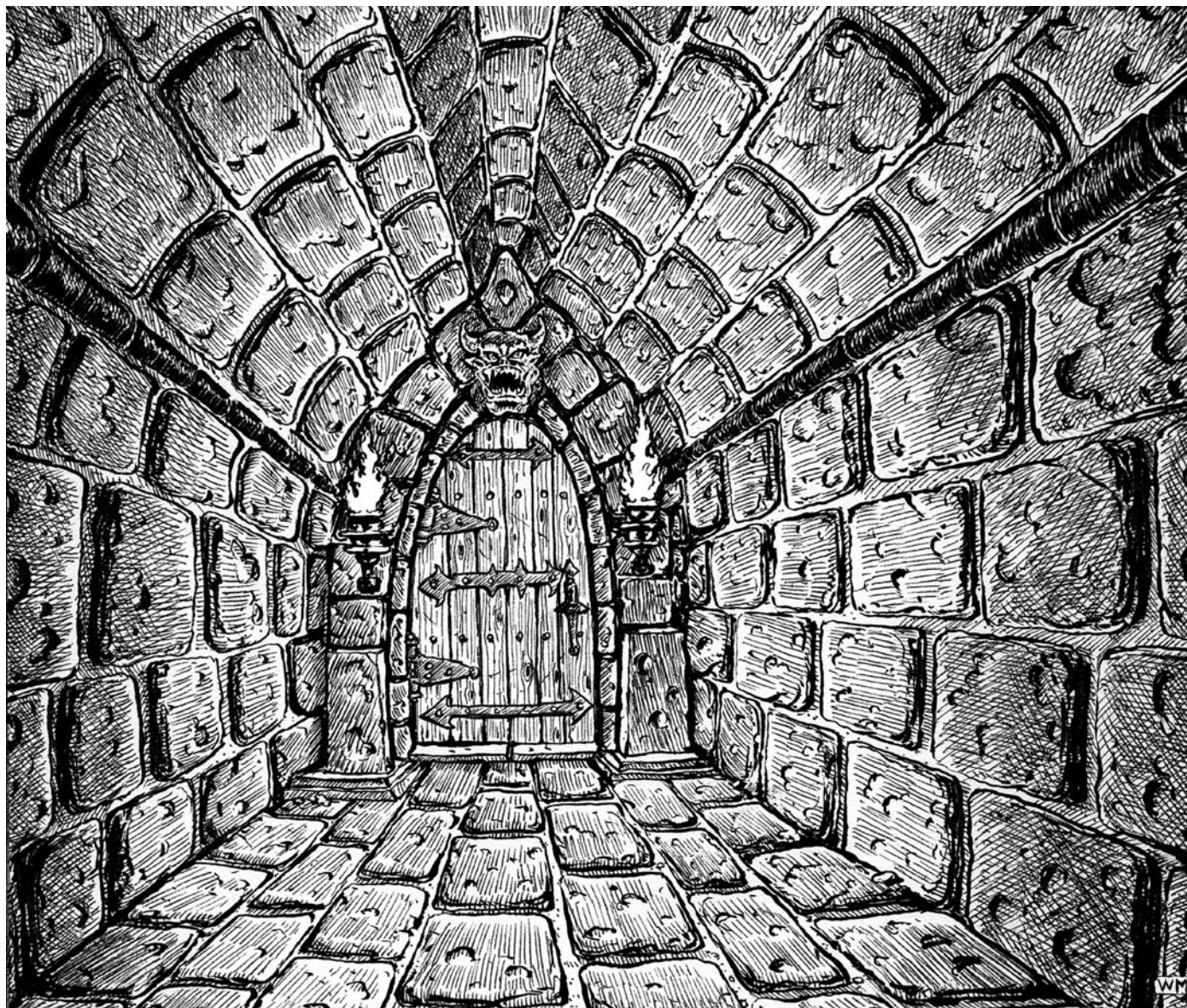


ADVANCED ADVENTURES MODULE #23

Down the Shadowvein

by Joseph Browning

AN ADVENTURE FOR CHARACTER LEVELS 3-5



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DOWN THE SHADOWVEIN

You carefully load your canoes and launch into the fast-moving waters of the underground river named Shadowvein. The Pod-Caverns of the Sinister Shroom behind you, the veracity of the map that is to be your guide into the dark unknown will soon be tested. Hopefully what is written is accurate, but if it is not, your wits, wile, and brawn should serve you well as you journey down the Shadowvein!

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

Notes for the Game Master: Down the Shadowvein is an OSRIC adventure designed for 6-10 player characters of levels 3 through 5. It takes place downstream of Advanced Adventures #1: The Pod-Caverns of the Sinister Shroom, but that module is not necessary for play. Any location where characters could canoe onto an underground river, an uncertain map in their hands, is all that's required to fully enjoy this adventure.

You will note that the large-scale map presented in this adventure has many areas that are not described herein. Only the few encounters closest to the Shadowvein itself are described in detail; as Game Master, you may wish to expand upon the material presented here, or you may simply decide the multitude of undescribed areas are non-existent in your campaign, leaving only those adventure locations detailed within. We recommend developing some encounters to enhance your campaign and to show your players that there are wildernesses below the surface just as much as there are those lit by the sun's rays.

Beginning the Adventure: It is assumed that the GM has placed the player's map at the back of this adventure into a treasure found either in Advanced Adventures #1: The Pod-Caverns of the Sinister Shroom or in another adventure of his own devising. The map in the player's hands seems to be a somewhat primitive pictographic representation of the flow of a long underground river.

How the player characters identify the river as the Shadowvein is left up to the GM, but if this module is placed where the Pod-Caverns end, the mushroom pictogram next to the river should provide a hint to the astute player. If not using Pod-Caverns, we recommend placing a large cavern full of many giant mushrooms as the entrance to the Shadowvein. Perhaps the mushroom cave is well-known in the local area, but avoided due the hazardous nature of the dwellers within. Regardless how and where the map and the Shadowvein are finally placed in your game, we expect a GM will mesh Down the Shadowvein in the most appropriate way to suit his campaign.

Note: The player's map isn't always correct, mostly about the passageway sizes near the Pod-Caverns. More than likely, this won't become apparent to the players until they've ventured deeper and put the pieces together. This discrepancy should be a warning to wise players to stay alert and trust their own senses over the writings on a map.

THE SHADOWVEIN

The Shadowvein is one of those rare underground rivers traveling for miles and miles just below the surface. Reaching almost 100 feet wide at its widest, the river flows fast and slow with the changing underground terrain, but favors slow excepting a few areas. It is traversable in most locations, only dropping its ceiling to the waterline a few times in its long course resulting in portage areas. The Shadowvein never dives too deep into the earth unlike many subterranean waterways, and for this reason, it has long served as a lifeline for near-surface creatures and as a trade point for those more deadly inhabitants that lurk farther down in the underdeeps.

The Shadowvein gains its name in two ways. First, it is a dark ribbon of water flowing through the body of the earth. Secondly, and most disconcertingly, are the motile patches of flickering purple and green lichens, whose rugose masses cast the Shadowvein in a hue almost unearthly. Small tendrils of a snot-like substance descend from the glowing lichens, providing the reason for its sobriquet - faerie sputum. The river is a vein for subterranean commerce, and the repulsive lichens cast it in shadows most disturbing.

The stone in the area is mostly a softer limestone, perforated and cut by the long work of water and underground dwellers. This soft stone's been worked and hammered for many long years, resulting in a pathway that travels along the shores of the shadowvein for much of its length. This pathway can be used to tow boats against the flow of the river in areas where polling would prove fruitless. Although the Shadowvein runs mostly through this soft limestone, there are tendrils and pockets of both hard granite as well as unusually tough green-flecked white marble scattered throughout the watershed.

There are not a lot of living creatures in the Shadowvein. Eels are the only common creature, but a few larger, more dangerous monsters are just common enough to make those traveling along the river keep a watchful eye. Most aquatic threats are scared away by splashing oars or prodding pole, but it is not unheard of for a particularly desperate creature to attack a boat.

In the passageways surrounding the Shadowvein sinkholes, fissures and crevasses are not uncommon. However, passages having more than occasional traffic have bridges of some sort allowing travelers to easily overcome their hazard. Most crevasses are 50 to 100 feet deep, and falling into them would be instant death for all but the lucky or preternaturally hardy. Fissures are smaller, but depths of 30 feet are far from uncommon. The most dangerous hazard is the sinkhole because their edges often give way and any creature within 5 feet of such a ledge has a 1 in 6 chance of falling as it gives way, expanding the sinkhole.

Travel in these passages is 1 mile per 10 feet of basic movement rate of the slowest party member per day. If the party wishes to travel while making a more careful map, reduce their travel speed to 6 miles per day. Travel by boat down the Shadowvein varies from 10 to 20 miles per day, but upstream is greatly slowed down to 3 to 6 miles per day and accomplished by poling or by towing using the pathways along the river.

The tunnels riddling the earth around the Shadowvein vary in size depending if they are primary, secondary, or tertiary passages. Primary tunnels are 20 feet in width with ceilings being an average of 25 feet. Secondary passages are 10 feet wide with ceilings equally high. Tertiary passages range in size from 2-8 feet in width and some are no higher than 6 feet tall. These smaller tunnels can be quite the squeeze for larger player characters and two-handed weapons face a challenging environment.

RANDOM ENCOUNTERS IN THE DEEPS

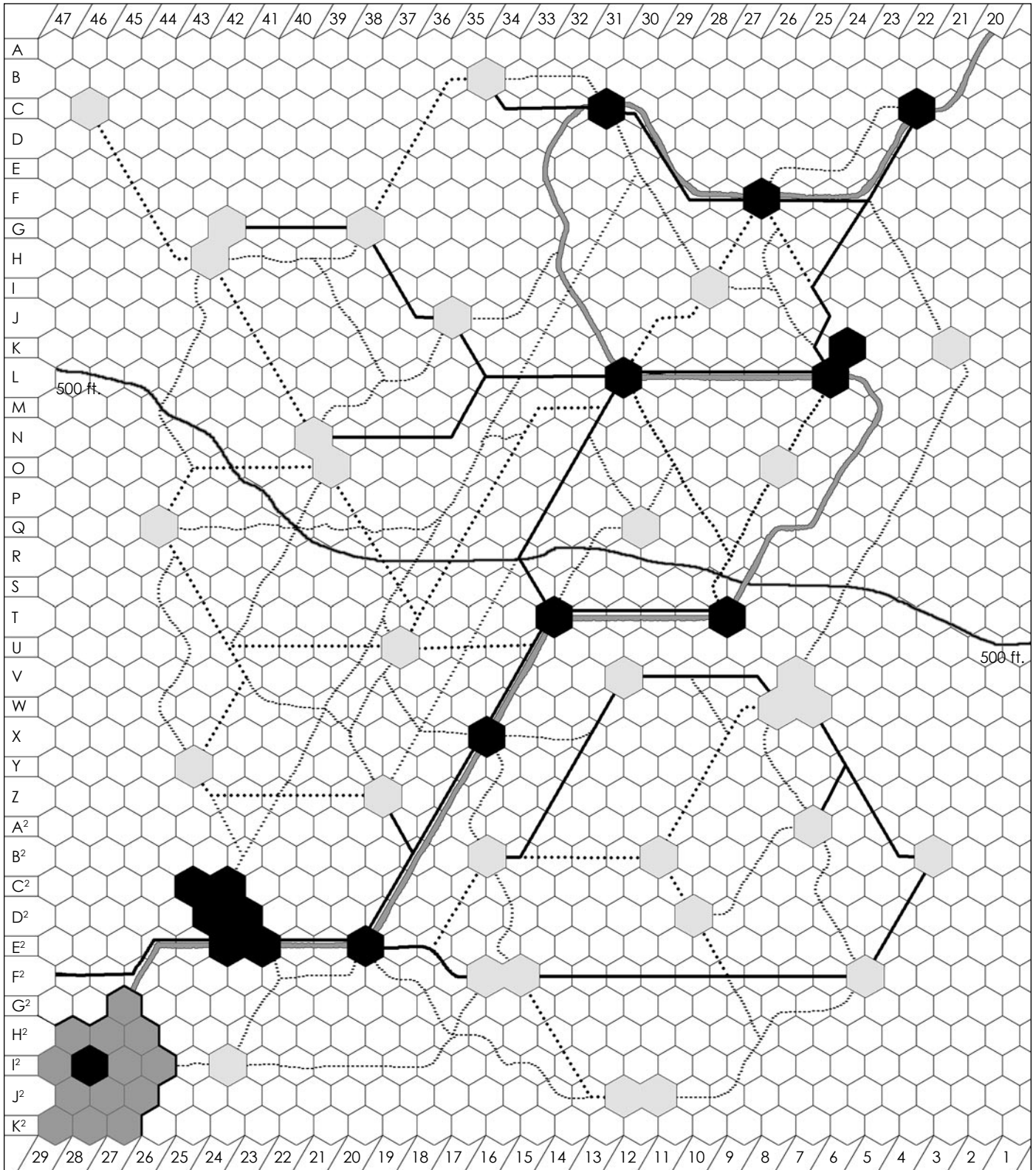
Encounters should be checked each mile and are composed of three tables based upon the type of tunnel within which the player characters are traveling. When checking for monsters deeper than 500 feet (indicated by the single contour line on the map), a GM should use the indicated chance for that depth.







Primary Passages - 1 in 12 chance per hex above 500 feet depth, 1-10 chance per hex below 500 feet.

1. 2-8 grimlocks
2. 1-2 ogres
3. 1-4 stirges
4. Noja (see new monsters) merchants, medium train
5. 1-4-giantfire beetles
6. Noja merchants, small train
7. Character party (level 2)

MAP OF THE UNDERDEEPS SURROUNDING THE RIVER SHADOWVEIN

EACH HEX EQUALS 1 MILE



-  The River Shadowvein
-  Primary Passage
-  Encounter Area Detailed in a Module of this Series
-  Secondary Passage
-  Encounter Area Not Detailed in a Module of this Series
-  Tertiary Passage

8. 3-18 dwarfs
9. 2-8 goblins
10. 3-12 goblins
11. 3-12 hobgoblins
12. 2-8 goblins
13. 1-4 giant fire beetles
14. 1-4 zombies
15. 2-8 shriekers
16. 1-4 skeletons
17. Noja merchants, large train
18. 3-18 dwarfs
19. 1-4 vilstrak
20. 2-8 grimlocks

Secondary Passages - 1 in 12 chance per hex above 500 feet depth, 1-10 chance per hex below 500 feet.

1. 2-8 grimlocks
2. 1-2 ogres
3. 2-8 stirges
4. Noja merchants, medium train
5. 1-4-giantfire beetles
6. Noja merchants, small train
7. 6-12 mites
8. 1-4 zombies
9. 2-8 goblins
10. 3-12 goblins
11. 3-12 hobgoblins
12. 3-18 dwarfs
13. 1-4 giant fire beetles
14. 1-4 ghouls
15. 2-8 shriekers
16. 1-4 skeletons
17. Noja merchants, large train
18. 1-4 obliviax
19. 1-4 vilstrak
20. 2-8 grimlocks

Tertiary Passages - 1 in 12 chance per hex regardless depth.

1. 2-8 grimlocks
2. 1-2 ogres
3. 3-12 stirges
4. Noja merchants, small train
5. 1-4-giantfire beetles
6. Noja merchants, small train
7. 1-4 violet fungi
8. 2-5 zombies
9. 2-8 goblins
10. 3-12 goblins
11. 3-12 hobgoblins
12. 2-8 goblins
13. 2-8 giant fire beetles
14. 2-8 ghouls
15. 2-8 shriekers
16. 2-8 skeletons
17. Noja merchants, medium train
18. 2-8 piercers
19. 1-4 vilstrak
20. 2-8 grimlocks

Noja merchant caravan: Smaller groups of noja travel throughout this section of the underdeeps. Noja specialize in bringing goods of the surface down to trading posts of the depths, avoiding the most dangerous deeps by acting as the first group of middle-men in the great trade chain between surface and deepest earth.

Noja purchase most of their goods from humanoids or demihumans that dig into the earth, such as orcs, dwarves, gnomes, kobolds and other such types. As noja are a non-aggressive and well-liked (even by such as orcs, believe it or not) race bringing unique and otherwise unobtainable goods, they have little fear from intelligent

species when trading. However, they are quick on their guard as there have been sudden and unexplained outbursts of extreme violence against them in the past, and they are not quick to give their trust to those newly met.

There are three different sizes of noja caravans - small, medium and large. An average example of each size is detailed below, along with the information needed to create your own caravan.

Train Size	Noja	Undal	Wyrdwolves
Small	2	2-4	1-2
Medium	4-8	6-10	3-5
Large	8-12	12-16	12-16

Average small noja merchant train: This small train is composed of a mated pair of noja and their three young children (aged 2, 4 and 5 - treated as non-combatants). They have a wagon pulled by two undal (see new monsters). A single wyrdwolf (see new monsters) travels with the wagon while one travels behind the wagon ensuring the third undal follows along.

Noja (2): (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 17, 18; #AT 1; Dmg by weapon; SA Spells; SD 50% magic resistance; AL CN)

Undal (3): (SZ: L; AC 6; MV 120 ft.; HD 5; HP 21, 22, 23; #AT 3; Dmg 1-8, 1-8, 2-12; SA Charge; AL N)

Wyrdwolves (2): (SZ: L; AC 5; MV 180 ft.; HD 6; HP 27, 28; #AT 3; Dmg 1-2, 1-2, 2-8; SA Strobe; SD 10% magic resistance; AL N)

Average medium noja merchant train: This medium train is composed of an extended family of noja. Present are an older married couple and their two adult children and their spouses spread out over 3 wagons. There are 6 non-combatant children of the ages 1-5 between the two younger couples. Two wyrdwolves lead the caravan by 50 to 100 feet while the other pair follows at the same distance, keeping the two additional undal close to the caravan.

Noja (6): (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 17 (x3), 18 (x3); #AT 1; Dmg by weapon; SA Spells; SD 50% magic resistance; AL CN)

Undal (8): (SZ: L; AC 6; MV 120 ft.; HD 5; HP 22 (x4), 23 (x4); #AT 3; Dmg 1-8, 1-8, 2-12; SA Charge; AL N)

Wyrdwolves (4): (SZ: L; AC 5; MV 180 ft.; HD 6; HP 27 (x2), 28 (x2); #AT 3; Dmg 1-2, 1-2, 2-8; SA Strobe; SD 10% magic resistance; AL N)

Average large noja merchant train: This large train is composed of two noja families joined by marriage of the youngest couple. In total there are 5 couples and a dozen children (ages 1-6, non-combatants) in this large train. Two wyrdwolves lead the caravan by 50 to 100 feet, another pair follows at the same distance, keeping the two additional undal close to the caravan. The final pair moves up and down the wagon chain, keeping guard.

Noja (10): (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 17 (x5), 18 (x5); #AT 1; Dmg by weapon; SA Spells; SD 50% magic resistance; AL CN)

Undal (14): (SZ: L; AC 6; MV 120 ft.; HD 5; HP 22 (x7), 23 (x7); #AT 3; Dmg 1-8, 1-8, 2-12; SA Charge; AL N)

Wyrdwolves (6): (SZ: L; AC 5; MV 180 ft.; HD 6; HP 27 (x3), 28 (x3); #AT 3; Dmg 1-2, 1-2, 2-8; SA Strobe; SD 10% magic resistance; AL N)

Noja merchant caravan goods carried: Most caravans are composed of relatively worthless goods when their bulk is taken into account (such as lumber, leather, cloth, wine, beer, foodstuffs, etc.); however, each caravan has a few pieces of more portable wealth. The amount of each varies by caravan size: 50% chance

to roll once on the table below for a small caravan, 75% chance to roll once for a medium caravan, and a 95% chance to roll once for a large caravan. In addition, remember that noja caravans have a 30% chance for any 3 magic items.

% Dice Roll	Treasure
01-20	10-60 small silver ingots worth 10 gp each
21-40	10-60 large silver ingots worth 20 gp each
41-60	5-30 small gold ingots worth 200 gp each
61-75	5-20 large gold ingots worth 400 gp each
76-80	1-4 small platinum ingots worth 1,000 gp each
81-83	1-2 large platinum ingots worth 2,000 gp each
84-85	1-2 small mithral bars worth 1,250 gp each
86-89	1-2 small adamantine bars worth 2,000 gp each
90-94	4-40 base 10 gp value gems
95-98	2-20 base 50 gp value gems
99-00	2-5 potions

If a GM needs to determine the rest of the value of the goods of a caravan, use the TREASURE as listed in the noja description at the end of this module. In total, the value of the goods of the caravan is equal the amount indicated minus any additional wealth generated in the above table.

ENCOUNTER AREA C21

THE POD-CAVERNS OF THE SINISTER SHROOM: This tri-level series of caves provides a passage to the surface. It is from here that the player characters are assumed to begin their journey down the Shadowvein. The river continues northward for a few miles but quickly turns into a true underground river, entirely encompassing its passage and rendering any non-water-breathing travel impossible.

It is assumed that players have cleared enough of this cave complex to use it as a base of operations for their explorations of the Shadowvein. The surface area over the Pod-Caverns is considered to be relatively safe, and a small village lies no more than a few miles from the entrance to the caverns. The village can provide all basic necessities (and perhaps a few hirelings as well) for the players.

ENCOUNTER AREA F24

GOBLIN LAIR: This lair of goblins is in the midst of fratricide. Two months ago the chief and sub-chief fought, killing each other in bloody combat. The day after the fight, the shamaness Guzutch (encountered in area C21) left up-river along with 15 of her closest devotees knowing that the tribe would soon turn in upon itself in a killing frenzy to establish a new dominant order. Since her departure, over half the tribe has fallen upon the blades of their brothers, and no one goblin has emerged as the new chief.

Negotiations had finally begun between the two groups, and it looked as if the tribe would again become one, but the situation has just come to a vicious and treacherous head with the poisoning of the youngling's pool. The treachery has only been recently discovered, and the goblin faction nearest the river is furiously incensed at the faction deeper in the caves. It is at this moment that the PCs arrive in the area.

The faction occupying areas 7-15 are ruled by **Snab** while those in areas 16-24 call **Snat** leader. Snab and Snat are brothers with Snab being the larger and elder. Although Snat is the ruler of the inner faction, the true leader is the female **Xuz**, a former apprentice to Guzutch and new mate of Snat. It is Xuz who devised the poisoning plot and who poisoned the youngling well in area 19 using deadly mushrooms gathered from area 24.

Prior to the poisoning, the tribe was reconciling, allowing the younglings from Snab's group access to the youngling pool every other day. Xuz (formerly the mate of the sub-chief) feared reconciliation as she knew that Snab would eventually become chief. Xuz used her knowledge of the mushrooms in area 24 to solve her problem, believing that were the younglings of Snab's faction killed, Snat would be the only choice for leadership.

When the players arrive at area 7 and if they show no immediate aggression and pay the 1gp passage toll per person, they will be approached by Snab to enter the inner lair and slay the remaining male goblins who have so basely slain the younglings as long as the party also spares the women and children. Snab promises all the coin gained through such endeavors to the players. If they seem hesitant, Snab allows them to think upon the matter, providing armbands and instruction to rest in area 6 while they consider his offer. He will allow them a single night's rest if they wish (without the typical 25gp fee) as long as it looks as if they are seriously considering the goblin's offer. If the party agrees, Snab will act honorably and follow the spirit of the agreement fully.

If the PCs rest for the night, word will get back to Snat and Xuz of Snab's plan for Snab does not know of the newly cut listening-holes in area 6. Hearing the news, Xuz quickly conceives of a plan and convinces Snat to allow her to speak to the PCs through the listening hole.

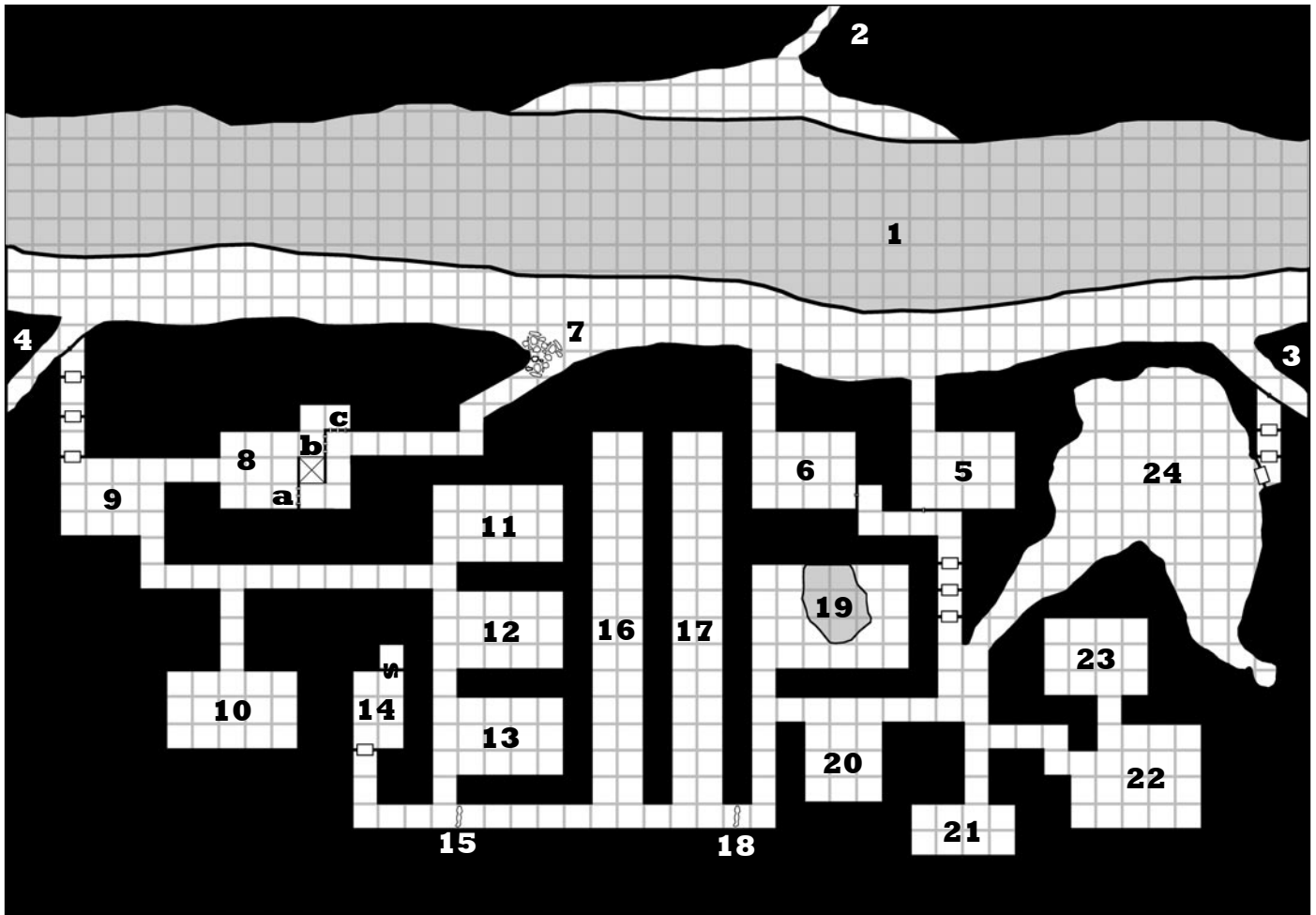
When a break in conversation occurs between the PCs, Xuz calls to them through the listening-holes. She spins a yarn of how it is her and Snat's younglings that have been slain, and how Snab and his group plan to starve the rest of the tribe trapped deeper within the lair. She asks the party to slay Snab and his faction, promising half the coin gained through such to the party.

Xuz will be as convincing as possible, making up as many lies as necessary to convince the party of her faction's dire circumstances. For example, she will rebut any offers to break through the walls, saying that the integrity of the lair cannot be broken until there is simply no better choice since all depend upon the stone for security. If the party agrees with Xuz, she will betray them at the best possible moment.

1. **THE SHADOWVEIN:** The river is rather slow here. The cavern over the river is littered with stalagmites dripping onto the dark surface of the flowing water beneath. The faerie sputum here is rather dim, hidden in the cracks and crevasses of the hanging stone. A primary tunnel is a large ledge along the southern end of the Shadowvein and travels along the length of the river here, connecting F24, C21, and C30.
2. **TERTIERY TUNNEL:** This small tunnel leads to C21. If you've played through Pod-Caverns, fee free to insert a secret door in level 3 that the players overlooked the first time. This tunnel is rarely used as most traffic goes along the river.
3. **SECONDARY TUNNEL:** This tunnel leads to the primary tunnel linking C21 and L19. About half a mile south, a tertiary tunnel branches off of it, leading to I24 (not detailed in this adventure). The goblins have a concealed listening-hole along this tunnel for information gathering purposes.
4. **SECONDARY TUNNEL:** This tunnel directly leads to I24 (not detailed in this adventure). If you wish, you can detail the area or simply have the tunnel travel onwards to L25 without any intermediary locations. The goblins have a concealed listening-hole along this tunnel for information gathering purposes as well as an early warning system for the guards at areas 8 and 9.
- 5-6. **CARAVAN ROOMS:** These two rooms serve as semi-private resting stops for travelers under the protection of the goblins. Travelers along the passage who pay a modest 25 gp per group are provided armbands indicating they are guests of the goblins and allowed to camp in these two areas for a single night. The goblins have chiseled small concealed

MAP OF ENCOUNTER AREA F24 - GOBLIN LAIR

EACH SQUARE EQUALS 10 FEET



listening-holes in area 5 (and very recently, area 6), allowing them to listen in on the conversations of those resting within. These listening holes are insulated from the rest of the goblin lair by a series of three doors. This removes any chance of noise from the lair traveling into the caravan rooms.

7. **BOULDERS:** This area serves as the toll point for passage along the Shadowvein. Every creature is asked to pay 1gp to pass the check point. When things were fine with the goblin clan, goblins would loiter in this area, trading goods with passersby, but now they have retreated into their caves and only a guard unit comprised of **5 goblin guards** remains behind. If attacked, the goblins shout an alarm down the corridor to area 8.

Goblin Guard(5): (SZ S; MV 60 ft.; AC 6; HD 1; HP 7 (x5); #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a shortsword, sling, 10 stones, leather armor, and 3-18 sp.

8. **KILLING FIELD:** This heavily defended area guards the entrance to the goblin lair. Through slits in the walls, the goblins can launch missile weapons or poke spears, all the while enjoying 90% cover (+10 to AC). Around the curve in the passage is a spiked pit 30 feet deep, dealing 4-24 hit points of damage to any falling within. On the far side of the pit, the goblins have constructed a half-wall, providing 50% cover (+4 AC) against attacks from the other side of the pit. In addition, the goblins have constructed a removable wooden bridge which slides east-west, allowing for a two-foot-wide bridge over the pit. The bridge is pulled back and locked in place while under attack.

The area is constantly guarded by **12 goblins** and **2 goblin guards**. There are 4 goblins at A, B, and C and the 2 goblin

leaders move as necessary according to combat. If the lair is attacked, one of the leaders rushes to area 9, gathering Snab and the additional goblins from that location. They will arrive in area 8 in three rounds.

Goblin Guards(2): (SZ S; MV 60 ft.; AC 6; HD 1; HP 7 (x5); #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a shortsword, sling, 10 stones, leather armor, spear, and 3-18 sp.

Goblins (12): (SZ S; MV 60 ft.; AC 6; HD 1-7hp; HP 1 (x2), 3, 4 (x2), 5, 6 (x2), 7 (x2); #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a spear, sling, 10 stones, leather armor, and 3-18 sp.

9. **GUARD ROOM:** In better times, this room only held additional guards to support area 8, but it now also serves as Snab's headquarters. A table rough-hewn from the stems of giant mushrooms is the centerpiece, around which stand several small chairs. The sides of the room are heaped with smelly bedding. This chamber is currently occupied by **Snab** and a group of **18 goblins**.

Snab: (SZ S; MV 60 ft.; AC 4; HD 2; HP 14; #AT 1; Dmg 2-8+1 or 2-5; AL LE) Possessions: Snab wears an ancient suit of splint mail, wields a **footman's military pick +1**, and carries a sling and 10 bullets on his hip. A single gold necklace (worth 120 gp) adorns his neck and 24 gp fills his belt pouch. Also in his pouch is a rare **deep gnome mineral tablet**, the consumption of which heals 5 hit points of damage. Snab is quite above average in all respects (assume his statistics vary from 13-16), and he should be played as such. He would have surely been chief in a few years had the treachery of Xuz been averted.

Goblins (18): (SZ S; MV 60 ft.; AC 6; HD 1-7hp; HP 1, 2 (x2), 3 (x4), 4(x5), 5 (x4), 6, 7; #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a spear, sling, leather armor, and 3-18 sp.

In the passageway leading to the listening holes for area 4, two large wooden-mushroom chests rest. These large chests are locked and secured to the floor via a chain and peg. They hold the tribe's easily-portable treasure and used to rest in the secret room off area 14. Picking the locks aren't difficult (+10% chance), and the key to both chests is held by Snab. The first chest holds 6,234 cp and 2,580 gp. The second chest contains 4,185 sp, 8 gems (10 gp blue quartz, 100 gp aquamarine, 500 gp pearl, 100 gp garnet, 100 gp topaz, 50 gp bloodstone, 10 gp tiger eye, and a 10 gp turquoise), 2 **deep gnome healing mineral tablets** (healing 5 hp each), and a **scroll of conjure air elemental**.

As can be seen, this goblin tribe is a wealthy one, but if word gets out of its weakened state, that wealth is at great risk. Snab is doing everything in his power to prevent just such happening.

10-13. **GOBLIN HOUSING**: Each of these chambers is the home of **8 goblin males** and 10 non-combatant goblin females of Snab's faction. Each is packed with bedding and small tables and chairs. Open to the main hall, any noisy disturbance will bring the goblins within running and prepared for combat in three melee rounds.

Goblins (32): (SZ S; MV 60 ft.; AC 6; HD 1-7hp; HP 1 (x3), 2 (x5), 3 (x5), 4 (x8), 5 (x5), 6 (x3), 7 (x3); #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a spear, sling, leather armor, and 3-18 sp.

14. **CHIEF'S CHAMBER**: An ornately carved mushroom-wood throne dominates the north wall of this room. Behind the throne, a series of pictorial screens tells the history of the tribe: from a founding above surface, through a harrowing descent into the ground, and finally to the settling along the Shadowvein. Behind the screen on the north wall, a secret door hides a small chamber that once held the wealth of the tribe, now found in area 9.

15. **DEFENSIVE BLOCKADE**: At this point, **8 goblins** and **2 goblin leaders** hold watch behind a make-shift defensive wall blocking the corridor. Recently built from scavenged furniture and rubble, the wall has ended the major bloodshed between the two factions by making assaults too costly to continue. Climbing over the pile requires two rounds and subjects the climber to attack during that period. If an assault occurs, one of the goblins calls an alarm and the tribe's strength from areas 11-13 come rushing.

Goblins (8): (SZ S; MV 60 ft.; AC 6; HD 1-7hp; HP 2, 3, 4, 5 (x3), 6, 7; #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a spear, sling, leather armor, and 3-18 sp.

Goblin Leaders (2): (SZ S; MV 60 ft.; AC 4; HD 1; HP 8 (x2); #AT 1; Dmg 1-8 or 1-4; AL LE) Possessions: Each has a shortsword, sling, 10 stones, splint armor, spear, and 3-18 sp.

16-17. **GOBLIN HOUSING**: These two long rooms previously housed the majority of the tribe, but now are empty of all inhabitants and serve only as an unclaimed middle-ground between the two combative factions.

18. **BARRICADED CORRIDOR**: The corridor here has been hastily barricaded much like that described in area 15. However, the barricade is not as well-constructed and it takes only 1 round to pass through. It is guarded by 8 goblin guards and 2 goblin leaders. If combat commences, one of the leaders rouses Snat and the other goblins at 20, who arrive in two rounds.

Goblin Leaders (2): (SZ S; MV 60 ft.; AC 4; HD 1; HP 8 (x2); #AT 1; Dmg 1-8 or 1-4; AL LE) Possessions: Each has a shortsword, sling, 10 stones, splint armor, spear, and 3-18 sp.

Goblin Guards (8): (SZ S; MV 60 ft.; AC 6; HD 1; HP 7 (x8); #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a shortsword, sling, 10 stones, leather armor, spear, and 3-18 sp.

19. **YOUNGLING'S POOL**: The scene of the recent poisoning, the youngling's pool plays a central role in the religious life of the goblins. During youth it is expected that a youngling bath in the holy pool at least twice a week or risk the wrath of the goblin gods. The pool here is shallow (only two feet deep) at the edges, but deepens very quickly towards the center of the northern wall (20 feet deep). It is in these depths that Xuz placed the poison mushrooms once all of the younglings of Snat's faction left. Over a week's period, the mushroom poison did its work and Snab's younglings lethargically climbed over the barriers between the two factions to never rise from their after-swim sleep.

It took about a week for Snab's group to determine that it must have been a poisoning of some sort using the special mushrooms that Guzutch (found in hex C21) was fond of growing. Their anger was great and another fierce battle occurred, but the barricades are doing their job well enough to prevent any side from gaining the upper hand. Snab has since determined to starve the traitors into submissions. He knows it may take a while, given the tribes food stores reside in area 22 and the mushroom farm in area 24 will provide continual sustenance, but he believes that he will eventually be successful. In the meanwhile, he and the strongest of his followers have been mating as often as possible to produce more younglings.

At any particular time, there is a 25% chance that this area will be occupied by all of Snat's younglings and females along with an extra guard of **10 goblins**. If so, remove those goblins from the numbers described in area 20.

Goblins (10): (SZ S; MV 60 ft.; AC 6; HD 1-7hp; HP 1, 2, 3, 4 (x2), 5 (x3), 6, 7; #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a spear, sling, leather armor, and 3-18 sp.

20. **GUARD ROOM**: Cluttered with foul-smelling bedding, trestle tables, and crudely-carved chairs, 20 goblins currently call this room home. They are ready to defend their lair as soon as the call is given out and will rush to area 18 within two rounds of such alarm.

Goblins (20): (SZ S; MV 60 ft.; AC 6; HD 1-7hp; HP 1, 2 (x2), 3, 4, 5(x2), 6 (x2), 7; #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a spear, sling, leather armor, and 3-18 sp.

21. **SNAT'S CHAMBER**: **Snat** lives here alone with **Xuz**. She is never far from her mate and constantly whispers to him concerning the will of the gods. She has strung up an ornate tapestry (worth 100 gp) featuring a unicorn in a garden between the room and the hallway, providing a privacy of sorts.

Snat: (SZ S; MV 60 ft.; AC 4; HD 2; HP 11; #AT 1; Dmg 2-8 or 2-5; AL LE) Possessions: Snat wears splint mail, wields a short sword, and carries a sling and 10 bullets on his hip. 36 gp can be found in his belt pouch. Snat is the opposite of his brother in most ways. Although above average in combat ability and physical toughness, he is slow-witted and prone to small fits of inaction when his plans are frustrated. He is madly enamored with Xuz, and as her promises have led him to have many mating rights, her council is now followed almost without thought.

Xuz: 2nd-level goblin shamaness (SZ S; MV 60 ft.; AC 10; HD 3; HP 16; #AT 1; Dmg 1-6; SA spells; AL LE). Possessions: Xuz wields

an old, banged up mace that is still in serviceable condition. She wears no clothing but a belt, flaunting her nudity as a sign from the divine that she is meant for the chief. Xuz is quite mad but tremendously cunning, charismatic, and beautiful (from a goblin perspective). She has been granted the following spells:

First: **cause light wounds** (x2), **cure light wounds** (x2)
Second: **dispel magic**, **prayer**

All of the stores usually held in area 23 have been moved to this chamber, allowing Snat and Xuz to feast upon the richest of foodstuffs. Piled in the southwest corner of the room is: 4 barrels of wine (2 worth 25 gp each, 1 worth 80 gp, and 1 worth 100 gp), 2 barrels of pickled fish (worth 45 gp each), 2 barrels of wheat berries (15 gp each), 2 wheels of cheese (35 gp each), 10 barrels of preserved mushrooms (worth 25 gp each), and 4 barrels of salted eel (worth 40 gp each).

22-23. GOBLIN HOUSING: These two rooms house the majority of Snat's faction, distributed in equal amounts. Since the treachery of Xuz, all of the younglings and females (excepting Xuz, of course) occupy area 23 while all the males occupy area 22. In total, there are 32 females and 60 young.

Goblins (23): (SZ S; MV 60 ft.; AC 6; HD 1-7hp; HP 1 (x3), 2 (x3), 3 (x7), 4 (x4), 5(x2), 6 (x2), 7 (x2); #AT 1; Dmg 1-6 or 1-4; AL LE) Possessions: Each has a spear, sling, leather armor, and 3-18 sp.

24. MUSHROOM CAVE: This extensive cave is covered in fungi of all sorts. The floor has been leveled, and there are a few paths along which traffic is common. The cave rises to just over 30 feet in height, and the walls are even cultivated via primitive ladders made of mushroom-wood, allowing access up to a height of 15 feet. The fungal garden is carefully tended by the females of the tribe and serves as a reliable supply of food, supplemented by the few fish and eels caught in the Shadowvein and trade goods.

In total, there are over 25 different main varieties of mushrooms grown here. A small wall-patch garden, however, contains over 20 different additional varieties. It was, until recently, maintained by Guzutch and is now maintained by Xuz. It is this garden that provided the poisonous mushrooms. There is a 50% chance that 2-16 females will be busy in this cave at any particular time.

ENCOUNTER AREA C30

BUGBEAR UNDERLAIR: This once-powerful lair of bugbears has been wiped out by a plague. Sickness markers have been placed along the passages leading to the lair. A sickness marker is two concentric circles of stones with a hexagon drawn in the middle. All of the underground dwellers know what such a sign means and avoid moving past it except when desperate. Whether or not the player characters are aware of this sign depends on their experience in the underrealms and/or on their studies and research of the depths. It is very probable that they will have no idea what the sign means.

The plague in question is of an unknown type which first bubbled up from the foetid sludge deposited on the bottom of the Shadowvein. For generations the bugbears have disposed of their waste in such a way, and it finally got to them. However, this obviously doesn't account for the terrible magical nature of the plague further detailed below: it is obviously of some non-mundane origin as well. How or why is unknown to the "survivors."

1. TERTIERY TUNNEL: This small tunnel leads to B34 (not detailed in this adventure). This tunnel is rarely used.

2. THE SHADOWVEIN: The underground river shallows and narrows here, resulting in a rather fast flow. Difficult to swim in, the bugbears have adopted canoeing as a viable method to cross to the tunnel to the north. Although fast flowing, the bottom here is covered by generations of bugbear filth and is quite noxious.

3. RIVER ENTRANCE: The riverine egress of the bugbear lair is a simple, rough-cut affair. The bugbears, after realizing their plight, placed a plague marker here. Upon the landing are three large canoes, suitable for two men or one bugbear. Close inspection of the canoes reveals shaggy hairs ranging in color from tannish to brick red. A ranger will recognize these as bugbear sheddings, but other classes have only a 2% chance (per point of Intelligence) of identifying them as such unless the identifying individual has had prior experience with bugbears.

4. DEFENSIVE POSITIONS: The northern wall here is pierced with many small holes, allowing bugbears to attack any creature upon the landing at area 3. Currently it is unoccupied and unwatched, but normally there would be several bugbear's standing watch in this area. There is a noticeable smells of sickness and death here wafting in from area 5.

5. THE DEAD COMMONS: This large natural cave was the center of tribal life before the plague. Life was centered on a fire pit and several trestle tables in this cave, but now it is the home of a giant pile of bugbear corpses in various states of early decay. The corpses have obviously been eaten upon by a large creature of some sort. The pile is about 5 feet high and composed of two score male, female, and child bugbears. Upon the pile are the two remaining living bugbears, horrifically transformed by the magical disease which killed the remainder of their tribe. These two bugbears (formerly the chief and the sub-chief) "saved" against the terrible disease while all the others of the tribe simply died over a period of days.

Once the two **bugbear horrors** notice the party, they will disengage from the pile of corpses and attack. These two twisted creatures are bent backwards, their spine snapped, and they crawl around on their hands and feet with their bellies in the air. Their heads are pulled all the way back against their shoulders and flap as if they were the tail of some corrupted creature. They attack by splitting in half from neck to waist, revealing no internal organs, only a gigantic toothy maw.

Any creature entering this area may contract the disease. For those not of "giant class," there is a base 12% chance of contracting a random acute disease of mild or severe severity. Half-orcs have a chance of contracting terminal cases, not only mild or severe. Every injury during combat causes another chance for infection equal to 1% per point of damage.

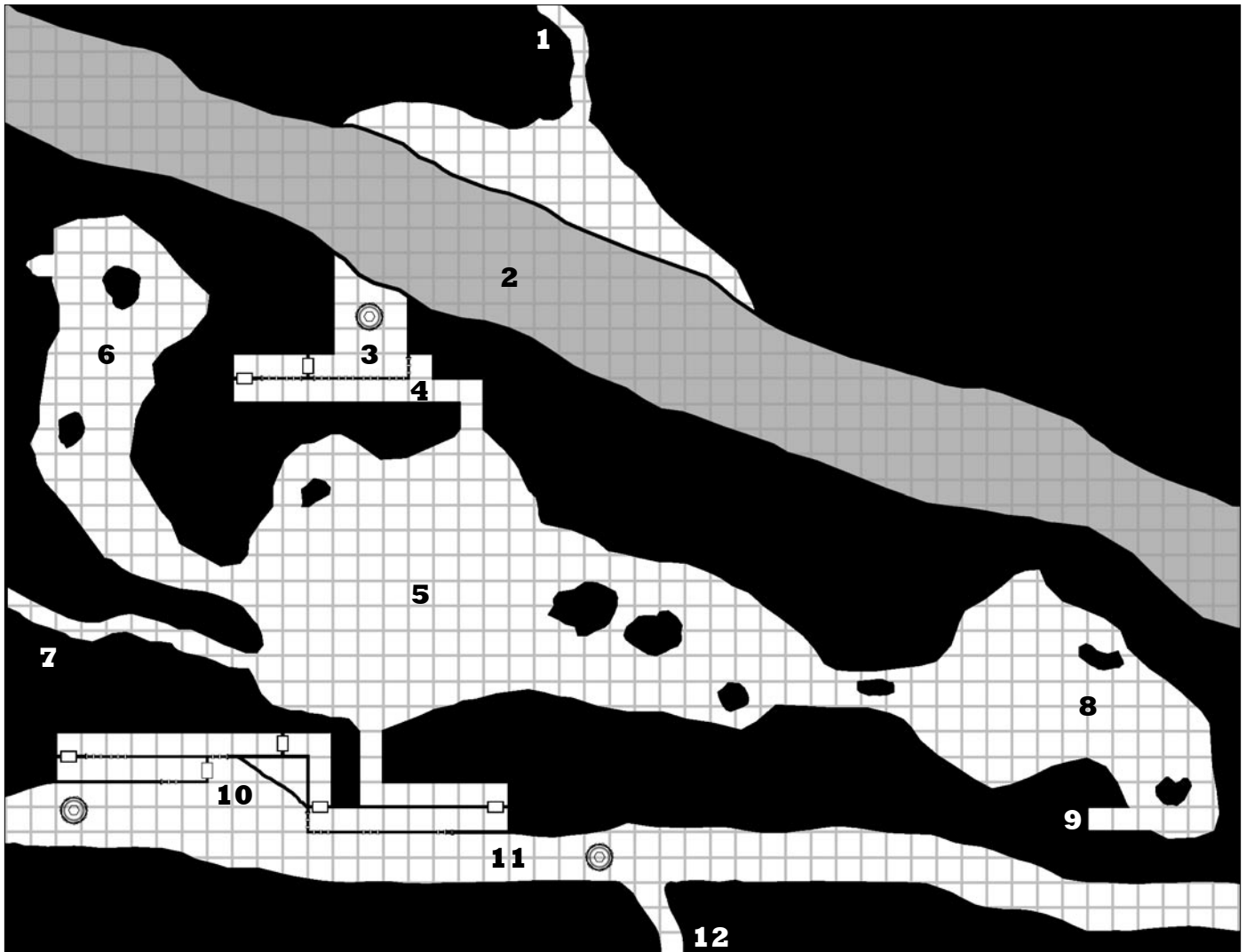
If the bugbear horrors are slain, the player characters will feel a visceral change in the air of the room. All the corpses upon the pile sigh, and a sickly, black smoke flows from their mouths, coalescing into a shadowy figure. The figure looks at the player characters, as if marking them in its mind, and then dissipates. Cleanliness then seems to sweep through the bugbear lair, the air freshens, and all seems normal and natural again.

If the PCs search through the mound of corpses, a wide variety of normal weaponry will be found. The majority of the weapons are spears, maces, or morningstars and one of the weapons is a **mace +1** formerly belonging to the chief. In various pouches and purses upon the corpses there is 238 cp, 340 sp, 288 ep, and 170 gp.

Bugbear Horrors (2): (SZ L; MV 90 ft.; AC 4; HD 4; HP 18, 21; #AT 1; Dmg 4-12; AL CE) Possessions: Each has a gold torc, tightly bent around its neck worth 100 gp each.

MAP OF ENCOUNTER AREA C30 - BUGBEAR UNDERLAIR

EACH SQUARE EQUALS 10 FEET



6. **THE YOUTH CAVE:** This cave once housed the women and children of the bugbear tribe. There are many sleeping piles along the northern wall of the cave and various, roughly-made toys litter the floor. Things such as miniature swords made from goblin bones and helmets made from carved giant mushroom caps. Additionally, many small pots and pans are in this area, used not only for food preparation in area 3, but for their entertainment value as well.

There is a niche on the western wall roughly 5 feet off the floor. This area holds the tribe's food stores. About half of the items have gone off, but there is enough salvageable cheese, beer, dried meat and dried fish to feed 15 people for a week that is still in edible condition.

7. **TO THE SURFACE:** This tunnel leads a winding path out of the earth. The exit is concealed and not easy to find from the surface. The bugbears used this to raid the aboveground lands. What is on the surface near this tunnel is the GM's purview and beyond the scope of this adventure. The presence of this tunnel, however, should immediately spur the party to consider the bugbear lair as a possible base for their adventures, especially if they determine the meaning of the plague markers. Getting rid of the bodies may prove problematic, for even though the river provides an easy method of disposal, a horde of bugbear corpses floating downriver will alert at least two areas (L25 and L19) that the bugbears are gone and perhaps their treasure is ripe for the picking.

8. **LEADER CAVES:** Once of the semi-private chambers of the chief, sub-chief and two leaders, the cave is now empty of all life. Three large sleeping piles are near the eastern wall and one (the chief's) is near the carved treasure room (area 9).

9. **TREASURE ROOM:** This small worked room holds the majority of the non-edible treasure of the bugbear clan. In a large pile upon the floor there is 2,567 cp, 1,334 sp and a carved coral necklace worth 650 gp. On top of the coin pile is an ermine cloak (135 gp), an ivory statuette (75 gp), a poorly-stitched hunting tapestry (25 gp), a bejeweled eye patch (375 gp), and a scrimshaw pipe (45 gp).

10. **PASSAGE ENTRANCE:** This was the main entrance to the bugbear lair. It is a series of passages, each with holes in the walls allowing attack from cover coupled with doors that can be barred. It was a strong defense in depth, and there were usually several bugbears on watch at the entrance as well as in the passageway between this area and area 5.

11. **PRIMARY PASSAGE:** This passage leads from F24 on the east to B34 (not detailed in this adventure) on the west. There are two plague markers here.

12. **TERTIERY TUNNEL:** This small tunnel leads to I24 (not detailed in this adventure) but also branches southwest leading to other encounter areas.

ENCOUNTER AREA L25

NOJA TRADING POST: Hundreds of years ago, the noja found this cave occupied by a few troglodytes, and they somehow convinced them to leave. The noja have occupied the area ever since, slowly carving out the worked part of the hold over time.

This unique trading post thrives for only one reason - a magical statue that prevents violence within its radius. It is a 15-foot-tall statue of a six-armed snake woman. The statue betrays a terrible contenance, made of the purest marble and so well-carved that one would believe it a medusa's work. Who made it, why it was made, and how it got here is completely unknown. All that is known is that within 1,000 feet of the statue, any violence attempted upon another returns upon oneself: swords twist and slash, maces bend and smash, spells turn and strike.

This effect has resulted in an informal truce among those who come to trade, even beyond the immediate radius of the statue. Additionally, the noja here have 3 trading badges, carved necklaces of white marble featuring a six-armed snake woman. These badges are viewed as parley tokens in the nearby underdepths and the person (and his retinue) wearing a badge is immune to assault or delay. Two of these badges can be rented for a month's time at a cost of 1,000 gp, but the third never leaves their possession. These parlay badges provides a window of opportunity for settling differences through conversation for even bitter enemies will not assault the bearer as they too may desire to wear the badge one day.

At any given time, there are usually two or three different trading groups encamped or paused in area 4 while they trade. These groups are most typically composed of dwarf, svirfneblin, goblin, hobgoblin, or ogre. Perhaps twice a year, a drow trading group visits. These groups are often enemies of each other, but here they simply avoid talking, mind their own business, and focus on trading with the noja.

Additionally, there are typically three or four noja trading groups encamped in area 14 with the more respected groups provided a private chamber (area 15). These noja groups trade with Baza (the hold owner) directly. Given noja relationships, they are usually related to Baza in some manner and are often treated more as family than business associates.

Note: Unmarked upon the large area map is a secret noja trade route, traveling from area 11 in the hold, all the way down to the hex F231, where the lone primary passageway passes out of the southwestern side of the map. There are no tunnels in or out of this passageway and it has been magically camouflaged where it intersects with the primary passageway. Not only does this provide an excellent trading edge, it also allows the Noja to bypass The Cavern of the Pod God (hex E226). They believe it an unholy, dangerous place and are glad to avoid it.

Special Note: There is an item (**The Tooth of Gorim Graal**) in hex T18 that could disenchant the statue of peace and return it to its real form - that of a fleshy and very annoyed Marilith. The player characters would be fools to do such, but such is the nature of some adventurers.

1. **PRIMARY PASSAGE:** This passage leads east to L19. The entire length of this passage travels along the northern edge of the Shadowvein and is rather narrow for a main passage.
2. **SECONDARY PASSAGE:** This passage travels to I24 (not detailed in this adventure). It is an unusually difficult passage, reducing movement to half normal.
3. **THE SHADOWVEIN:** The Shadowvein is unusually deep here, and the ceiling is covered with a tremendous amount of faerie sputum hanging from the thick masses of purple and green lichen. This large mass of lichen brightens the typical dimness found along the Shadowvein. A natural bridge formation crosses the river.

4. **THE STATUE OF PEACE:** This natural cave has a high ceiling reaching over 100 feet above the river. In the center of the cave is the statue of peace. This 15-foot-tall statue of a six-armed snake woman is carved from purest marble with exquisite workmanship. It is magical and turns violent acts back upon their maker - any attack hits the attacker, any spell not desired by the target flows back upon the caster. Any such actions within 1,000 feet of the statue are turned in such manner.

Additionally, any "attacks" upon the natural stone or sediment in this area (be they with pick and shovel or any other such implement) are also turned back. How exactly the noja have carved out their hold is a great mystery to those who trade here because none know that the third trading badge held by the noja allows them to bypass the statue of peace's tranquil aura. The other two badges possess no such powers.

Currently there are two trading parties camped around the statue: a **dwarven party** numbering 40 (from hex L19) and a **svirfneblin party** numbering 6 (from hex E223). The two groups are friendly to each other and are enjoying the rare occurrence when all at the trading post are agreeably disposed to each other. Along with the two parties are **4 noja cooks**, busy serving up a large cauldron of eel soup to the two parties.

The Dwarven Party is composed of 38 dwarves, sub-leader Boffin Ironfoot (2nd-level fighter), and the caravan leader Durok Stonefist (4th-level fighter). Each dwarf has a large framed backpack designed for carrying heavy loads, but all such are empty as the noja have just taken all of the dwarven iron ingots into area 12 and have yet to return with the promised dried mushrooms and preserved eels in exchange. The dwarves are generally tight-lipped, but Boffin is boisterous and outgoing. He likes talking to strangers (even enemies), and he particularly enjoys getting the goat from the humanoids that frequent the trading post by acting like a complete gentledwarf. Nothing brings a smile to his face faster than watching scum get so offended by his nice behavior that they end up offing themselves due the statue's magic. He likes to kill 'em with kindness. The dwarves plan to stay the night and depart in the morning, returning to their home in hex L18.

The Svirfneblin Party is composed of 6 deep gnomes led by Dawyfud Daggledod. These six, like the more numerous dwarves, are tight-lipped, but enjoy conversation and story swapping after a wee bit of some of the whisky Dawyfud carries in his pack. They have traded some gems to the noja and are looking to receive various dried vegetables and herbs used in svirfneblin medicine in return. The svirfneblin plan to stay the night but will depart very early as a precaution on their way back to hex E2 23 (detailed in the forthcoming module The Mouth of the Shadowvein).

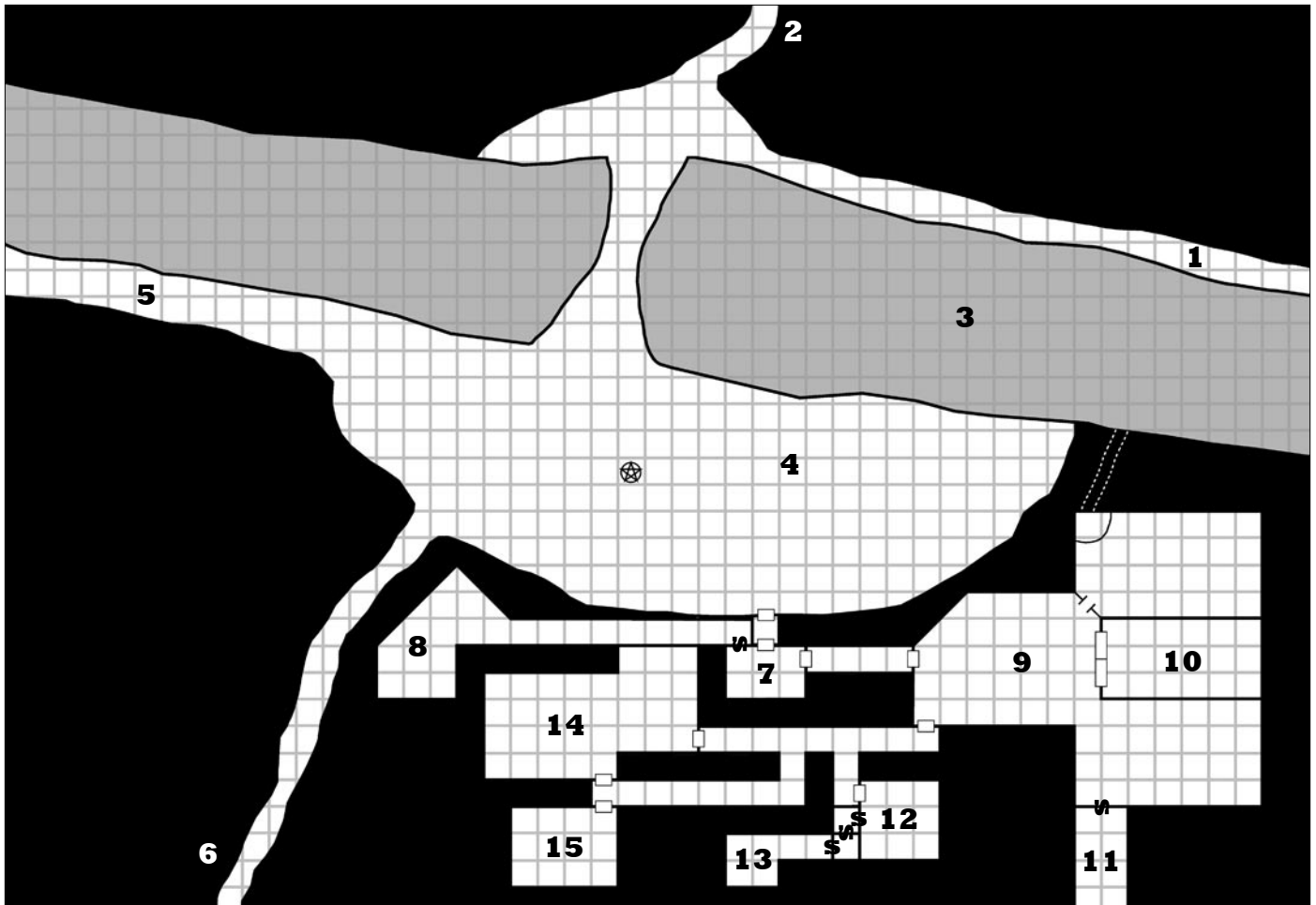
The 4 noja are cooks (named Groler, Dammar, Ufla, and Tragar) and are found near the statue at all times. They'll sell a bowl of eel soup to any who ask for only 1 sp. It is actually quite tasty and filling.

A minute or two after the PCs arrive, a femal noja named Baza (the hold owner) exits from the main hold and approaches the PCs. With her is the hold's eldest male, Drappa. She attempts to learn what they have to trade. Baza is a straight-forward type, always looking for profit in whatever way it presents itself. If a deal is made, goods are taken into the hold, and the promised return goods are later brought out (within a few hours at most).

This area is very open in terms of what player characters choose to do and how it will affect their expedition down the Shadowvein. The player characters may make friends or enemies here as either is possible based upon how they interact with the dwarves, the svirfneblin, and the noja. The

MAP OF ENCOUNTER AREA L25 - NOJA TRADING POST

EACH SQUARE EQUALS 10 FEET



player characters could learn more about the nearby under depths (either truthful or false), or the player characters could barter or trade for anything the noja possess and/or anything the GM determines as suitable.

Dwarves (38): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 1 (x2), 2 (x3), 3 (x5), 4 (x12), 5 (x6), 6 (x3), 7 (x3), 8 (x4); #AT 1; Dmg 1-8 or 2-5; AL LG) Possessions: Each has a battle axe, hammer, chainmail armor, shield, and 10-40 gp.

Boffin Ironfoot, Dwarf 2nd-level Fighter: (SZ: S; AC 4; MV 60 ft.; HD 2, HP 15; #AT 1; Dmg 1-8; AL LG). He has a +1 to hit and to damage due his strength. Possessions: Boffin has a battle axe, hammer, chainmail armor, shield, and 35 gp.

Durok Stonefist, Dwarf 4th-level Fighter: (SZ: S; AC 4; MV 60 ft.; HD 4, HP 23; #AT 1; Dmg 1-8 +1; AL LG). He has a +1 to hit and +2 to damage due his strength. Possessions: Durok has a **battle axe +1**, hammer, chainmail armor, shield, and 30 gp.

Svirfneblin (5): (SZ: S; AC 2; MV 60 ft.; HD 3+6; HP 15, 17, 19, 21, 22; #AT 1 or 2 (with darts); Dmg 2-5 +1 or 1-3 + poison; SA poison darts; SD: Magic resistance 20%; AL NG). Each has a +2 to hit wth darts. Possessions: Each has a non-magical +1 pick, 7-10 poison darts (save vs poison or stunned 1 round and then slowed 4 rounds), leather jacks with ring over fine chainmail, and 6-36 sp and 2-8 gems of base 10 gp or base 50 gp.

Dawyfud Daggledod, Male Svirfneblin: (SZ: S; AC 1; MV 60 ft.; HD 4+7; HP 26; #AT 1 or 2 (with darts); Dmg 2-5 +1 or 1-3 + poison or acid; SA poison or acid darts; SD: Magic resistance 20%; AL NG). He has a +2 to hit wth darts. Possessions: Dawyfud has a non-

magical +1 pick, 7-10 poison darts (save vs poison or stunned 1 round and then slowed 4 rounds), 3-6 acid darts (eat a hole in armor or does 2-8 additional hit points of damage against no armor or through a prior hole in armor), leather jack with ring over fine chainmail, and 6-36 sp and 2-8 gems of base 50 gp.

Baza, female noja: (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 24; #AT 1; Dmg 1-4 +1 plus possible poison; SA Spells; SD 50% magic resistance; AL CN) Possessions: **Dagger of Venom** (4 doses left) and a key that opens and disarms the chests in area 12 and 13.

Drappa, male noja: (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 25; #AT 1; Dmg 1-4 +2; SA Spells; SD 50% magic resistance; AL CN) Possessions: **Dagger +2** and the key that opens (and disarms) the chests in area 12 and 13.

5. PRIMARY PASSAGE: This passage leads from the noja hold and heads west to J31 and N33 (both not detailed in this adventure) after a split in the road.
6. PRIMARY PASSAGE: Another main passage, this one leads from the hold and heads southwest towards T23 (The Cave of Insanity). This passage is rarely traveled by the noja.
7. GUARD ROOM: Although no violence can be done near the statue, it does not prevent theft. As such, there have been times wherein non-noja attempted to enter the hold, and this guardroom exists to ensure it does not happen. The two thick doors here act much like an airlock and have several sliding view-ports, providing complete vision around the hold entrance as well as in the 10-foot-square "holding room" between the two doors. Coming and going requires identifying oneself and

a thorough inspection by the **noja guards** here before either door is unbarred, opened, and quickly re-barred. It can take quite a bit of time for large transactions to occur because of this, but the noja are fanatical about the hold security.

The 2 guards in this area are always males who use their illusions in the hold's defense since it only takes a second or two to secure the hold if an attempt to enter is made. They favor fire-based improved phantasmal force spells. Even though they can do no damage, it is a rare creature that doesn't momentarily panic when it finds itself on fire.

Male noja guards (2): (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 19, 22; #AT 1; Dmg by weapon; SA Spells; SD 50% magic resistance; AL CN)

8. SECRET HOLD: This room is the main hold for the more valuable items of the trading post. Although hidden by a secret door, all the noja who dwell at the hold know of the room's existence. When a new noja caravan arrives, their valuable goods (mostly metals) are stored here. Currently the hold contains 4 distinct piles of goods.

Pile 1: 250 cp, 453 sp, 343 gp, 24 small silver ingots worth 10 gp each, 1 large platinum ingot worth 1,000 and a **philtre of love**

Pile 2: 1,193 cp, 290 sp, 525 gp, 15 small gold ingots worth 200 gp each, and 1 small adamantine bar worth 2,000 gp

Pile 3: 456 cp, 233 sp, 578 gp, 112 pp, 2 small mithral bars worth 1,250 gp each, 13 gems worth 10 gp each, and a **potion of hill giant control**

Pile 4: 787 cp, 198 sp, 528 gp, 2 small platinum ingots worth 1,000 gp each, and a **potion of sweet water**

9. MUSTERING ROOM: This large, oddly-shaped room serves many purposes: the northernmost area is gated off and holds the noja's undals, the southernmost area holds the noja wagons, and the middle area is reserved for the wyrdwolves, although they tend to wander throughout this room. The middle area is also the loading and unloading location for the wagons dropping off or picking up goods from area 10. The mustering room is typically a busy place, but the activity is sporadic, happening with the arrival or departure of a new noja trading group.

There are 5 noja wagons in the southern area of this room. All of the wagons have nothing of real value within, containing only noja clothes and plain cooking utensils. The items of value typically in the wagon have been moved to the sleeping areas of each respective trading group.

There are **8 undal** in the pens. There is a trough filled with various types of mushrooms and lichen and in the northeast corner another large trough filled with water. The water comes from the nearby well featuring a shaduf type bucket lift. The floor here is gently sloped towards a center grate via four channels through which all the urine of the animals collects in buckets beneath the grate. Everyday the undals are fed and watered and the urine buckets collected until a large barrel is filled, sealed, and then sold as a dye fixative. The solid waste from the undal is treated in the same manner, but the barrels are sold to mushroom farmers.

The well doubles as a back up food supply and bolt hole for the Noja for it is wide enough that a small creature can fit through and it travels through the stone to the Shadowvein itself. This back up is never used, but all noja know of its existence. Additionally, there is a key hidden within a niche in the well that opens (and disarms if trapped) the chests in area 12 and 13. Only Baza and Drappa know of the key.

In the middle area, there are **12 wyrdwolves**, 8 from the traders currently in the hold, and 4 permanent residents. These wolves are acclimatized to noja but will howl if they detect unaccompanied others.

Undal (8):(SZ: L; AC 6; MV 120 ft.; HD 5; HP 15, 17, 19, 20, 21, 22 (x2), 24; #AT 3; Dmg 1-8, 1-8, 2-12; SA Charge; AL N)

Wyrdwolves (12): (SZ: L; AC 5; MV 180 ft.; HD 6; HP 18, 19, 24, 25 (x2), 26 (x2), 27 (x2), 29, 30, 35; #AT 3; Dmg 1-2, 1-2, 2-8; SA Strobe; SD 10% magic resistance; AL N)

10. MAIN STORAGE: Holding the majority of the trading post's goods, this room is filled with basic trade goods such as barrels of pickled or salted fish and eels, barrels of preserved mushrooms, barrels of mushroom ale, stacks of real wood, stacks of mushroom wood, piles of iron and copper ingots, a large bin filled with coal, and high upon the walls are sack after sack of surface staples such as wheat, oats, and barley.

11. SECRET TRADE ROUTE: This area is the hold's access to the secret trade route known only to the noja. This route allows them to avoid almost all the hazards normally associated with travel in the under depths as there are no connecting passages and the exit is heavily camouflaged.

12. FAMILY QUARTERS: This chamber is the family quarters for Baza and her immediate kin. There is a small cooking pot in the northeast corner for special meals as the family typically eats from the large cauldrons in area 4 (as do the other noja in the hold). There are two racks of four-tiered bunk beds here along with three occupied cribs. This room is occupied by those watching the infants during the day as the family performs their various daily functions. At night the quarters are fully occupied.

All of the family know of the secret door in this room and are aware of the second secret door as well. Only Drappa and Baza know of the third secret door and the room beyond. The triple secret doors were created to trick any potential thieves into thinking they had found "the real good stuff" within the hold, and each successive 10-foot-square area contains some choice treasure to maintain the trickery.

Beyond the first secret door is a locked chest containing: a statue of a dwarf clad for battle carved out of red and green veined marble worth 250 gp, a platinum goblet worth 150 gp, a (non-magical) crystal ball worth 125 gp, a bone flute featuring silver ornamentation worth 300 gp, a small hand-harp made from rich mahogany worth 75 gp, and a spool of gold wire worth 50 gp.

Beyond the second secret door is a chest containing: a chessboard made of ebony and ivory and featuring elven pieces carved from the heartwood of an oak worth 750 gp, a gold necklace with amber and pearl embellishments worth 450 gp, an ornately-carved electrum doorknob worth 45 gp, an ivory scroll case (worth 20 gp) containing an masterfully-illuminated ancient map of some unknown country worth 600 gp to a collector, and a platinum-embellished horn of a ram worth 225gp.

Female noja caregivers (3): (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 16, 18, 22; #AT 1; Dmg by weapon; SA Spells; SD 50% magic resistance; AL CN)

13. HIDDEN TREASURE ROOM: The very best of the Noja goods are kept here in this bare room. There are three locked chests (Drappa and Baza have keys, and there is an extra key hidden in a niche in the well in area 9).

Chest 1 is trapped with a **poison needle** (save or die). It contains: 2,345 sp, two carved red-dragon canines

resembling slender and graceful towers worth 250 each, a collapsible spyglass worth 2,500 gp, and a miniature version of chest two worth 275 gp.

Chest 2 is a treasure itself, being made of sandalwood with all corner fittings, nails, and hardware made of platinum (worth 5,575 gp) and it contains: 1,200 gp, a cherry-wood statue of a nymph worth 350 gp, a dozen silver candlesticks resembling snakes crawling up an ornately-decorated column worth 60 gp each, and a **sword +1**.

Chest 3 is trapped with a poison needle (save or die). It contains: 409 pp, a truly beautiful ivory statue of a unicorn with emerald eyes worth 1,575 gp, and an oiled leather bag filled with enough mithral alloyed steel rings to create three dwarf-sized (or two human-sized) suits of chainmail that would be AC 4 instead of AC 5 and which would be suitable for enchantment up to +4 worth 2,200 gp.

14. NOJA GUEST QUARTERS: There are usually three or four noja trading caravans housed in this large communal room at any one time. The oddly-shaped room is broken up into semi-private sections via the use of rods and hanging curtains. Behind each section are pillows and carpets as well as basic cooking utensils. Currently there are three caravans here, one medium-sized and two small, for a total of **12 adult noja** and 12 non-combatant children. All adult noja not caring for children are required to assist with the running of the hold for the duration of their stay.

Male noja (6): (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 13, 15, 19, 21, 22, 23; #AT 1; Dmg by weapon; SA Spells; SD 50% magic resistance; AL CN)

Female noja (6): (SZ: S; AC 8; MV 90 ft.; HD 3+4; HP 11, 14, 16, 18, 20, 22; #AT 1; Dmg by weapon; SA Spells; SD 50% magic resistance; AL CN)

15. NOJA FINE GUEST CHAMBER: Particularly close guests of the hold are housed in this chamber. It is divided into two sections using rods and hanging curtains much like area 14 above. There are no residents in this chamber at the moment.

ENCOUNTER AREA L19

DWARVEN HOLD: This well-fortified dwarven hold is the home of a three small clans of dwarves (The Ironfoot clan, the Stonefist clan, and the Graybeard clan) who work together in common defense. These dwarves have deeply dug-in, fortifying beyond what some would consider reasonable, but the clans believe their defenses necessary as they guard a very profitable secret: a furnace worm (see new monsters). To feed their furnace worm raw goods, these dwarves have dug a large mine system throughout hex K19 that does not intersect with any passages and from which they extract coal, iron, lead and silver. To facilitate trade, they have built a spiral staircase (area 1 below) to the surface. This allows them to barter for foodstuffs with those above ground.

The primary passage traveling from C21 to the hold and then toward L25 rapidly slopes up from the river before heading northward. The dwarves have taken advantage of this slope, and their hold is built at the same height as the passage. This allowed them to easily excavate over the Shadowvein and then slope back down to river depth creating the secondary passage that travels to O19 (not detailed in this adventure). Over the Shadowvein, they have built two large portcullises, stopping all traffic and charging a small toll to pass through. The amount of the toll depends on who is passing by the hold (the dwarves toll those races they find unfriendly more than those they tolerate) and based upon their assessment of the value of the goods traveling through. Generally, the toll is 1 gp per person + 1% of the assessed value of goods.

The dwarves have two distinct areas of their hold; a guest area and a clan area. Guests are only allowed in areas indicated by a letter (A-H). All other areas are clan areas, and trespassers into them will be dealt with harshly. Guests who are to see the clan leader are lead by guard between the first set of double doors north of area C, and the meeting is then held there under the watchful strings of many crossbows.

The dwarves will more than likely be well aware of any approaching party via their hidden watch tunnel (area 4 below). They will have assessed the approaching dangers and prepared accordingly. Additionally, there is a large trading party of dwarves currently at hex L25. They will return shortly and increase the overall number of dwarves available for defense.

All total, there are over **300 male dwarves** in the hold, and at any one time, over 120 dwarves are serving as guards. These average dwarves spend half their time working the mines and the other half soldiering. The hold is lucky to have such a strong guard presence, and it is only the furnace worm (see *new monsters*) that makes such possible. All of the dwarves are fully aware of this and will fight to the death to prevent any harm to their biological ore processor.

Note: All guard positions as well as locations of important dwarves have been noted in the text. Where the rest of the dwarves are at any particular moment is entirely up to the GM's discretion based upon his assessment of the circumstances. Every gate a visitor to the hold may view contains the following inscription carved upon it in Common, Undercommon, and Dwarven, "*Bring no malice, enjoy safety. Bring malice, suffer death.*"

Special Note: If the PCs find **The Traveling Hammer of Dorin Graybeard** (located in hex T18), the dwarves here will be very open and may even allow select party members into the private section of the hold since they know that the hammer will punish any serious trespasses against them.



A. SOUTHERN GATE: This great stone gate is carved from the living earth and barred from the interior, and passage is allowed only upon the decision of the senior guard in area 2. Before allowing anyone into area B, a guard is sent to form a welcoming party, opening and guarding both gates between B and C. This area slopes upwards towards the gate and down towards the passageway leading to hex O19.

B. OVER THE SHADOWVEIN: Any travelers are met in this area by a welcoming party of 10 dwarves and one member of the High Guard from area C. Two dwarves remain near each open gate between B and C, ready to close them at a moment's notice if violence occurs. This area continues the slope found in area A for the southernmost 20 feet near the gates.

C. GUEST COMMON ROOM: Unlike all other public locations in the hold, this large room has a tremendous arching ceiling and all surfaces are intricately decorated in various dwarven motifs. Only this room provides a visitor with an idea of what the rest of the hold looks like, for all of the private dwarven areas are works of beauty, carved and worked.

All trading with the dwarves occurs in this room, and it is constantly filled with soldiers ready for combat were the need to arise. This large group of soldiers are led by the 3 members of the **High Guard** and supported by **4 clerics of Motsognir**, the Dwarven god of creation. Currently, there are no traders in this area as the dwarves are in the middle of a 20-day holy period (called Dain's Rest) wherein they can trade no foreign goods in their territory.

Dwarves (24): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 1 (x2), 2 (x2), 3 (x2), 4 (x4), 5 (x5), 6 (x5), 7 (x2), 8 (x2); #AT 1; Dmg 1-8 or 2-5; AL LG) Possessions: Each has a battle axe, hammer, chainmail armor, shield, and 10-40 gp.

High Guards, 5th-level Fighters (2): (SZ: S; AC 2; MV 60 ft.; HD 5; HP 43, 48; #AT 1; Dmg 1-8 +1; AL LG). Each has a +2 to hit and +3 to damage due his strength. Possessions: Both have a **battle axe +1**, hammer, plate mail armor, shield, and 10-60 gp.

Clerics of Motsognir, 2nd-Level Fighters/4th-Level Clerics (4): (SZ: S; AC 2; MV 60 ft.; HD 2/4; HP 21, 22, 24, 25; #AT 1; Dmg 1-8 +1; AL LG). Each has a +1 to damage due his strength. Possessions: All four clerics have a battle axe, hammer, plate mail armor, shield, and 5-50 gp.

The first cleric has prayed for the following spells

First: **bless, command, cure light wounds, protection from evil**

Second: **hold person, slow poison**

The second cleric has prayed for the following spells

First: **cure light wounds (x2), detect evil**

Second: **hold person, silence 15 ft. radius**

The third cleric has prayed for the following spells

First: **bless, detect evil, command, cure light wounds, remove fear**

Second: **hold person, resist fire, silence 15. ft. radius**

The fourth cleric has prayed for the following spells

First: **bless, cure light wounds (x3), remove fear**

Second: **augury, hold person, slow poison, spiritual hammer**

D. SPIRAL STAIRS: These narrow stairs ascend to the surface, roughly 320 feet above. **Two guards** are always in this room while **10 guards** are in the guard chamber at the surface. The surface guard room has a pull chain that descends to the deep hold. When pulled, this chain rings a small bell, alerting the hold of combat above.

Although the staircase appears completely solid, the dwarves have craftily manufactured them with a very powerful defensive ability. If a lever behind the throne in area 17 is pulled, the spiral stairs begin sliding into the central column of the staircase over a period of three rounds. This would be devastating to any upon the staircase at the time and form a powerful vertical hindrance to invasion.

Hold Dwarves (2): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 7, 8; #AT 1; Dmg 1-8 or 2-5; AL LG) Possessions: Each has a battle axe, hammer, chainmail armor, shield, and 10-40 gp.

Surface Dwarves (10): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 1, 3, 4 (x3), 5, 6, 7 (x2), 8; #AT 1; Dmg 1-8 or 2-5; AL LG) Possessions: Each has a battle axe, light crossbow, chainmail armor, shield, 20 quarrels, and 10-40 gp.

E. SURFACE TO GROUND COMPARTMENTS: These two areas serve as a buffer between the surface and the ground. They are designed to contain any penetration of the hold. **Four guards** are always present in each area.

Dwarves (8): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 2, 3 (x3), 7, 8 (x3); #AT 1; Dmg 1-8 or 2-5; AL LG) Possessions: Each has a battle axe, hammer, chainmail armor, shield, and 10-40 gp.

F. GRAND GUEST CHAMBER: The largest guest chamber, it is the best furnished. A single large and comfortable bed lies in the northwest corner, and 3 sets of triple-bunk beds allows up to 9 to sleep bedded. A large stone table and a cooking hearth round out the furnishings. This chamber is empty but fully prepared for guests.

G. LARGE GUEST CHAMBERS: Each of these chambers features a large and comfortable bed and 3 bunk beds, allowing 8 to sleep bedded. A table and cooking hearth allows guest to prepare and eat their own meals. All of these chambers are empty.

H. GUEST CHAMBER: These chambers have 3 bunk beds as well as table and cooking hearth. They are all empty.

1. RIVERINE TOLL POSTS: Each of these two guard posts feature many arrow slits allowing the dwarves within to target any riverine location as well as any targets in area A. There are always **6 guards** in each of these two posts.

Dwarves (12): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 1 (x2), 3 (x2), 4 (x2), 5 (x2), 6 (x2), 7, 8 #AT 1; Dmg 1-8 or 1-4; AL LG) Possessions: Each has a battle axe, light crossbow, chainmail armor, shield, 20 quarrels, and 10-40 gp.

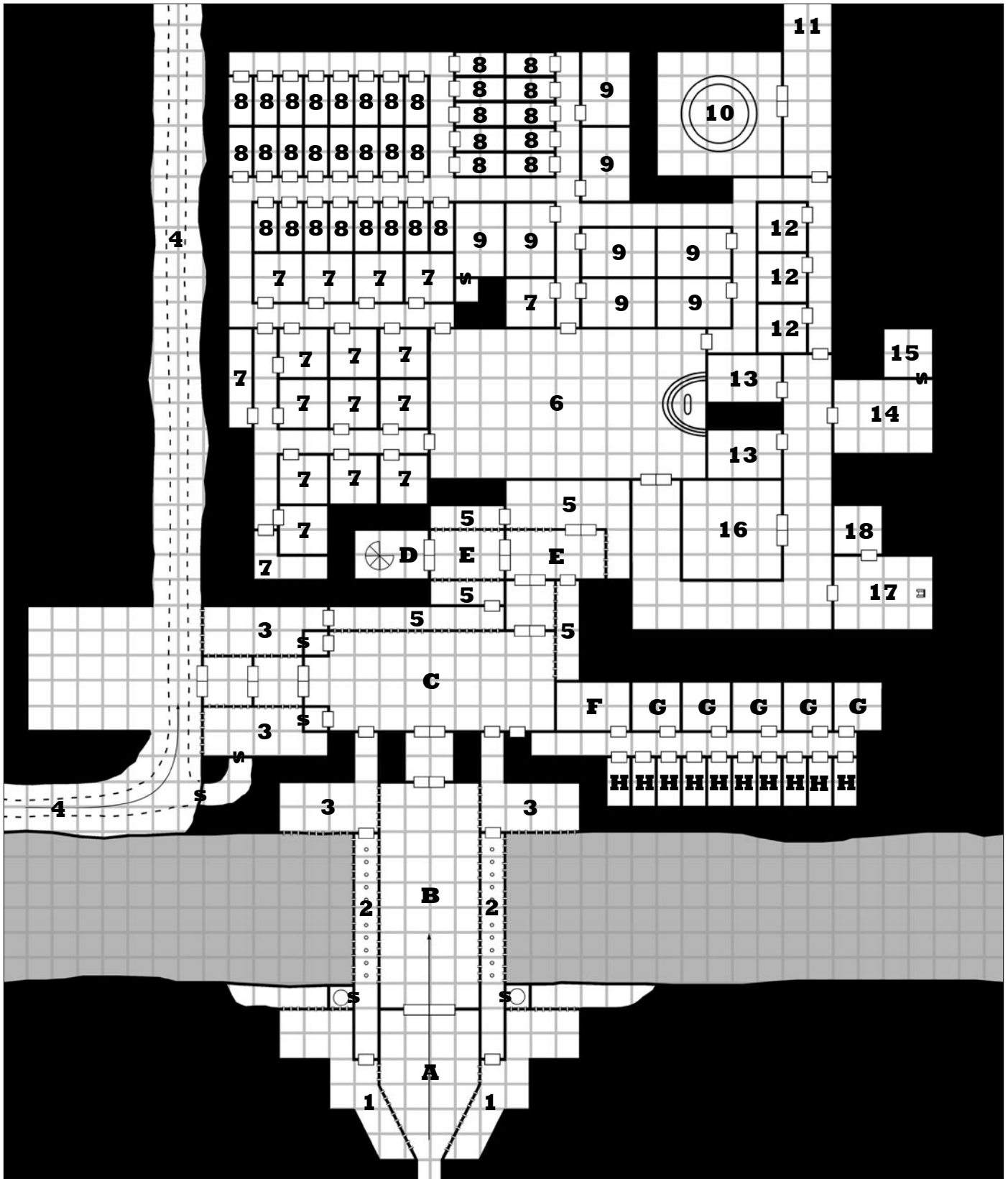
2. PORTCULLIS ROOMS: Each of these two rooms have a large portcullis attached to a hearty chain and winch. These are kept in the down position until a toll has been paid. Each of these portcullis rooms features many arrow slits, allowing for easy fire at any location along the nearby Shadowvein as well as in the over-passage area B.

Hidden behind secret doors are lifts dropping down to the ledge along the south shore of the Shadowvein. When collecting tolls, the lifts are dropped and the toll amount placed into a stone container. The lifts are then raised, the toll counted, and the portcullises raised.

If the dwarves find any riverine travelers truly offensive, they will accept a toll and raise the portcullises. Once the travelers enter the area between the portcullises, the dwarves with quickly drop them, trapping the travelers between in a killing field. There are always **8 guards** in each of these rooms at all times along with 8 additional light crossbows and a store of 200 quarrels. Operating the winch requires two dwarves. The doors into this area are always locked and barred from within. A small

MAP OF ENCOUNTER AREA L19 - DWARVEN HOLD

EACH SQUARE EQUALS 10 FEET



sliding view port allows those within to identify those without and allow entry.

A **senior guard** in either of these two guard rooms identifies guests in area A through arrow slits. If the guests are allowed within, a guard is sent to area C to form a welcoming party for

the guests in area A. These two senior guards also speak for the dwarves when dealing with riverine traffic.

Dwarves (16): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 2, 3 (x2), 4 (x2), 5 (x2), 6 (x6), 7 (x2), 8 #AT 1; Dmg 1-8 or 1-4; AL LG) Possessions: Each has a battle axe, light crossbow, chainmail armor, shield, 20 quarrels, and 10-40 gp.

Dwarf Senior Guards: (2): (SZ: S; AC 4; MV 60 ft.; HD 2; HP 11, 13 #AT 1; Dmg 1-8 or 1-4; AL LG) Possessions: Each has a battle axe, light crossbow, chainmail armor, shield, 20 quarrels, and 10-40 gp.

3. **GUARD ROOMS:** Each of these 4 rooms contains **6 guards**, 6 extra light crossbows and 200 additional quarrels. The two guard rooms protecting the gates by the primary passage are the most important of these 4 guard rooms, and each guard contingent is lead by one of the sons of the chiefs. **Drimmel Stonefist** is in charge of the northern post and **Dwalli Graybeard** is responsible for the southern post as well as for those dwarves manning area 4. No one is admitted into the dwarven hold via the west passage without the approval of one of the sons who travels to area C and forms a welcoming party composed of 12 dwarves and one of the High Guard as described in area C.

Additionally, there are **4 guards** outside the main gates at all times, stopping traffic and charging a small toll to pass through. As with the Shadowvein toll, the amount of the toll depends on who is passing by the hold and is based upon the dwarven assessment of the value of the goods traveling through. Generally, the toll is 1 gp per person + 1% of the assessed value of the goods.

Dwarves (30): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 1 (x3), 2 (x4), 3 (x2), 4 (x7), 5 (x2), 6 (x3), 7 (x3), 8 (x4); #AT 1; Dmg 1-8 or 2-5; AL LG) Possessions: Each has a battle axe, light crossbow, chainmail armor, shield, 20 quarrels, and 10-40 gp

Drimmel Stonefist, 3rd-level Fighter: (SZ: S; AC 1; MV 60 ft.; HD 3; HP 26; #AT 1; Dmg 1-8 +1; AL LG). He has a +1 to hit and +1 to damage due his strength. Possessions: **battle axe +1, plate mail armor +1, potion of healing**, shield, light crossbow, 20 quarrels, and 95 gp.

Dwalli Graybeard, 3rd-level Fighter : (SZ: S; AC 0; MV 60 ft.; HD 3; HP 36; #AT 1; Dmg 1-8 +1; AL LG). He has a +1 to hit and +1 to damage due his strength. Possessions: **battle axe +1, plate mail armor +1, shield +1**, light crossbow, 20 quarrels, and 95 gp.

4. **VIEWING PASSAGE:** Along the side adjacent to the primary passageway, the dwarves have tunneled up and over the primary passageway, drilling small viewing holes for a mile in each direction away from the hold. A pair of **guards** waits at the intersection right next to hold, each looking the other direction, awaiting a signal from any of the **5 dwarves** down each viewing passage. The dwarves communicate what's coming down the tunnel using a candle and a simple type of semaphore. When doing such, each dwarf covers the nearby viewing holes with a thick velvet cloth, insuring that no light is visible in the main passageway. In this manner the dwarves are aware of any travelers in the main passage before they are within half a mile's distance. This passage connects with the guard post through a steeply-sloping secret passage as indicated on the map.

Stealthy Dwarves (12): (SZ: S; AC 10; MV 60 ft.; HD 1; HP 2, 3 (x2), 4 (x3), 5 (x3), 6, 7, 8 #AT 1; Dmg 1-8 or 1-4; AL LG) Possessions: Each has a battle axe, light crossbow, and 20 quarrels. These possessions are secured by cloth to mute all sound. As such, it takes a full round of untying to access any of them.

5. **INTERIOR GUARD ROOMS:** These fully arrow-slitted guard chambers are the hold's final defensive layer. Each of the **20 dwarves** here are always ready to break from their guard rooms to defend the gates of the hold from invasion. Each room contains 4 dwarves.

Dwarves (20): (SZ: S; AC 4; MV 60 ft.; HD 1; HP 1, 2 (x2), 3 (x2), 4 (x3), 5 (x2), 6 (x6), 7 (x3), 8 #AT 1; Dmg 1-8 or 1-4; AL LG) Possessions: Each has a battle axe, light crossbow, chainmail armor, shield, 20 quarrels, and 10-40 gp.

6. **COMMON ROOM:** This ornately ornamented area is the heart of the hold. It serves as the central gathering point of the community for communal eating and drinking as well as religious functions and announcing proclamations. It is always busy with dwarves going about their everyday business. Commonly within this area are **Chief Billi Stonefist**, a **lesser cleric**, a few **nobles**, and **Ragnar Graybeard**, son of the Graybeard Chief.

Chief Billi Stonefist, 6th-level Fighter : (SZ: S; AC 0; MV 60 ft.; HD 6; HP 44; #AT 1; Dmg 1-8 +2; AL LG). He has a +2 to hit and +4 to damage due his strength. Possessions: **battle axe +2, plate mail armor +1, shield +1, potion of extra healing**, light crossbow, 20 quarrels, a golden chief necklace worth 500 gp and 45 gp.

Cleric of Motsognir, 2nd-Level Fighters/2nd-Level Cleric: (SZ: S; AC 2; MV 60 ft.; HD 2/2; HP 16; #AT 1; Dmg 1-8; AL LG). Possessions: battle axe, hammer, plate mail armor, shield, and 5-50 gp. He has prayed for the following first-level spells: **bless, command, cure light wounds, protection from evil**.

Dwarven Nobles, 4th-level Fighters (4): (SZ: S; AC 1; MV 60 ft.; HD 4; HP 24, 29, 31, 38; #AT 1; Dmg 1-8 +1; AL LG). Each has a +1 to hit and +1 to damage due his strength. Possessions: Each has a **battle axe +1, plate mail armor +1**, a **potion of healing**, shield, and 10-100 gp.

Ragnar Graybeard, 3rd-level Fighter: (SZ: S; AC 0; MV 60 ft.; HD 3; HP 19; #AT 1; Dmg 1-8 +1; AL LG). He has a +1 to hit and +3 to damage due his strength. Possessions: **battle axe +1, plate mail armor +1, shield +1**, light crossbow, 20 quarrels, and 75 gp.

7. **FAMILY ROOMS:** Each of these rooms holds a dwarven family (typically mother, father and 2 children) along with normal domestic items.
8. **SINGLE ROOMS:** Each of these rooms holds 8-10 non-married dwarves. They are simple affairs lined with bunk beds.
9. **WEALTHY FAMILIES:** Each of these larger rooms holds an extended family of some sorts. This is typically composed of 4-6 adults and 2 children.
10. **THE BIOLOGICAL FURNACE:** Only dwarves of the clan are allowed access to this room. Not even the most trusted of guests are permitted admittance. Within this large room, trapped in an 8-foot-deep, circular channel lined with iron is a **furnace worm** (see *new monsters*). The worm is constantly fed ore believed to contain valuable metals, and once a day the channel is cleaned of any silver excrement. On average, the dwarves harvest over 10 pounds of silver each clean, typically gaining 5-10 gp of silver per day.

The furnace worm (see *new monsters*) is guarded by a member of the **High Guard** as well as a **lesser fighter**. **Chief Ironfoot** spends most of his time here as well.

Furnace Worm: (AC 8; MV 20 ft., burrow 10 ft in stone, burrow 20 ft. in soil ; HD 8+1; HP 46; #AT 1; Dmg 2-12; AL N)

Chief Flemin Ironfoot, 4th-level Fighter/3rd-level Cleric : (SZ: S; AC -2; MV 60 ft.; HD 6/3; HP 31; #AT 1; Dmg 1-8 +1; AL LG). He has a +1 to hit to damage due his strength. Possessions: **battle axe +1, plate mail armor +3, shield +1, potion of heroism**, light crossbow, 20 quarrels, a golden chief necklace worth 450 gp and 65 gp. He has prayed for the following spells:

First: **bless, command, cure light wounds, protection from evil**

Second: **hold person, slow poison, silence 15 ft. radius**

High Guard, 5th-level Fighter: (SZ: S; AC 1; MV 60 ft.; HD 5; HP 35; #AT 1; Dmg 1-8 +1; AL LG). He has a +2 to hit and +3 to damage

due his strength. Possessions: **battle axe +1**, hammer, plate mail armor, **shield +1**, and 10-60 gp.

Dwarf Guard: (SZ: S; AC 4; MV 60 ft.; HD 2; HP 15; #AT 1; Dmg 1-8 or 1-4; AL LG) Possessions: a battle axe, light crossbow, chainmail armor, shield, 20 quarrels, and 10-40 gp.

11. TO THE MINES AND FARMS: This wide passageway leads to the mines and associated mushroom farms, found in hex K19.
12. HIGH GUARD ROOMS: These are the chambers of the high guard and their family. They are similar to area 7, but are located closer to the furnace worm and the clan chiefs.
13. CLAN CHIEF ROOMS: These two large chambers are the homes of the chiefs of clan Ironfoot and clan Stonefist. They are in all things much like area 9. Each room holds an extended family of 4 adults and 2 children.
14. GRAYBEARD CLAN ROOM: The clan room of clan Graybeard is the largest personal quarters of the hold. It is well-furnished and similar to the other clan chief rooms.
15. TREASURE ROOM: Hidden behind a secret door lies the treasure of all three dwarven clans. All of the dwarves in the hold have very little personal wealth upon them and in their quarters; instead they have a share of the total treasure of the clan. The share amount is kept on a monthly basis in a ledger kept in this room, while the daily operations and share records are kept in a ledger upon Chief Graybeard person.

Stacked in the corner are 217 large silver ingots worth 20 gp each and 283 small silver ingots worth 10 gp. Loose in a large stone bin, are 16,092 gp, and 1,915 pp.

16. KITCHEN: Much of the food of the hold is stored and prepared in this room, although the larger personal quarters have small cooking areas. At any time, there are **6 cooks** bustling around. **Falring Ironfoot** is typically heading the kitchen. His love of cooking is somewhat embarrassing to Chief Ironfoot, but the dwarf's obvious talent and wonderful food keeps the entire hold happily fed.

Dwarven Cooks (6): (SZ: S; AC 10; MV 60 ft.; HD 1; HP 2, 3 (x2), 4 (x3), 5 (x3), 6, 7, 8; #AT 1; Dmg 1-3; AL LG) Possessions: Each has a cooking knife and 10-40 gp.

Falring Ironfoot, 3rd-level Fighter: (SZ: S; AC 0; MV 60 ft.; HD 3; HP 18; #AT 1; Dmg 1-8 +1 or 1-3 +1; AL LG). He has a +1 to damage due his strength. Possessions: **battle axe +1**, **plate mail armor +1**, **shield +1**, light crossbow, 20 quarrels, and 80 gp. Falring is without all his possessions when cooking, but his battle axe is never far from him. His possessions are in one of the rooms described in area 13.

17. THRONE ROOM: Like all other areas of the hold, this area is intricately carved. The ceiling arches upwards over 40 feet and the walls are decorated with carving from dwarven mythology. The throne **Chief Ergim Graybeard** sits upon is carved from a single piece of living stone and is undecorated. This is to remind the clan chief that he is not above any of the other dwarves and has a position of power only due his ability to responsibly manage the affairs of the clan. Chief Graybeard is typically found here along with his aid, a hunchbacked dwarf named **Gimthal**. Graybeard is a powerful, barrel-chested dwarf, both the spiritual and secular leader of the hold.

Chief Ergim Graybeard, 5th-level Fighter/6th-level Cleric : (SZ: S; AC -2; MV 60 ft.; HD 6/3; HP 46; #AT 1; Dmg 1-8 +4; AL LG). He has a +2 to hit and +4 to damage due his strength. Possessions: **battle axe +2**, **plate mail armor +2**, **shield +2**, **potion of extra healing**, **potion of heroism**, light crossbow, 20 quarrels, a golden

chief necklace worth 750 gp, 65 gp, and the book of daily records (see area 15). He has prayed for the following spells:

First: **command**, **cure light wounds**, **detect evil**, **protection from evil**, **sanctuary**

Second: **augury**, **hold person**, **slow poison**, **silence 15 ft. radius**, **spiritual hammer**

Third: **cure disease**, **locate object**, **prayer**

Gimthal the Hunchback: (SZ: S; AC 10; MV 60 ft.; HD 1; HP 2; #AT 1; Dmg 1-4; AL LG) Possessions: Dagger, 10-40 gp.

18. CONFERENCE ROOM: This room features a large oval table with seating for 20. It is here that private councils are held and hold business is discussed.

ENCOUNTER AREA T18

THE SNIDE DUNGEON OF THE MAD MAGE HALLACH: The Mad Mage Hallach is a dimensional traveler and trickster. It is rumored that on some worlds he is worshipped as a god, and he may even be such. He has created multiple dungeons throughout many different planes. Each of these dungeons are different, and there's one for every level of potential investigator. Although his dungeons are of varying lethality, all of them have a theme. The one that's currently occupying hex T18 is called The Snide Dungeon because of its overall snotty tone. If the GM wishes, this encounter can be placed just about anywhere down the Shadowvein, as the Mad Mage is nothing if not fickle.

The Mad Mage periodically moves his dungeons, on the same plane as well as to other locations, to prevent them from becoming well-known. He only allows a single individual to enter a single dungeon twice. Upon entering the second time, a person "just knows" that this is the last time he'll be able to enter. After the second entrance, he finds himself unable to enter under any circumstances. This keeps Hallach's creations from being torn apart by a concerted long-term attack. Additionally, every dungeon only admits up to 12 at any one time.

The mage had dwarves build the Snide Dungeon, and it bears the trademarks of their stout race. The stones are rough-hewn granite held together via a thick, gray mortar. All doors are made of an iron-hard wood that is so dense as to be effectively indistinguishable in strength from the stones surrounding them. Unless otherwise noted, the doors are hinged to open in both directions and are unlocked.

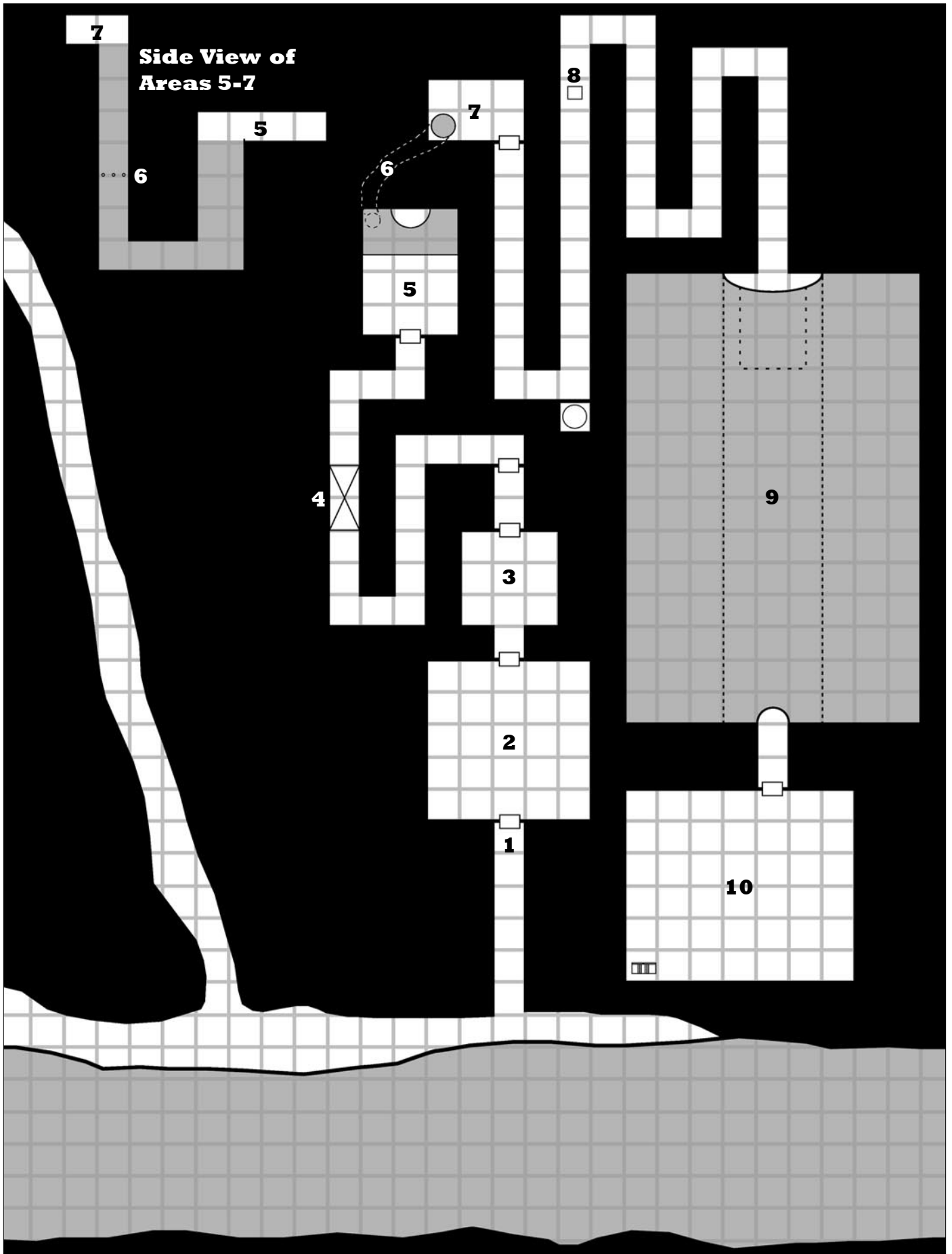
Throughout The Snide Dungeon are various magical inscriptions. These snide inscriptions always seem to be in the native tongue of the reader, even when viewed by multiple individuals at the very same time.

1. EELS PLEASE: This long corridor ends at an arched wooden door featuring a sconce on both sides upon which a small brass bowl containing oil cheerfully illuminates. The door seems barred on the other side and impenetrable. Above the door is a demonic face carved from stone - toothy maw wide and horns proud. When approached, the demonic face on the lintel cries, "Eel me, gov'ner! Eel me!" and opens its stony mouth even wider. If the players cast any healing-type spells upon the carved face or pour a **potion of healing** or **extra healing** into the mouth, the door opens.

However, if a PC places an eel in the mouth of the face as requested, the door opens and the demon mouth grinds down upon the poor eel, chewing it to bits. A round later, it starts spewing a rich liquid that acts as a **potion of healing** for the next 10 rounds. If the player can collect all the liquid pouring from the carving, they can gain one **potion of healing** per round. After ten rounds this effect stops and feeding the face another eel only results in a contented belch and a quizzical look.

MAP OF ENCOUNTER AREA T18 - THE SNIDE DUNGEON OF THE MAD MAGE HALLACH

EACH SQUARE EQUALS 10 FEET



2. **DARKNESS COMES:** This large chamber is completely bare of any furnishing. Upon the northern door, magical runes display the following message, "Welcome, treasure hunters. I must insist you leave." The writing is blurry and unreadable until a PC is within 10 feet of the door. When read, the message summons an **invisible dretch** inside the room by the southern door. The dretch immediately uses its darkness ability against any apparent spell caster and then opens combat with a stinking cloud, at which time it becomes visible.

If the dretch is defeated, the writing on the door changes to "If you are wise you will proceed no further."

Dretch: (SZ: S; AC 2; MV 90 ft.; HD 4; HP 16; #AT 3; Dmg 1-4, 1-4, 2-5; SA Spells; SD Demon resistances, 30% magic resistance; AL CE)

3. **FROM THE HEART OF HELL:** This chamber is also completely bare and features writing upon its northern door. Again the writing is blurry and unreadable until a PC is within 10 feet of door. The message reads, "Friends do have their uses, don't you think?" When read, the message summons **5 invisible lemures** spread evenly throughout the room in an X pattern. The lemures immediately attack, becoming visible.

Lemures (5): (SZ: M; AC 3; MV 30 ft.; HD 3; HP 7, 11, 12, 13, 18; #AT 1; Dmg 1-3; SD Devil resistances, only destroyed by blessed thing; AL LE)

4. **COBRA NEST:** A large pit trap divides this corridor into two parts. Upon a plaque 10 feet from the southern edge of the pit are the words, "Friends do have their uses, don't you think?" The pit is 20 feet deep and there is a forest of stone spikes upon the bottom. Although numerous, a man-sized PC could walk along the pit floor, moving slowing between the spikes, but only at half speed. Impaled upon the spikes near the southern end of the pit are the remains of a dwarf. His gold necklace gleams upon his breastplate and his shiny battle axe lies nearby.

The dwarf and his equipment are an illusion, as is the southernmost wall of the pit. The pit actually cuts back about 5 feet under the passageway, forming a niche under the overhanging floor. In this niche is a powerful **stun jelly**. The jelly remains still until a PC enters the pit at which time it attacks, likely with surprise.

Also lurking in the niche behind the illusionary wall are **2 iron cobras**. The iron cobras are ordered to attack only when something besides the stunjelly enters the niche. The cobras have only enough poison left for a single bite each. Their poison is weaker than normal, allowing for a +1 on saving throws.

Iron Cobra: (SZ: S; AC 0; MV 120 ft.; HD 1; HP 2, 7; #AT 1; Dmg 1-3; SA poison; AL N)

Stun Jelly: (SZ: L; AC 6; MV 30 ft.; HD 6; HP 23; #AT 1; Dmg 2-8 +1; SA paralyzation; AL N)

5. **A MAIDEN UNFAIR:** The southernmost door into this room bears the following writing, "Do unto others..." This room is bare of furnishing, but a large elevated pool occupies the northernmost 15 feet. The pool is 40 feet deep, and there is a tunnel at the bottom (described in area 6). The tunnel entrance can barely be seen from the surface under normal circumstances. Around the pool is a knee-high ledge. On the inside of the ledge, about a foot under water is the message, "You think you know what to expect? Bet your life on it?"

Hanging over the pool is a stone ledge, upon which rests an elven lass barely of adult age. She is not breathing and is either recently deceased or in some sort of suspended animation.

Her circular ledge is covered by a glowing blue dome that is impenetrable to any thing that is not living and organic. Once touched by such material, the blue dome collapses, and the lass begins breathing slow and shallow. She will not wake up for another hour's time, during which she is nothing more than what she appears.

Unfortunately, the lass is actually a transposer that The Mad Mage has polymorphed into elven form. When it awakes, it will attack the party, focusing first on the beefiest-looking fighter. If possible, the transposer attacks every party member at least once, making full use of its special abilities.

Note: This area will change once the vacuum of area 7 is broken. See that area for more details.

Transposer: (SZ: M; AC 7; MV 150 ft.; HD 6; HP 26 (up to 48); #AT 2; Dmg 1-6; SA: transposition; SD transposition; AL N)

6. **WATERY TUNNEL:** This water-filled tunnel snakes down and to the north, finally coming out in area 7. In total, the watery tunnel is 130 ft. long. There is a trap 40 feet below the surface where the tunnel leads to area 7. Anyone swimming past this trap triggers it, releasing a hidden grate that prevents any creature halfling-sized or larger from passing through. The gate can be bent open with a successful bend bars check. Any attempt has twice the normal chance of success as the gate has been long submerged and it not as strong as it once was.

Swimming and Drowning Rules: Swimming through the tunnel is done at the rate of 20ft. per segment. Encumbered characters move at 1/2 that speed. A character can hold his breath for a number of segments equal to his Constitution. When that period expires, a PC who rolls under his Constitution on a d20 keeps going for that segment, but those who fail begin drowning. Drowning takes 3-18 segments, and a PC can perform no actions during this time. If rescued before death, he suffers hit points of damage equal the time spent drowning. If any cure spell is cast upon a drowned character within 3 rounds of death, the character will revive with 1 hit point providing he succeeds on system shock check.

7. **VACUUM ROOM:** This room is bare of all decoration except a pool with a knee-high ledge similar to the one found in area 5, an all-stone door in the southwest corner, and an odd looking device that looks like some sort of miniature battering ram made of metal. The air of the room glows with a mild light, thoroughly illuminating the area. Of highest importance to any visitor, however, is the fact that the room is a vacuum: devoid of any air. Any living creature in the room suffers 1 hit point of damage per segment through exposure to the vacuum.

The door is locked, airtight, and bears the inscription "**DANGER!**" The miniature battering ram is just that, a small portable device that triples the chance of a successful open doors attempt (allow a PC to roll three dice instead of one die per attempt). The door has a running electric current that does not discharge unless metal touches it. Such deals 1-6 hit points of damage. The miniature ram is sturdy enough to take three hits and is useless after such wear.

If a PC manages to swim through the watery tunnel, he'll find himself in this room with a desperate need for air. This will, more than likely result in him bashing the door down, either via the miniature ram or through shear physical force. Once the door is bashed, the vacuum is broken, and the water in the tunnel equalizes; this results in a 30-foot-decrease on area 7's side and a mighty spurt of water in area 5. In total, 3,000 cubic feet of water is displaced in an instant. Any creatures in area 5 standing near the pool must succeed on a Dexterity check or be swept off their feet by the rush.

Unfortunately for the door-basher, a coffer corpse resides in the 10-foot-square area just beyond the busted door. It immediately attacks.

Coffer Corpse: (SZ: M; AC 8; MV 60 ft.; HD 2; HP 9; #AT 1; Dmg 1-6; SD only damage by magic weapons; AL CE)

8. THE LONG AND WINDING ROAD: This very long tunnel snakes back and forth as it slopes down over 50 feet before reaching area 9. Twenty feet past the southern door of the coffer corpse's chamber is a brass plaque. Upon the plaque is the message, "Do you like my games?" A **magic mouth** appears after a PC reads the message, laughing mockingly.

In the corridor there is a trap that if depressed, releases a giant stone ball that rolls down upon the PCs unless they can beat it to the bottom of corridor and slip around the edges of the northern platform in area 9. The ball does 3-30 hit points of damage to any PC it crushes. It takes 3 rounds to reach the bottom of the corridor and splashes into the pool in area 9.

9. TROUBLED BRIDGE OVER WATER: This large room appears to have two rail-less balconies hanging 60 feet above a large body of water. The northern balcony is the larger, and there is a message upon the wall above the corridor reading, "Ah,

the wonders of nature..." The ceiling of the room is a giant arc, extending more than 100 feet above the level of the balconies.

In reality, there is a large invisible bridge connecting these two "balconies." The bridge is swiss-cheesed with 3-foot-diameter holes its entire length, except for the large hole abutting the northern balcony allowing the stone ball to descend to the pool below. A party can move along this invisible bridge through careful prodding, reducing movement down to 1/4th normal speed.

If the giant stone ball was released in area 8, its splash alerts a **giant gar** in the water as well as **5 volts** that live in a small crack along the southern end of ceiling. The gar is easily seen from the balcony, as it comes to the surface, making slight breaches in its excitement about potential food. When the PCs are halfway across the bridge, the volts descend and attack.

Giant Gar: (SZ: L; AC 3; MV 300 ft. swimming; HD 8; HP 42; #AT 1; Dmg 5-20; SA swallow whole; AL N)

Volts (5): (SZ: S; AC 3; MV 60 ft. flying (AA: III); HD 2+1; HP 3, 8, 11, 12, 14; #AT 1; Dmg 1-4; SA electric shock (2-12); SD: immune to electricity; AL N)



10. ICY WELCOME: The door to this room features the message, "As cold as any stone." The door is noticeably colder than the surrounding stone, but not cold enough to cause any real concern. Beyond the door lies a completely barren room, excepting the southwest corner wherein lies a large pile of copper and silver, a very large treasure chest upon the pile, and a **very old white dragon** curled around the chest. There is a 60% chance the dragon is sleeping if the PCs have done nothing overtly noisy to awaken it.

The treasure pile is composed of 12,356 cp and 8,323 sp. The chest is unlocked and not trapped. It contains: 1,345 ep, 4,458 gp, a **potion of clairvoyance**, a **potion of flying**, a **potion of invulnerability**, a **potion of extra healing**, **The Tooth of Gorim Graal**, and **The Traveling Hammer of Dorin Graybeard**.

Very Old White Dragon (SZ: L; AC 3; MV 120 ft., 300 ft. flying (AA: II); HD 6; HP 42; #AT 3; Dmg 1-4, 1-4, 2-16; SA breath weapon; AL CE)

HERE ENDS PART THE FIRST OF THE STRANGE AND DANGEROUS JOURNEY DOWN THE UNDERGROUND RIVER NAMED SHADOWVEIN. AHEAD THE WAY IS DARKER AND DEEPER, LEADING TO THE VERY MOUTH OF THE SHADOWVEIN AND THE SUNLESS SEA INTO WHICH IT EMPTIES!

APPENDIX A: NEW MAGIC ITEMS

The Tooth of Gorim Graal: This red dragon's tooth is carved in the shape of a Marilith. Whenever the PC owning this item is required to make a save against fire damage of any sort, a successful save indicates no damage and a failed save results in only half damage. This tooth was used as the focus for the grand imprisonment spell that created the statue of peace found in area 4 of the Noja hold. If the tooth is brought within 50 feet of the statue, the enchantment is broken, releasing the imprisoned demon. The bearer of the tooth will experience a very uncomfortable feeling when within 100 feet of the statue that will increase as he draws closer. **Experience Point Value:** 1,500 **G. P. Value:** 7,500.

The Traveling Hammer of Dorin Graybeard: This hammer of legend was forged by Dorin Graybeard and enchanted via a magic pool during one of his adventures. The hammer acts as a hammer +3. Additionally, once per day, it can assume a frosty or fiery continence, similar to a flame tongue or frost brand sword for 5 rounds. Finally, it adds +20 feet to a wielder's movement, but only as long as the hammer is used as a weapon.

However, these benefits come with a price; 5% of all coin treasure the user gains is destroyed to feed the hammer's abilities. Additionally, the hammer owner cannot treat any dwarf unfairly or it will curse him and those with whom he associates, causing a -5 to all rolls until atonement is made according to a high-ranking cleric of a dwarven diety. These conditions are related to whoever wields the weapon in combat at least once, and they apply for the rest of the wielder's life unless he explicitly renounces the weapon and never touches it again. **Experience Point Value:** 1,500 **G. P. Value:** 7,500.

APPENDIX B: NEW MONSTERS

FURNACE WORM

SIZE: Large (15+ ft. long)
MOVE: 20 ft., stone burrowing 10 ft., soil burrowing 20 ft.
ARMOR CLASS: 8
HIT DICE: 8+1
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None

MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 0%
TREASURE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 175 + 3/hp

General information: Furnace worms are rare and unusual beasts treasured by the dwellers of the under depths. These large worms devour rock and excrete whatever valuable metals existed in their food. This means that a furnace worm eating rock containing gold ore excretes the gold in fine pellets. A furnace worm can consume 20 tons of rock per day as it slowly moves through the earth, leaving behind a valuable trail.

Furnace worms cannot eat or pass through refined metals and avoid them when possible. Furnace worms grow a foot a year until adult size, at which time they grow 1 inch per year. Once they achieve 30 feet in length, they reproduce by separating into 10 individual 3-foot-long baby furnace worms. Furnace worms will attack other furnace worms until one is dead.

Physical description: Furnace worms are long, almost-perfect, giant replicas of the common earthworm excepting a rather fearsome toothy maw at the front end. They are very warm to the touch (over 120F) and are dark red in color. Furnace worms are very thin; at adult size (15 feet) they are barely 1 foot in diameter.

NOJA

SIZE: Small (3-4 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 8
HIT DICE: 3+4
ATTACKS: 1
DAMAGE: By weapon
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 50%
RARITY: Very rare
NO. ENCOUNTERED: 2 or 4-12
LAIR PROBABILITY: 100%
TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)
INTELLIGENCE: Very
ALIGNMENT: Chaotic neutral
LEVEL/X.P.: 4 / 175 + 3/hp

General information: Renowned as traders in the subterranean realm, noja are a welcome sight in underground cities carrying fungi, lichens, and other exotic wares. Their carts are pulled by a pair of undals, and they often keep 1-4 wyrdwolves to help guard their trade goods. Noja females are known for their shrewd intellect, and noja males for their penchant for mischief. They have darkvision to 240 ft., although they prefer to use lights.

Noja shun combat, preferring trickery and magic to actual confrontation, but they can be quite adept at fighting if pressed and have a remarkable hardiness. They typically use daggers (1-4) and small bows (1-3) in physical combat.

Female noja can use the following spells: at will - *augury*, *cure serious wounds*, *detect magic*, *feather fall*, *grease*, *haste*, *silence 15 ft. radius*; 3 times per day - *message*, *sleep*, *tongues*; once per day - *confusion*. Male noja can use the following spells: at will - *audible glamour*, *detect magic*, *light*; 3 times per day - *cure light wounds*, *phantasmal force*; once per day - *improved phantasmal force*, *phantasmal killer*. All noja spells are considered equivalent to those cast by a 10th level caster.

Languages: Noja speak their own tongue, as well as Common and Undercommon.

Physical description: Noja are hairy little humanoids standing 3-4 feet tall with dark brown skin covered in thick black hair. In many ways they resemble diminutive bugbears, but they favor wearing home-spun clothing in outrageous colors.

UNDAL

SIZE: Large (10 ft. long)
MOVE: 150 ft.
ARMOR CLASS: 6
HIT DICE: 5
ATTACKS: 3
DAMAGE: 1-8, 1-8, 2-12
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 5-20
LAIR PROBABILITY: 5%
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 155 + 4/hp

General information: Sometimes called the cattle of the deep, the undal is a large, peaceful herbivore that grazes on mushrooms, mosses, and lichens. The noja have a long tradition of domesticating undals, using them for draft animals, food, and trade. Wild undals roam the deep and are highly prized for their thin but warm fur and their impressive horns. They are generally agreeable animals once domesticated, but wild undals can be unpredictable and dangerous.

Undals enter combat with a devastating charge dealing 4-24 hit point of damage plus 1-8 points of damage from their vicious thumb spikes as they trample over their target. Once close, they flair about with thumb spikes and horns.

Physical description: The undal is a large quadruped that roams subterranean lands in large herds. The most distinguishing characteristic of the undal is its majestic crown of horns. Unlike

antlers, the undal's horns do not branch but grow from its head like hair. They have a very dense, but thin, coat. Usually white in color, some rare undal are coal black. They have sharp thumb spikes growing out of their ankles just above their long-toed feet.

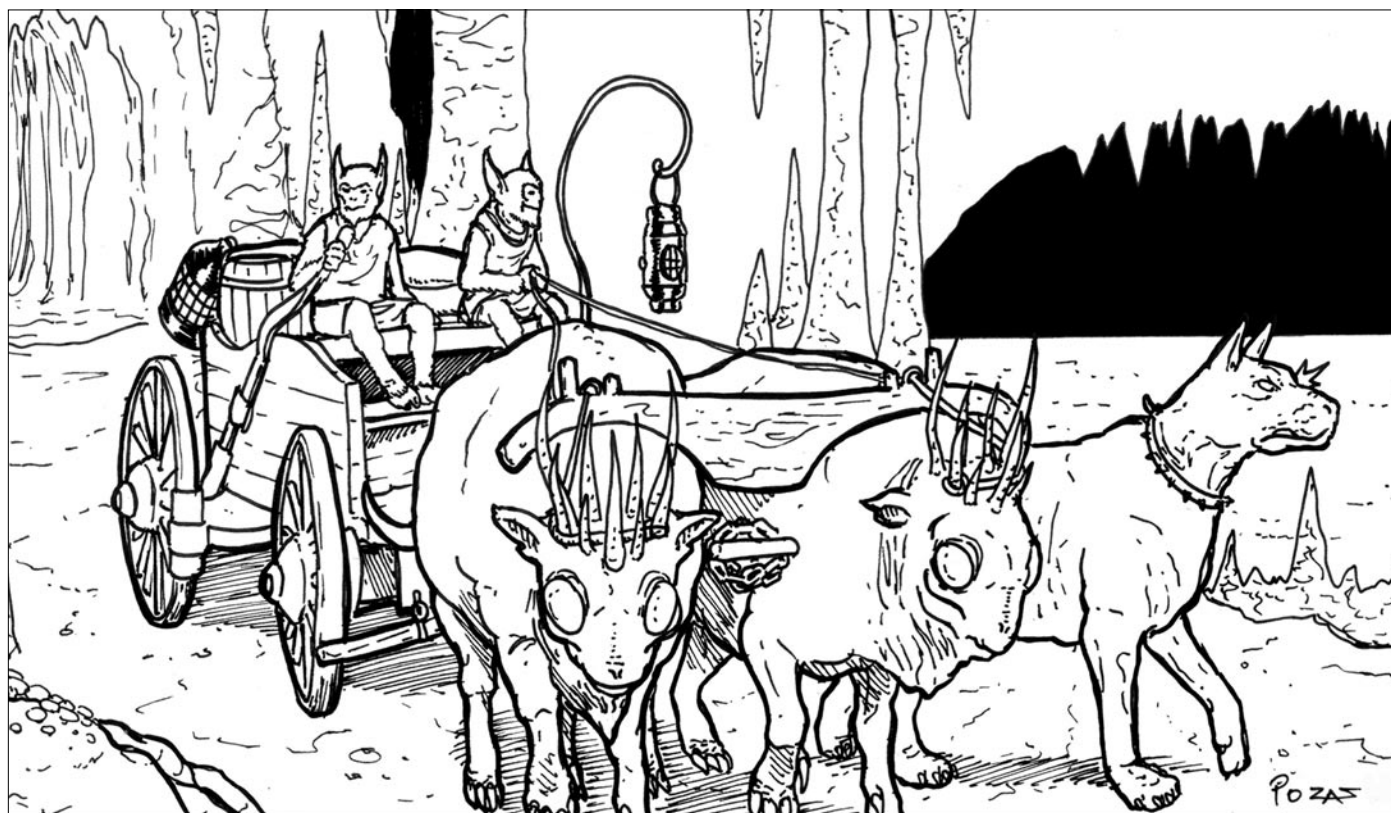
WYRDWOLF

SIZE: Large (9 ft. long)
MOVE: 180 ft.
ARMOR CLASS: 5
HIT DICE: 6
ATTACKS: 3
DAMAGE: 1-2, 1-2, 2-8
SPECIAL ATTACKS: Strobe
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 10%
RARITY: Rare
NO. ENCOUNTERED: 2-8
LAIR PROBABILITY: 5%
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 230 + 6/hp

General information: The wyrdwolf is a fierce pack hunter in the subterranean realm. A wyrdwolf has small claws and a jaw full of sharp fangs, but is most notable for its glowing eyes. Although rarely encountered, wyrdwolves have an unsavory reputation among underground dwellers as they tend towards belligerent and aggressive behavior. Wyrdwolves possess darkvision to 60 ft.

A wyrdwolf attacks with savage biting and clawing. It will usually begin combat with its strobe gaze attack, hoping to disorient foes to make it easier to rip them to shreds. All creatures within 40 feet of a strobing wyrdwolf must make a save against spells or be blinded for 2-5 rounds.

Physical description: Wyrdwolves are 9-foot-long canine-like predators. They have glossy black coats of warm fur that cover thick, leathery, bone-white skin. They have small claws and glowing yellow eyes.



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Down The Shadowvein

You carefully load your canoes and launch into the fast-moving waters of the underground river named Shadowvein. The Pod-Caverns of the Sinister Shroom behind you, the veracity of the map that is to be your guide into the dark unknown will soon be tested. Hopefully what is written is accurate, but if it is not, your wits, wile, and brawn should serve you well as you journey down the Shadowvein!

Down the Shadowvein picks up where The Pod Caverns of the Sinister Shroom left off, but it can be played by those who have not explored that module. Down the Shadowvein continues in The Mouth of the Shadowvein.

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