10 days worth of burn remaining.

The candles were placed here long ago by the ancient dwarves hoping to provide some sort of solace to the spirit of Radivither. It was a rite of passage for dwarves wishing to join the clerical orders; a rite showing their bravery as well as their acknowledgement of their responsibility for their race's failures.

29. DEFENSIVE HALLWAY: Unlike the rest of the delve up to this point, this hallway is precisely carved out of Stonesky. The walls are adorned with the axe pattern motif common to dwarven-carved passageways, but runes of obviously magical nature (they glow a dim golden color) are spaced 10 feet apart along the length of the hallway.

These runes are in an ancient dwarven tongue and there is only a 25% chance a speaker of dwarven will be able to understand the backwards message written upon the stone: "Here lies forward way no" (No way forward lies here.) Regardless the direction the viewer sees the runes, they will always appear backwards, even if one person reads from the western end of the hallway while the other reads from the eastern end: each will see the runes as if they were backwards.

This passageway was enchanted to keep the spirit of Radivither out of the major dwarven tunnels as the ancient dwarves could find no way to rid themselves of his presence. The only way to travel the length of the tunnel and arrive on the other side is to walk the entire way backwards. Any creature walking forward is teleported back to their beginning spot once the halfway mark of the tunnel is reached.

This has proven an exceptionally good barrier against non-intelligent creatures that never travel in such a manner for such a long time. It has also thwarted Radivither since its creation as he is too insane to think upon any riddles.

Scoring: If the party figures out the riddle in less than 6 turns, they gain 5 points.

HERE ENDS THE FIRST PART OF THE DELVE INTO ANCIENT STONESKY



PART B: THE HOLD OF DWERGMA

Past the defensive hallway lies the Hold of Dwergma. Formerly a location of religious contemplation and a pilgrimage destination, the hallways are now abandoned and silent of the constant prayer of its heyday. The religious order is long gone, and the renegade dwarf Dwergma has claimed much of the area as his home base, studying ancient texts for guidance in his mad quest to rebirth a long dead race.

The Story of Dwergma: Dwergma is the son of a local noble who attempted to murder his father and assume his position. He led a small rebellion of like-minded dwarves that botched their coup attempt and consequently scattered to the four corners of the world. Believed dead (or at least so far away as to be unimportant) Dwergma has been lurking within ancient Stonesky for several years - the last of which had him acquire the amulet of the deep ones (see new magic items). This unfortunate discovery was the downfall of Dwergma, as his body is now occupied by the spirit of a deep one. He roams the undertunnels and lost ways in ancient Stonesky seeking a way to bring back his vanished race.

The Hold Environment: The hold is composed of stone carved and worked by dwarven hands. All doors are made of thick stone, ornately carved and cleverly balanced to open with minimal force and noise. Unlike normal doors, they cannot be forced if locked due their very stout construction. Most doors possess no locks, but those that do can be locked by a successful Open Locks, with a success indicating the thief knows how to lock and unlock the door with confidence.

The hold is a single level with a maze-like level below the main level that once was a sewer and a long and arduous passageway interconnecting the hold with the deeper underearth environment. The long passage (and what it connects with) are beyond the scope of this adventure, but should easily fit within any campaign. If playing this as a tournament, the long passage has recently collapsed, stranding the creatures within the hold to the detailed areas.

The four natural caves in the hold are worked, leveling the floor and controlling the flow of water through the area and into the sewers. The sewer area is cramped (no more than 4 ft. high throughout) and only quarter-full, now that the water flows at a reduced rate due overgrowth in the caves.

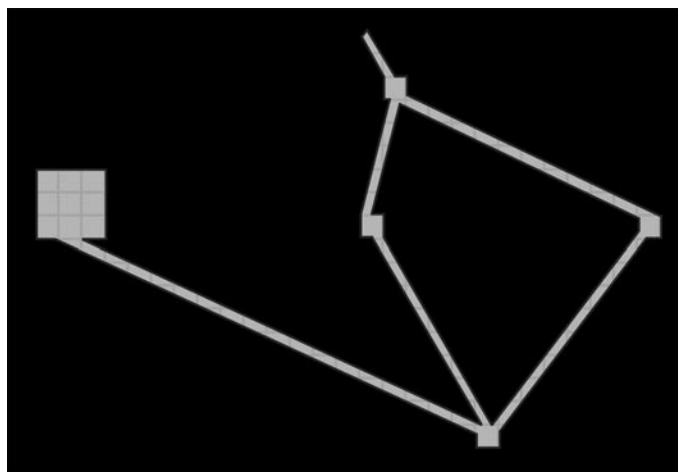
The Privies: There are five privies on this level. The main privy is next to the bathing chamber (area 25) and was the one most used by the holy dwarves as well as the many pilgrims. It has services for up to 15 people at once. The chambers of the three highest members of the holy order have private privies (which also function as bathing chambers) and there is a privy in the guard room (area 26) that the guards used to increase their vigilance. Beneath the privies is the sewer. Privies are indicated with a "P" on the map.

The Sewer Level

The sewer under the hold is only easily accessible via the drainage hole in the cavern complex. Although it is possible to chip away through the stone of one the privies to enter the sewer, such is rather unlikely and would take significant time, as well as create significant noise. The sewer travels roughly 10 feet beneath the main level. It is composed of simple straight tunnels with branches leading to all the privies in the hold as well as a holding room located under the guard room (area 26). The sewer is around 4 feet tall and 5 feet wide - requiring all but the smaller races to hunch and shuffle. A small map is provided for ease of description. The water is 1 foot deep throughout the system and still flows as it did long ago: a testament to the quality of dwarven engineering.

There is nothing of note within the sewers excepting the final holding facility. The holding facility is 8 feet tall and roughly 30 feet square. The sewers find their end draining into a large stone-grated hole in the northwestern corner of the holding room. The water in the holding room is 2 feet deep and under its clear surface hides

THE SEWERS UNDER THE HOLD



a **slavering moulder** (see new monsters). This horrid creature is an undead variety of the gibbering moulder. It has recently crawled up from unknown depths. Given the slavering moulder's terrible smell, the party should be alerted to the presence of something foul when they are within 40 feet of the room. The monster will pursue until dead or turned. If turned it slides down into the drain grate and is never seen again.

Slavering Moulder (AC 5; MV 30 ft.; HD 5+3; HP 27; #AT 4; Dmg 1 +1 per round; SA Confusion, slow, level drain, nausea; SD Turns as ghost; AL N)

Hidden in the holding room, in a secret compartment about eye height (for a dwarf) in the southwestern corner is a stash of valuable items lost with the unexpected death of one of the dwarven Patriarchs. Contained therein are: a small collection of six highly bejeweled and illustrated books of ancient dwarven prayers worth 15,000 gp, the **Ring of Ginksadim** (see new magic items), and a **brooch of shielding** (56 hp remaining). The books are books in function only, and are actually thin sheets of hinged granite, lightly carved and ornately illustrated in silver, gold, and platinum filigree.

If the party retreats into the sewer tunnels, all attacks are made a -2, excepting if the PC is less than 4 feet tall. An observant party will note that it appears that the last under-privy area has some traces of feces in it - indicating that the final privy (the one in area 9) is still in use.

Scoring: Finding this room gains 5 points to the party and finding the hidden treasure gains 5 more.

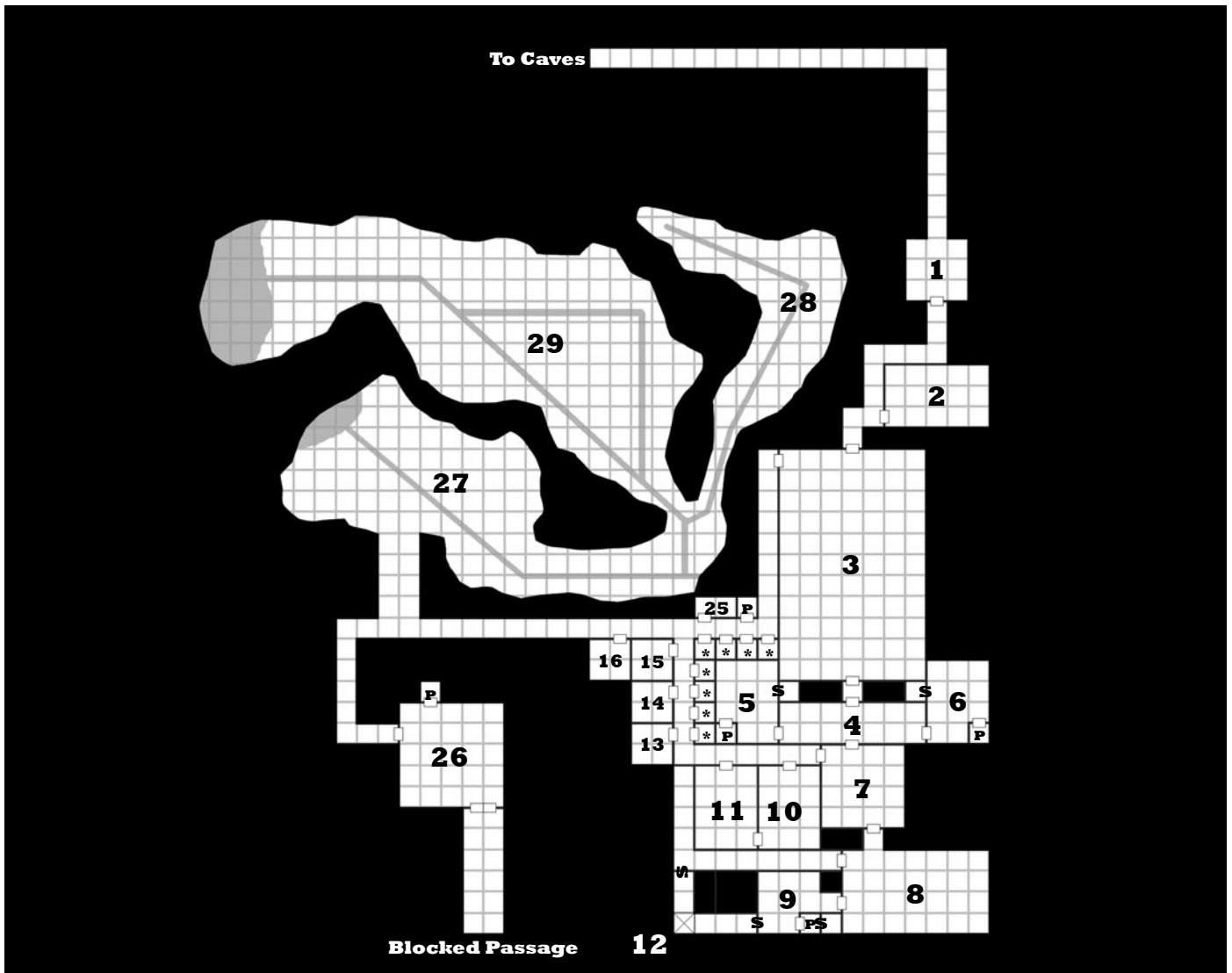
The Hold of Dwergma

1. **SHRINE OF MOURNING:** This shrine has a small altar on the eastern wall. Upon it the words (in dwarven), "Forgiveness we can never possess. The past can never be changed. Remember we our faults. Remember we our obligations." Those touching the altar are blessed for 2 turns afterwards. This boon is bestowed only once per day.
2. **STORAGE ROOM:** This room once functioned as the storage chamber for all non-religious items of the hold. The room is utter chaos now, filled with debris of every imaginable type. The floor is covered by broken pottery, smashed stone ware, broken weapons, bits and pieces of metal, broken barrels, and what looks to be large clumps of rock-hard flour solidified by the brine of who knows how many broken pickle barrels. If the party searches here roll on the following table for every turn. Up to 3 rolls are allowed before all that can be found has been found.

1. A half-dozen salted fish, still buried in salt packs.
2. 50 feet of usable rope. A miracle!

THE HOLD OF DWERGMA

EACH SQUARE EQUALS 10 FEET



3. A pickaxe.
4. 20 ingots of steel. 10 are still in good condition, the other 10 are useless.
5. A small portrait (5 inches by 6 inches) of a dwarf of some distinction worth 200 gp.
6. 20 crossbow bolts.
7. A solid piece of wood usable as a 10 foot pole.
8. 2 flasks of lamp oil.

3. THE GRAND CHAPEL: This great room (40 feet tall) was once the religious center of the hold. Row upon row of carved stone pews face south. Upon the southern wall, a glowing, giant closed fist (the holy symbol of Motsognir) is carved in bas-relief. It is ten feet wide, almost as tall, and radiates light out to 60 feet.

There are dozens of dwarf-sized skeleton in this room. Most are crushed and broken in many places - obviously a violent death. Several of the pews appear collapsed, as if a great weight was placed upon them. Along the southern wall of the room is a locked door that leads to the grand vestry and the remnants of a smashed altar made from the "wood" of the stonewood mushroom (see area 29 for more information on the stonewood - a dwarf will immediately identify the material as it is still common today). Dozens of smashed screens line the south wall.

When the hold was overrun by derro, this room was subject to many raids wherein a few derro ran into the chapel to grab the gold holy service. While most of the raids failed, eventually all

the treasure was stolen from this room, but at the cost of over a dozen derro.

The reason why it was so difficult is the giant hand of Motsognir is enchanted to act as a defender of this room. If any creature of chaotic evil alignment sets foot within the chamber, it raises itself off the wall and a voice says, "Begone foul ones!" If the creature approaches any closer, the fist animates and attacks.

Unfortunately for our intrepid adventures, the magic protection has grown a bit "strange" over the years and it now views any intruders as if they were chaotic evil. If the PCs move further into the room after hearing the cry of the fist, it animates and attacks the party. If they move back out of the room, the fist does not attack and settles back into its normal resting place.

In combat, the stone fist flies about the room, smashing down upon two victims per round and will not leave this chamber. It does triple damage against any chaotic evil creatures. It is immune to non-magical weapons, and is only affected by rock to mud (slows for 2-12 rounds), and spiritual hammer (which does triple normal damage).

The Fist of Motsognir (AC 6; MV 240 ft. flying (AA Class: VI);HD 9; HP 40; #AT 2; Dmg 2-16, 2-16; SD see above; AL N)

Scoring: If the party steps back out of the room after hearing the first warning to talk about the situation, they gain 5 points.

4. **THE GRAND VESTRY:** The doors leading into this room (the north and south doors) are locked with fairly complex locks (-10% Open Lock). The doors, like all the other doors in the hold are made of thick stone and will be impassible (without pickaxes and intensive labor) unless the locks can be bypassed in some manner. This large vestry was the site of purification rituals performed before entering the grand chapel. Here the holy dwarves would pray as they donned their spiritual garb.

Along the walls are dozens of wardrobes made from the "wood" of the stonewood mushroom containing over 100 robes of various makes and styles. Most are rotted beyond salvaging, but two are relatively intact and worth 100 gp each. In addition, all the gold and silver thread from the rotted robes is worth 100 gp. In a hidden compartment one of the wardrobes is a golden holy symbol of Motsognir worth 150 gp.

By sheer bad luck, Dwerigma has been unable to get past either of the locks to enter this room. He's quite frustrated by it - so much so that he has forbidden his xorn companion to enter the area and explore before Dwerigma finds a way into the chamber. His pride in his new skills has been stung, and he will not suffer such a thing so he has convinced himself there is nothing of value beyond the doors. This apparent setback and pique of nature has actually been a blessing in disguise - for if Dwerigma met the gamboge hulk that has set up lair in area 6, he would probably be at the end of his days.

5. **CHAMBER OF THE CANNON:** The door to this chamber is locked. The abode of the third-in-command of the holy order, this chamber stands exactly as left by the cannon when he rushed to defend the hold from attack. A finely crafted stonewood bed (250 gp), chest of drawers (300 gp), wardrobe (200 gp), a writing table (150 gp) and a plush chair (50 gp) reveal the station to have some creature comforts. Within the wardrobe are the cannon's clothes, all of which are unfortunately rotted into tatters. The bed's mattress is a lumpy moldy mess, but the cushion on the chair is nearly intact by some odd chance.

The chest of drawers is filled with more clothes, but one drawer is locked. Within is a pipe, some tobacco, and a pouch of hallucinogenic mushroom spores. Anyone sniffing the pouch containing the spores is affected by the drug for 1 turn per application if a save vs. poison is failed. The effects begin immediately and are quite disconcerting for the unprepared, but somewhat pleasant otherwise. Roll the below table to determine the effects.

1. Individual wonders why everyone's in such a rush.
2. Individual gets out some rations to feed that sudden hunger.
3. Individual begins to contemplate if perhaps there are understars - just like stars but under the earth.
4. Individual feels a bit paranoid, and blurts out, "Yeah, well, you know, that's just, like, your opinion, man." Individual is a bit difficult to work with for a while - although not hostile at all.

In addition, the drawer of the writing table is locked and contains 10 pieces of parchment, a quill and ink pot, a gold holy symbol of Motsognir worth 250 gp, a book of prayers worth 150 gp, and a **potion of human control**.

There is a secret door in this chamber. Behind it is a suit of dwarf-sized **plate mail +1**, a **mace +2**, and a chest containing 1,201 cp, 455 sp, and 550 gp. Had the cannon taken the time to fully gird for combat, perhaps he would have fared better.

6. **CHAMBER OF THE LAMA:** The door to this chamber is locked. A near match of the cannon's chamber, the second-in-command shared the same style of furniture and the same privileges of stature as did the third. However, unlike area 5, this chamber

has been utterly destroyed and all the furniture and ragged textiles bundled up into pile in the northwest corner. There is a large indentation in the pile of debris made by the **gamboge hulk** (see *new monsters*) that uses this room as its lair.

The hulk is a rather intelligent creature and realized that this chamber had been untouched for a very long time when it tunneled into it by accident. It looked around and discovered the secret door, and the treasure in the chamber beyond, and immediately decided that the secret location was the perfect place for all its treasure and it soon moved in and set up house.

3-6 rounds after the party enters they'll hear a rumbling noise come from the eastern wall. One round after that, the gamboge hulk will burrow through the wall and attack the creatures it finds in its lair.

Gamboge Hulk (AC 4; MV 60 ft., 10 ft. burrowing through stone; HD 7+7; HP 32; #AT 3; Dmg 2-8, 2-8, 2-12; SA paralysis; SD regeneration; AL LE)

Behind the secret door in this chamber is not only treasure of the gamboge hulk, but also the treasure of the last lama. The items of the last lama are: a life-sized painting of Motsognir, worth 3,000 gp; a silver holy service composed of plates, cups and holy symbols used during more common rituals worth 1,200 gp; and a collection of 4 meditative works worth 120 gp each. The gamboge hulk has added the following: 3,085 gp, 654 pp, **boots of levitation**, a **potion of ESP**, a **potion of growth**, a **scroll of shadow door**, a **scroll of cure serious wounds**, and a **scroll of remove curse**.

7. **MEDITATION ROOM:** Previously used as a place of quiet contemplation, the room's contemplative furnishing now lies in tatters and rags upon the floor. Pillows and rugs are moldy bundles of fluff and display cases formerly holding prayer items no more than kindling.

In the northwestern corner of this room between the doors on the north and west walls is a **tentamort**. One of the two planted by Dwerigma in the past year, this tentamort allows nothing but Dwerigma and his xorn to pass unmolested. Its position makes it highly likely to surprise (5 in 6) any party opening either door. If more than one PC is within 20 feet of the tentamort it will attack two PCs, but if only one is within reach it will focus both of its attacks upon a single target.

Tentamort (AC 3 (tentacles), 1 (head/body); MV 10 ft.; HD 2 (per tentacle), 4 (body); HP 12 (constrictor tentacle), 12 (digestive tentacle), 16 (body); #AT 2; Dmg 1-6, 1-6; SA constriction, paralysis; AL N)



8. LIBRARY: This large room once housed the collected knowledge of the holy dwarves living within, but it is now mostly a giant pile of busted parchment, broken and splintered bookcases (made of real tree wood) and smashed reading tables. One table in the south west has been crudely reassembled and all of the usable books scavenged from the ruins of the library are stacked neatly beside. On the table is a silver candlestick holder (worth 30 gp) and an unlit candle.

Dwergma spends much of his time at this table, reading the remaining books he understands, hoping to find some sort of hint on how to resurrect his long-dead race. He is completely thorough, reading everything available regardless of subject, for he knows he has a long time to complete his task.

Like the meditation room before it, the library has a **tentamort** in the northwestern corner. It is the second of the two created by Dwergma through use of the amulet of the deep ones. It is similar in tactics as its brother.

Tentamort (AC 3 (tentacles), 1 (head/body); MV 10 ft.; HD 2 (per tentacle), 4 (body); HP 12 (constrictor tentacle), 8 (digestive tentacle), 23 (body); #AT 2; Dmg 1-6, 1-6; SA constriction, paralysis; AL N)

There are 20 scavenged books in Dwergma's pile. Each book has a title, weight and worth. The titles are:

- The Earth Forging**, by Drust Dakvon (2 lbs., 100 gp)
- On the Nature of Worms**, by Treys Nadhil (4 lbs., 200 gp)
- The Virtue of Celibacy**, by Gehed Noorlim (1 lbs., 1 gp)
- The Rule of Law**, by Grylath Mavour (2 lbs., 100 gp)
- Chaos - Theory and Practice**, by the High Wizard Starhand (10 lbs., 300 gp)
- Return to the Eve**, by Gnospret Gobar (2 lbs., 25 gp)
- Common Mushrooms**, by Myrnar Krentomzh (4 lbs., 50 gp)
- 101 Ways to Die Through Foolhardiness**, by Gorath Ironfist (5 lbs., 250 gp)
- The Psychology of Drow**, by Learth Rakeer (2 lbs., 400 gp)
- Bushes & Shrubs of the High Mountains**, by Saia Zoides, (10 lbs., 50 gp)
- Gnomish Art**, by Froidle Frediddle (1 lbs., 10 gp)
- Beardless Ladies**, by Durin Axehand (4 lbs., 65 gp)
- Geography of the Upper Realms**, by Zhoreb Vaigthlu (25 lbs., 850 gp)
- On the Wings of Dragons**, by Psattor Marivik (2 lbs., 25 gp)
- Alchemical Mixtures of the Most Unusual Sort**, by Zyrrisalanticzar (4lbs, 125 gp)
- Reading Chicken Livers**, by Skraf Croquarne (2 lbs., 25 gp)
- The Abyssal Planes**, by Domnux Deovior (10 lbs., 450 gp)
- Common Creatures of the Underearth**, by Dugal Darkwalker (4 lbs., 50 gp)
- Stonework**, by Norri Darsid (2 lbs., 25 gp)
- Crustaceans, Molluscs and the Lunar Tide**, by Celbarb Shasara (8 lbs., 10 gp).

When the party begins fighting the tentamort in this area, reference area 9 and begin Dwergma's plan of action. There is a chance that Dwergma may arrive in the room when the PCs are still fighting the tentamort. If this is the case, there is no chance of the party detecting his approach and will only know of his presence once he begins casting sticks to snakes (although they won't know where he is as he will be invisible). If Dwergma arrives after the tentamort is slain, there is a 2 in 6 chance (per PC) that one of them notices the door to area 9 open and hears the rubbing sounds of leather armor before Dwergma casts his sticks to snakes.

9. CHAMBER OF THE PATRIARCH: This chamber once housed the head of the order, but now Dwergma calls it home. The stone door to this room is closed, but Dwergma has lubricated it to make the normally quiet door slide open silently.

Within this chamber is a suite of finely-crafted stonewood mushroom furniture: bed (300 gp), nightstand (150 gp), chest of drawers (400 gp), wardrobe (300 gp), writing table (200 gp) and comfortable chair (75 gp). The bed is fairly comfortable, as Dwergma has scrounged the best possible materials for it. The chest of drawers is mostly empty, as is the wardrobe. The writing table's drawer is lock and trapped with a poison needle. Within is Dwergma's spell book and his diary, wherein is accounted his failed coup, defeat, flight, and eventual discovery of the hold. A reader will learn of the flail snail (area 27) and the paralyzing brain (area 29), as well as that there is something horrible in area 28. The final entries are mainly about the wonderful amulet he found in the secret room behind the privy in the patriarch's chamber. He describes how it talks to him soothingly and provides magical and dexterous powers far beyond his belief. About half-way through the final entry, the text changes from dwarven into a completely alien looking language.

The secret chamber behind the privy is now empty. It contained only the amulet of the deep ones.

Dwergma (Male Dwarf): 5th-level Fighter, 8th-level magic user, 8th-level cleric, 8th-level thief (AC 5; MV 90 ft.; HD F5, MU8, C8, T8; HP 48; #AT 1; Dmg by weapon +1; SA spells, triple damage backstab, SD regeneration; S 17 (+1, +1), I 15, W 10, D 15, C 18, Ch 16; AL CN). Possessions: **leather armor +2, longsword +2 giant slayer, potion of invisibility** (4 quaffs left), **scroll of protection from paralysis, amulet of the deep ones** (see *new magic items*). He has memorized the following magic user spells:

- First: **read magic, magic missile (x2), shield**
- Second: **ray of enfeeblement (x3)**
- Third: **dispel magic (x2), hold person**
- Fourth: **wizard eye (x2)**

He has prayed for the following cleric spells:

- First: **bleed, cure light wounds, protection from good**
- Second: **augury, hold person, slow poison**
- Third: **create food & water, cause blindness, cure blindness**
- Fourth: **cure serious wounds, sticks to snakes**

Below is the round by round breakdown of Dwergma's plan when facing a group of determined combatants:

- Round 1: Casts **wizard eye**.
- Round 2: Sends out wizard eye and assesses the situation.
- Round 3: Reads **scroll of protection from paralysis**. (Immune to hold or paralysis effects for 1d4+1 turns)
- Round 4: Casts **protection from good**. (Good PCs now -2 to hit and Dwergma gains a +2 to saves against magics cast by good in addition to his normal dwarven +5 against spells, wands, staves and rods due 18 Constitution. Lasts 24 rounds)
- Round 5: Casts **shield**. (Immune to magic missiles and +1 to saving throws against attacks that are basically frontal. Lasts 40 rounds)
- Round 6: Drinks one quaff of **potion of invisibility**.
- Round 7: Enters library as quietly as possible (62% chance of Move Silently - if PCs are still fighting the tentamort, success is guaranteed).
- Round 8: Casts **sticks to snakes** on some of the splintered bookcase "sticks" near the party. He is still invisible because he has not yet attacked. (Lasts 18 rounds. Creates 8 snakes, 4 of which are venomous.)
- Round 9: Casts magic user **hold person** on 4 party members. Hold lasts 16 rounds. Dwergma becomes visible
- Round 10: Casts **magic missile** (4d4 +4 damage) on a non-held party member, preferably the one that appears most dangerous or most damaged.

Dwergma's magic user spell selection is minimal. He has acquired a very limited spell book since gaining his magic user abilities - only the spells he has memorized are in his spell book.

4 Constrictor Snakes (AC 6; MV 90 ft. HD 2+2; HP 4, 8, 11, 13; #AT 2; Dmg 1, 1-3; SA constriction (autodamage, successful open doors to break); AL N)

4 Poisonous Snakes (AC 6; MV 150 ft. HD 1+1; HP 6, 8, 8, 9; #AT 2; Dmg 1; SA poison (+1 to save, 2-8 hp of damage); AL N)

Scoring: If Dwergma is killed, award 20 points to the party.

10. **KITCHEN:** The kitchen of the ancient site has long since been smashed to bits and all items of note carted off to deeper locales within the earth. However, the last cook successfully hid his cook book in a small secret niche near floor level in the south east. The book is in frail condition, but still quite legible. It betrays its master as a man of straight-forward thinking with an intense lack of imagination: most of the recipes are of the type such that one would wonder why they needed recording. How to make a watery mushroom-based gruel isn't something that needs be passed on. An uninspired work to say the least, the book would still be worth 25 gp to the right collector of antiquities.

Scoring: Although the book isn't much of a find, it's worth 5 points to the party. If they actually cook the watery mushroom-based gruel (all the ingredients can be found in area 29), they'll find that it is a truly inspired recipe - capable of allowing consumers to heal at double the normal rate when resting and gain another 5 points for their efforts. The rest of the recipes are as they seem; magnificent only in their blandness.

11. **MESS HALL:** A series of low stone-carved tables line this room, obviously once used as a mess hall. Stone cupboards carved into the walls contain mostly broken stone ware, although a few remain intact, but none of obvious value. The floor here is carved in a distinctive axe head pattern - a pattern that is even now still common in dwarven works.

12. **MAGICAL WARD:** The corner of this hallway is protected by a magical ward. This should be fairly obvious, due the clustering of ancient derro skeletons at the corner and the faintly glowing runes etched along the southeast corner, but any party foolish enough to attempt to turn the corner without first saying "Motsognir" suffers the effects of a localized lightning storm dealing 4-24 points of damage (save vs. spells for half damage). Hidden underneath the charred derro skeletons is a secret compartment containing a small book wrapped in a slip of paper upon which the cryptic words, "*The bane is hidden in the sewer chamber. I can find no way to reverse its power. Perhaps you who come after will do better than I,*" are written. The book is a private diary of the last patriarch. It contains notes upon the character and peccadilloes of the various holy dwarves under his command. It is a rather biting and sarcastic account of everyday religious life written by a dwarf who obviously should never have achieved his position. It is worth 1,000 gp to the right collector.

- 13 - 16. **CHAMBERS OF THE CURATES:** These larger chambers were the quarters of the mid-echelon holy dwarves; two dwarves per chamber. They've been thoroughly sacked and destroyed. Nothing of interest remains; just broken beds, desks, and chairs made from the "wood" of the giant stonewood mushroom.

- 17 - 24. **CHAMBERS OF THE PRIESTS:** Centuries ago, these small quarters housed two priests each. Today there is nothing of value remaining; just smashed furniture and rotted textiles. On the map, these chambers are indicated by an asterisk (*).

25. **BATHING HALL:** This room is lined with benches and there are several drains in the middle. A gentle slope drains any liquid to the drains, which connect to the sewer lines via small carved "pipes." This was the bathing room of the complex. In here the religious ritually cleansed themselves as well as physically. Other than a fine example of engineering, this room is of no interest.

26. **GUARD ROOM:** This 50-foot-square room was the entrance chamber/guard room of the ancient dwarven complex. Against the northeastern wall and facing the double doors is a still-usable (although unloaded) ballista along with 5 giant quarrels. Once filled with a constant flow of pilgrims traveling to pray in the grand chapel, this area held over a dozen guards, collecting fees and protecting the hold. They have long since passed, but a lone guard still remains, a **xorn**.

The xorn is one awed by Dwergma and tasked to guarding the entrance. Although the hallway beyond has recently collapsed (about 2 days ago), the xorn is still guarding the area because Dwergma worries the collapse may draw the attention of underground dwellers.

The xorn will first attempt to parley with the party, asking for 200 gp before opening conversation. It says its name translates into common as "Gypsum Flower" and it says that it is new to the area and knows not what lurks in the direction the party comes from while behind (down the collapsed hallway) lies several miles of wandering tunnels and a nest of the deep foul dwarves. Gypsum Flower tries to acquire as much information as possible from the party and will gladly bargain to gain access to information concerning from where the party has been. It has a pouch of gems with which to bargain containing ten 200 gp amethysts.

It wants to determine if Dwergma has been met, and if not, it will attack with 1 round of surprise if the party has let their guard down in any manner. If Dwergma has been met and defeated, Gypsum Flower slides into the stone and is gone - making its way to his treasure stash in two rounds and emptying it into one of the sewer chambers (the one under the privy in area 9) over the next turn. If the fight turns against Gypsum Flower, it retreats and notifies Dwergma if the dwarf is still among the living.



Gypsum Flower, Xorn (AC -2; MV 90 ft.; HD 7+7; HP 45; #AT 4; Dmg 1-3 (x3), 6-24; SA surprise on 1-5; SD Immune to fire or cold damage, electrical does half or none; AL N)

Gypsum Flower has hallowed out a niche in the privy that contains his treasure and concealed it behind a pile of stone rubble. Clearing the rubble takes 5 rounds. Unlike all the other privies in the complex this one smells, not from waste, but from the stench of the slavering moulder that lives in the sewer storage room below (see sewer level). The treasure contains 2,400 sp, 3,600 gp, a **potion of cloud giant strength**, and 3 pieces of **incense of meditation**. If retreating, Gypsum Flower will remove this treasure most quietly and will prove undetectable unless the PCs are in the privy proper when the xorn is removing the treasure.

27. **AIR GARDEN:** The precisely cut stone of the dwarven hallways gives way to a natural cave showing slight signs of rough shaping. The floor has obviously been leveled, as it is perfectly flat - or it would be were it not for the mounds of loam created over the centuries by the thousands of various mushrooms within. The ancient dwarves of the hold used this area, as well as the other garden areas to grow food, and more importantly, air. Most mushrooms exhale carbon dioxide, but the majority of mushrooms within this cave are dwarven-bred mushrooms that exhale fresh oxygen, providing a steady source of good air deep underground.

This first cavern is composed of hundreds of different types of fungi, most no more than foot tall, but the height increases to over 6 feet in the eastern end of the cavern. Even the ceiling (60 feet up) and walls are covered with growing fungi. Running the length of the cavern, and terminating in a pool, is a fresh water supply the dwarves carved to feed their fungal cave. It is only a foot deep, but it keeps the cave moist.

Lurking along the eastern end of the cave, among the taller mushrooms is a **flail snail**. The creature slowly moves back and forth throughout all the mushroom garden caves, munching on fungi. It has an entente with the paralyzing brain (area 29), who likes to keep the flail snail around to help balance the power between the paralyzing brain and Dwerigma and his xorn.

The flail snail is relatively calm and will only attack if a PC comes within 20 feet or if it is attacked. If the flail snail is reduced to 0 hp it will die over 1-3 turns, during which it gives off loud and piteful cries. This will alert the paralyzing brain (area 29) and the basidiron (area 28) of the party's presence.

It should be noted that the irrigation channels carved by the dwarves, exits this cavern along the southeastern edge. The exit is big enough for a man to squeeze through. This is the start of the sewer tunnels linking all the privies of the hold in a single system (see sewer level above).

Flail Snail (AC 4; MV 60 ft.; HD 5; HP 23; #AT 5; Dmg 1-8; SD Immune to fire and poison, magic disruptive shell; AL N)

28. **RITUAL GARDEN:** This mushroom garden is covered with the same overgrowth as the others, but instead of the great mushrooms of the other caves, those here tend to be smaller, but there are several at least 4 feet high. This was once the garden in which all the ritual fungi were grown. Once a well-maintained and highly-organized garden containing the finest of psychedelic mushrooms available it is now a mishmash of crazy color and effect, in which a **basidiron** lurks.

The basidiron is well camouflaged among so many mushrooms and is hard to locate. A dwarf or gnome has a 40% chance per round of identifying the basidiron after two rounds have passed. A druid has a 75% chance of identifying the creature

immediately, and every round thereafter. All others have a 10% chance after three rounds.

Unless warned by the death cries of the flail snail (area 27) this basidiron is more relaxed than normal for its species and will refrain from attacking unless attacked. If warned it will be ready to attack and will surprise on 3 in 6. The basidiron releases a continual stream of invisible hallucinatory spores affecting any who enter this cavern. Those entering must save vs. poison or suffer one of the hallucinatory effects in the monster description.

Basidiron (AC 4; MV 60 ft.; HD 5+5; HP 25; #AT 1; Dmg 2-8 plus smothering; SA hallucinatory spores; SD Immune to mental attacks, cold does no damage and slows and prevents spore attacks; AL NE)

Hidden under six lumpy piles of loamy mushrooms, are all that remains of the last of Dwerigma's followers. Since surviving the encounter, Dwerigma has told himself that he avoids this area because he plans to find the source of the hallucinatory effect and introduce it into major dwarven settlements when such a necessity arises. In reality, Dwerigma is intensely afraid of what unknown horror lurks within this cave and would not enter unless forced by threat of immediate death.

The six corpses all bear chainmail, axe, crossbow, and 20 bolts a piece. There is a total of 245 gp among the bodies, and one corpse has a **ring of feather falling**.

29. **MAIN GARDEN:** The main fungal garden for the hold, this large cavern (80 ft tall) has a pool along the western edge that is ten feet deep. A channel of water, roughly one foot deep, runs out of the pool into carved channels throughout the entire fungal gardens, maintaining the correct moisture for optimal mushroom growth. At one time this cavern was well-maintained, but like the others, it is now a riot of overgrown and unkempt fungi.

The western 60 or so feet of the cavern features the mighty stonewood mushrooms, growing straight and true to a height of 60 feet. These mushrooms are used as wood, for they possess almost the same properties of the surface oak. Hiding among their giant caps is an old and weary **paralyzing brain**.

A foul ten-tentacled creature with a giant bird's beak, the paralyzing brain had the run of the hold until the arrival of Dwerigma, surviving on the scum creepers endemic to this cave. The paralyzing brain and Dwerigma have an unspoken understanding of live and let live, for neither wishes to put life and limb on the line when there is little need and the paralyzing brain fears the abilities of Dwerigma's xorn guard. However, the paralyzing brain is growing increasingly worried about the dwarf, who has stayed much longer than it has thought he would. If the party has not killed the flail snail (area 27) the paralyzing brain may be surprised by a quiet approach, but more than likely it will hear the party long before they know of its presence.

The paralyzing brain will hover in the highest part of the cave, over the cap of a stonewood mushroom, to observe the group from where it knows the light of intruders cannot penetrate. If it chooses to attack, it will attack at the most opportune moment - focusing its 10 paralyzing tentacles on any spell casters first. If greatly injured it will attempt to flee, returning to find cover behind a stonewood mushroom cap. It will then take the potion of extra healing found in its treasure pile and return to combat.

There is a 20% chance per round spent in this cave that the party will see a scum creeper, roughly 20 feet away. The creeper will notice the party and close for feeding. There are

15 creepers spaced throughout the cave and if the party kills more than 6, the paralyzing brain will be compelled to attack to defend its food supply.

Over the many years this old paralyzing brain has haunted these caves it has accumulated a small treasure with some few items of note. It keeps its treasure on the top of the tallest stonewood mushroom cap along the eastern wall of the cave. The treasure is composed of 805 sp, 250 gp, a **scroll of protection from undead**, and a **potion of extra healing**.

15 Scum Creepers (AC 8; MV 30 ft.; HD 1; HP 2 (x5), 3 (x3), 4 (x2), 5 (x5); #AT 1; Dmg none, than 1 per round; SA blinding; AL N)

Paralyzing Brain (AC 4; MV 120 ft. flying (AA: Level IV); HD 5; HP 24; #AT 11; Dmg 1-4 (x10), 1-6; SA paralysis on tentacle hit (for 2-8 rounds); SD Immune to lightning; AL NE)

HERE ENDS THE LAST PART OF THE DELVE INTO ANCIENT STONESKY

New Magic Items

Amulet of the Deep Ones: This ruby amulet hangs from a necklace carved from a single quartz. It is the last magic artifact of the ancient deep ones: a race that lived deep within the earth long before the common races strode the world above. After the great dwarven wars wiped out the deep ones, only this amulet remained due its indestructibility. It was kept by the dwarven religious orders for millennia, but was eventually lost to time.

Within the ruby are the souls of every deep one that ever existed. The sentient container of a lost species nearing a hive-mind, the ruby seeks to possess those that bear it and bring about the return of the lost race.

Those wearing the amulet of the deep ones are subjected to the below effects:

1. Alignment changes to chaotic neutral.
2. Gain all abilities of an 8th-level cleric, thief, and magic user with the ability to progress in level.
3. Gain +4 to AC and +2 to saving throws.
4. Gain immunity to mind-affecting spells and abilities.
5. Gain the ability to detect creatures that can possess within 300 ft. and gain a vulnerability to possession-type effects (always fail any saves).
6. Gain 10 additional hit points and regeneration of 1 hp per round. Fire and acid damage cannot be regenerated, although it heals normally.
7. Age at 1/10th the normal rate.
8. Can create a special tentamort possessing tentacles twice as long as normal once every 6 months. The tentamort will obey the commands of its creator and will not attack any creature its creator has spat upon.
10. Gain the ability to speak Xorn and an effective Charsima of 23 when dealing with Xorn. In addition, the wearer has awe power over the species.

The amulet of the deep ones is an intelligent artifact possessing intelligence utterly foreign to the common races. It telepathically mutters and mumbles words of a pleasing nature to its wearer. It does this because a week after donning the amulet, the wearer's soul is sucked into the amulet and the soul of a deep one replaces it within the body. This effect can be avoided by removing the amulet (this "resets" the week period), but every such occurrence results in a cumulative 1% chance that the next removal attempt fails and triggers the soul switch.

Once the soul of a deep one is freed, it goes about trying to resurrect its lost race. It needs only find the right way...

Candle of Continuation: This candle burns for an entire year's time. It is lit and snuffed as a normal candle. Any other burning candles within 100 ft. of a candle of continuation burn at 1/10th the normal rate. **Experience Point Value:** 200 **G. P. Value:** 400.

Ring of Ginksadim: This plain-looking gold ring possesses a terrible curse. Any gold (except the ring itself) in the possession of one putting on the Ring of Ginksadim is transformed into gold-washed lead. The ring can be removed at will.

New Monsters

GAMBOGE HULK

SIZE: Medium (6 ft. tall, 4 ft. wide)
MOVE: 60 ft., stone burrowing 10 ft., soil burrowing 60 ft.
ARMOR CLASS: 4
HIT DICE: 7+7
ATTACKS: 3
DAMAGE: 2-8, 2-8, 2-12
SPECIAL ATTACKS: Paralysis
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 10%
TREASURE: In Lair: 1-20k sp (10%), 1-12k ep (15%), 1-10k gp (40%), 100-800 pp (35%), 3-30 gems (20%), 1-10 jewelry (10%), any 3 magic items except swords or misc. weapons, + 1 potion + 1 scroll (30%)
INTELLIGENCE: Very
ALIGNMENT: Lawful Evil
LEVEL/X.P.: 6 / 1,050 + 10/hp

General information: A smaller, more intelligent variety of the more familiar hulks, gamboge hulks are also subterranean predators. They possess similar anatomy and burrowing capabilities, but lack the confusion ability of their more common cousin.



They attack with rock-hard claws and powerful mandibles, but heavily rely upon their paralysis ability when hunting. Any intelligent creature that squarely views a gamboge hulk's four eyes must save vs paralysis or be paralyzed for 3-9 melee rounds. If the hapless creature lives long enough to recover before the gamboge hulk slays it, it must avert its eyes (-4 to hit) or risk another paralysis. A failed second save results in paralysis for 1-4 rounds, after which time the target is immune to that particular gamboge hulk's paralysis ability for a full phase of the moon.

Unlike their larger cousins, gamboge hulks leave no passages behind them when they burrow, the stone or soil magically replaces itself as it was before the creature's passing. This "healing" process takes just under an hour, so following a fleeing gamboge hulk is possible, but any creature caught by a "healing" tunnel is killed instantly.

Gamboge hulks regenerate 1 hp per round starting 3 rounds after first taking damage. Only physical damage is regenerated - damage from other sources is healed at the normal rate.

Physical description: Gamboge hulks are dark mustard in color, shading to rusty gray on the front. Their head is vermilion, and their mandibles are amber colored. They are wide, thick beasts, weighing over 600 lbs.

LASSOO

SIZE: Small (3 ft. wide)
MOVE: 10 ft.
ARMOR CLASS: 2
HIT DICE: 4
ATTACKS: 1
DAMAGE: 2-20
SPECIAL ATTACKS: Tongue
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 90%
TREASURE: In Lair: incidental
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 105 + 3/hp

General information: Postulated by some sages as a more dangerous variant of the piercer, the lassoo is a rare and unusual predator. The tongue of the lassoo can stretch up to 50 feet to grab food. In addition to its deceptive appearance, a lassoo relies on a chameleon-like camouflage ability to surprise its prey. Lassoos are 75% undetectable to creatures unable to see invisibility.

Lassoos will often be encountered with piercers, as such presents the opportunity to steal kills or scavenge remains. Lassoo lairs will have only incidental treasure - and that only of material tougher than leather, as everything else is digested completely.

The lassoo waits in caverns for tasty creatures to walk beneath it. When a medium-sized or smaller opponent comes within its range, it attacks with its tongue and picks up the victim, bringing him to its mouth at 25 feet per round. The lassoo's tongue attack is extremely quick, and unless the lassoo was spotted ahead of time, this attack is by surprise. Its tongue is thin and strong, requiring a +1 weapon to damage. It has an AC of 0 and 5 hp. A lassoo can lift 400 lbs. with its tongue.

Physical description: A lassoo is an upside down, cone-shaped beast, with a thick muscular foot at its top used to attach itself to the ceilings of caverns. The lower part of the lassoo consists of a massive alligator-like mouth containing a long sticky tongue. The outside of the beast is covered with a thick and stony hide that makes the lassoo look more like a natural stalactite than any sort of living creature.

LATCH FROG

SIZE: Large (8 ft. long)
MOVE: 180 ft., swimming 90 ft.
ARMOR CLASS: 6
HIT DICE: 4+2
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: Entangle
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 35%
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 235 + 4/hp

General information: Instead of the one long sticky tongue of its cousin the giant frog, the latch frog has three tongues, each prehensile, extendable out to 25 feet. As if this were not enough for the hapless adventurer, the tongues drip thick saliva that easily gums up and disables most mobile creatures.

A latch frog can cover a large territory, moving amazingly fast by hopping great distances. It eats pretty much any creature it can get its tongues on, and it can outrun nearly any potential prey, placing the latch frog rather high up on its local food chain. They surprise on a roll of 1-3 on 1d6 and can jump 100 ft. in a single bound.

The latch frog usually gets the first attack. If fighting a solitary opponent, it will pull its prey into its mouth for a bite. If fighting multiple foes it will attack up to three opponents within 20 feet of one another, relying on its gooey saliva to stop extra attackers. If reduced to 10 or fewer hit points, the frog turns and flees, rapidly hopping away to safety.

If a latch frog hits a creature with its tongue attack, the creature becomes entangled in the frog's sticky saliva. An entangled creature has no dexterity bonus, and attacks are made against it at a +4 to hit, while it is at -2 to hit when attacking. Additionally, an entangled target must save against paralysis or become latched to the ground, unable to move. If the creature succeeds on its save, it can move at half speed. The saliva wears out and ceases being sticky in 4-20 rounds.

If a latch frog hits with a natural 20, it swallows its prey whole. Any attack against a latch frog that has swallowed a victim whole has a 25% chance of doing half damage to the swallowed creature as well as to the frog. If a swallowed creature has a sharp weapon at hand, it has up to 3 tries to cut its way out of the inside of the latch frog. An 18 or better on any attack indicates a successful escape from the frog and deals triple normal damage in the process.

Physical description: Latch frogs are huge frogs with three tongues. They come in many colors - some leaf-green, others bearing patterns and bright colors. Their great size is unique among giant frogs.

Variants: Some extremely rare latch frogs (entirely bright red varieties) are poisonous to the touch and bite. Like their giant frog cousins, the poison is weak, giving all creatures a +4 on their saves.

SLAVERING MOUTHER

SIZE: Medium (6 ft. wide)
MOVE: 30 ft.
ARMOR CLASS: 5
HIT DICE: 5+3
ATTACKS: 4
DAMAGE: 1 (+1 per round)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None

RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 95%
TREASURE: In Lair: 1-4 gems (x4) (50%)
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 490 + 6/hp

General information: Slaving mouters are thought to be undead gibbering mouters, brought back from the dead by dark powers. Though it needs no sustenance, the slaving mouter eats everything in its path, except stone and gems. It is commonly employed to clean underground lairs, dungeons, and labyrinths. Such subterranean homes are unusually clean. Slaving mouters are turned as ghastrs.

As soon as a mouter spots something edible, it begins a constant slaving, filling the air with a foul cacophony of voices. This causes confusion in all creatures (other than mouters) within 20 feet who fail their saves against spells. Each round spent in this radius requires a save. Roll a 1d8 every round to see what action a confused target takes for that round: 1 = attack the nearest creature; 2-5 = wander; 6-7 = stand stunned and drooling; 8 = fly into a rage and attack the nearest creature, dealing double damage on a successful hit.

Slaving mouters attack first by expectorating spittle at their opponents, then by extending 4 tentacles tipped with teeth. Any creature hit by spittle must save against paralysis or be slowed. The mouter can target up to 4 creatures within 30 feet per round with its spittle attack.

The tentacles of a slaving mouter have jagged mouths at their end. When a tentacle mouth hits, it latches on to the victim, dealing an additional 1 hit point of damage per round. If a slaving mouter hits a single target with all four tentacles it drains a life level as a wight each round the tentacles stay attached to the same victim. Characters that have tentacles attached to them can break a single tentacle with a successful bend bars check, or the tentacles can be targeted with edged weapons. A tentacle has an AC of 1 and 5 hp. Damage dealt to a tentacle does no harm to the slaving mouter. Regardless of how many tentacles are broken or severed, a slaving mouter always creates another whenever needed.

The stink of death and corruption surrounding these creatures is sickening. Any creature coming within 10 feet of a slaving mouter will be wracked with nausea unless a save against poison is successful. Those nauseous suffer a -2 penalty to attack rolls for the next hour.

Physical description: Slaving mouters are undead gibbering mouters. Their amoeboid form is rotten with eyes and mouths missing. They smell incredibly foul, easily detectable within 50 ft.



VAMPIRE MOSS

SIZE: Large (8 ft. wide)
MOVE: 20 ft.
ARMOR CLASS: 4
HIT DICE: 3
ATTACKS: 1
DAMAGE: 0
SPECIAL ATTACKS: Suck blood
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
RARITY: Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 90%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 125 + 2/hp

General information: Vampire moss usually drops upon unwary explorers, but it is capable of slow normal movement when necessary. When vampire moss attacks, its first attack is merely to attach itself to prey, which inflicts no damage. Subsequent attacks cause 1-4 hit points of damage automatically. In addition to inflicting damage from its blood drain, vampire moss has a chance to madden its victim. Every round in which a victim takes damage from vampire moss, he must also make a saving throw vs poison. If the saving throw fails, the victim will use any weapon in hand to attack random targets nearby (other than the vampire moss). Once the saving throw has failed, no further saving throws are allowed. If there is no one for the victim to attack within ten feet, the victim may attack the vampire moss even if he is in a maddened state.

Anyone covered with vampire moss can attack it normally or try to tear the moss away. Tearing the moss away takes 1-4 rounds, and the final round of tearing away causes 1-6 hit points of damage per round to the person covered with moss. Once the moss is torn away, it will need to make another successful attack to latch onto another victim.

A vampire moss attached to a victim is a fairly large target, but the GM may assign a small chance that the victim's allies might hit the victim while trying to kill the moss.

Physical description: Vampire moss is a dangerous subterranean hazard, a mass of vegetable substance that feeds upon red blood. It is a deep red color, but brightens upon feeding.

Scoring Information

Exploratory Scoring: The party scores the indicated amount for every area explored and how many characters remain alive.

Discretionary Scoring: A GM is given up to 20 additional scoring points to award in 5 point increments for any idea, action, or role-play that seems exceptional. You do not have to award any additional points if you so choose, but do not award more than 20.

Time Scoring: Every turn the party spends in Stonesky, mark off one of the numbered turn boxes. When each session is completed, subtract 1 point from the party's score for every turn spent in Stonesky. Remember, parties surfacing before turn 1 on day 3 or on turn 1 of day 6 gain no score and are considered to have FAILED in the delve.

Large Party Modification: For every party member over 8, subtract 20 points from the total score. For example, if there are 10 players, subtract 40 points from the final score. This modification, in some ways, alleviates the advantages of larger parties.

TIME SCORING SHEET

Day One

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
25	26	27	28	29	30	31	32	33	34	34	36	37	38	39	40	41	42	43	44	45	46	47	48	
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	144				

Day Two

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
25	26	27	28	29	30	31	32	33	34	34	36	37	38	39	40	41	42	43	44	45	46	47	48	
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	144				

Day Three

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
25	26	27	28	29	30	31	32	33	34	34	36	37	38	39	40	41	42	43	44	45	46	47	48	
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	144				

Day Four

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
25	26	27	28	29	30	31	32	33	34	34	36	37	38	39	40	41	42	43	44	45	46	47	48	
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	144				

Day Five

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
25	26	27	28	29	30	31	32	33	34	34	36	37	38	39	40	41	42	43	44	45	46	47	48	
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	144				

NOTES:

EXPLORATORY SCORING SHEET

Part A: the Caves of Ancient Stonesky Number of Areas Explored

Number of Characters Surviving

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
0	0	0	0	0	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220
0	0	0	0	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230
0	0	0	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240
0	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260
0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260	270
0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260	270	280
0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260	270	280	290	300
0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260	270	280	290	300	310

Part B: the Hold of Dwergma Number of Areas Explored

Number of Characters Surviving

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
0	0	0	0	0	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220
0	0	0	0	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230
0	0	0	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240
0	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260
0	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260	270
0	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260	270	280
0	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260	270	280	290	300
0	10	20	30	40	50	60	70	80	100	110	120	130	150	160	170	180	200	210	220	230	240	250	260	270	280	290	300	310

TOURNAMENT CHARACTERS

Name	Yvonne Adilis	Dvalgar Svartauge	Hanarr Felshead	Pecsnif Hoddybot	Firuath Wagstaff	Osmund Batayle	Saward Snell	Shaddo Waymottin	Adana Leafwaker	Grunk Skulcrum
Number	1	2	3	4	5	6	7	8	9	10
Sex	Female	Male	Male	Male	Male	Male	Male	Male	Female	Male
Race	Human	Dwarf	Dwarf	Halfling	Elf	Human	Human	Gnome	Half-Elf	Half-Orc
Lvl-Class	6 th /Clr	5 th /Ftr	6 th /Thf	7 th /Thf	6 th /M-U	5 th /Rngr	5 th /Clr	4 th /Ftr 4 th /Ill	7 th /Dru	4 th /Clr 4 th /Ftr
Height	5' 7"	4' 2"	4' 1"	3' 1"	5' 1"	5' 11"	5' 9"	3' 7"	5' 1"	5' 9"
Weight	131 lbs.	164 lbs.	158 lbs.	68 lbs.	98 lbs.	182 lbs.	174 lbs.	85 lbs.	105 lbs.	178 lbs.
Align.	NG	LN	LN	CG	NG	NG	NG	LG	N	CG
AC	2	1	4	4	4	2	4	3	7	-1
HP	47	51	26	27	19	43	41	30	42	31
MV	60 ft.	60 ft.	90 ft.	90 ft.	120 ft.	90 ft.	90 ft.	90 ft.	120 ft.	60 ft.
Str	16	18.26	11	8	12	14	13	9	11	18.81
Int	9	12	12	13	18	13	10	17	16	12
Wis	17	12	11	11	14	14	18	8	13	15
Dex	9	14	18	17	11	11	8	16	9	18
Con	17	16	15	13	12	16	16	14	15	15
Chr	15	9	12	16	17	8	9	7	17	13
Saves										
PPD	9	11	12	12	13	11	9	13	7	9
PP	12	12	11	11	11	12	12	13	10	12
RSW	13	13	12	12	9	13	13	11	11	13
BW	15	13	15	15	13	13	15	15	13	15
Spells	14	14	13	13	10	14	14	12	12	14
Armor	Plate & Shield	Plate & Shield	None	Leather	None	Chain & Shield	Chain & Shield	Leather	Leather & Shield	Plate
Attack Adj	0	+1	0	0	0	0	0	0	0	+2
Damage Adj	+1	+3	0	0	0	0	0	0	0	+4
Missile Adj	0	0	+3	+2	0	0	0	+1	0	+3
Open Doors	1-3	1-3	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4
Bend Bars	10%	20%	2%	1%	4%	7%	4%	1%	1%	30%
Thieving Abilities	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Lang.		
Hanarr	55%	57%	60%	47%	37%	20%	82%	25%		
Pecsnif	65%	57%	55%	65%	58%	30%	79%	30%		

TOURNAMENT CHARACTERS

Name (Languages)	Weapons	Magic Items	Other Items	Spells
Yvonne Adilis (Common, NG, Dwarven)	Hammer +1	Hammer +1, scroll of raise dead, cure serious wounds, protection from evil	Backpack, 2 large sacks, lantern, 6 oil flasks, tinderbox, 12 iron spikes, waterskin, 1 week iron rations, holy symbol, 2 vials of holy water, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, 100 gp	1st - Bless, command, cure light wounds (x2), protection from evil; 2nd - Find traps, hold person (x2), silence 15 ft. radius, spiritual hammer; 3rd - Continual light, dispel magic, remove curse
Dvalgar Svartaug (Common, LN, Dwarven, Gnome, Goblin, Kobold, Orcish, Hill Giant)	Battle axe +1, light crossbow, 2 daggers	Battle axe +1, helm of underwater action, shield +1	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, garlic bulb, sprig of wolfsbane, 20 bolts, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, 100 gp	
Hanarr Felshead (Common, LN, Dwarven, Gnome, Goblin, Kobold, Orcish, Bugbear)	Shortsword +1, 6 darts	Shortsword +1, bracers of defense (AC 8), stone of good luck, scroll of protection from demons	Backpack, large sack, large belt pouch, lantern, 6 oil flasks, tinderbox, waterskin, 1 week iron rations, thieves' tools, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, 100 gp	
Pecsnif Hodybot (Common, CG, Dwarven, Elven, Gnome, Goblin, Halfling, Orcish)	Dagger +1, +2 vs. creatures smaller than man-sized	Dagger +1, +2 vs. creatures smaller than man-sized, leather armor +1, potion of diminution, potion of healing	Backpack, 2 large sacks, 6 torches, tinderbox, waterskin, 1 week iron rations, thieves' tools, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, 100 gp	
Fireath Wagstaff (Common, NG, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Ogrish, Troll, Lizard Man)	Dagger, staff	Ring of protection +6, +1 on saving throws, scroll of detect magic, rope trick, gust of wind, identify	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, garlic bulb, sprig of wolfsbane, material spell components, robe, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, spellbook, 100 gp	Memorized: 1st - Magic missile (x2), push, spider climb; 2nd - Stinking cloud, web; 3rd - Invisibility 10 ft. radius; lightning bolt Spells Known: Charm person, hold portal, light, read magic, ESP, invisibility, knock, fireball, monster summoning I
Osmund Batayle (Common, NG, Elvish, Gnome, Dwarven)	Longsword +2, mace, shortbow	Longsword +2, ring of protection +2, 10 arrows +1	Backpack, large sack, 20 arrows and quiver, shield, large belt pouch, lantern, 6 oil flasks, tinderbox, waterskin, 1 week iron rations, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, 100 gp	
Saward Snell (Common, NG, Elvish, Dwarven)	Mace +1, +3 vs. regenerating creatures	Mace +1, +3 vs. regenerating creatures, wand of metal and mineral deflection (53 charges), scroll of cure disease, cure serious wounds, protection from evil	Backpack, large sack, shield, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, garlic bulb, sprig of wolfsbane, holy symbol, vial of holy water, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, 100 gp	1st - Command, cure light wounds (x2), protection from evil, remove fear; 2nd - Augury, hold person, know alignment, resist fire, silence 15 ft. radius; 3rd - Create food & water, locate object
Shaddo Waymottin (Common, LN, Gnome, Dwarven, Halfling, Goblin, Kobold, Bugbear, Manificore)	Shortsword +1, dagger, sling	Shortsword +1, leather armor +3, scroll of detect invisibility	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, garlic bulb, sprig of wolfsbane, material spell components, 20 sling bullets, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, spellbook, 100 gp	1st - Change self, hypnotism, phantasmal force; 2nd - Improved phantasmal force, mirror image Spells Known: Audible glamer, color spray, blindness, blur
Adana Leafwalker (Common, N, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Centaur, Treantish)	Scimitar, dagger, sling	wand of lightning (8 charges), potion of extra healing, potion of levitation	Backpack, large sack, large belt pouch, 6 torches, tinderbox, , waterskin, 1 week iron rations, garlic bulb, sprig of wolfsbane, material spell components, 20 sling bullets, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, spellbook, 100 gp	1st - Detect magic, faerie fire (x2), speak with animals; 2nd - Barkskin, charm person or mammal, cure light wounds, heat metal; 3rd - Neutralize poison, stone shape, summon insects; 4th - Cure serious wounds
Grunk Skulcrum (Common, CG, Orcish, Dwarven)	Two-handed sword +1, short bow, dagger	Two-handed sword +1, petriapt of health	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, garlic bulb, sprig of wolfsbane, 20 arrows, holy symbol, vial of holy water, 100 ft. rope, climbing gear, mapping kit, cave moth pupa, 100 gp	1st -Command (x2), cure light wounds (x2), remove fear ; 2nd - Slow poison, spiritual hammer

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