

ADVANCED ADVENTURES MODULE #24

The Mouth of the Shadowvein

by Joseph Browning

AN ADVENTURE FOR CHARACTER LEVELS 3-5



Author: Joseph Browning
Cover Artist: Stefan Poag
Interior Artist: John Bingham
Editors: Joseph Browning and Suzi Yee
Layout: Joseph Browning

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THE MOUTH OF THE SHADOWVEIN

The depths of the underearth weigh heavily upon the party as they delve deeper into the cold, hard stone. Every river has an end, even those that never see the light of day. Many adventures behind, the party continues to find the mouth of the Shadowvein. What lies ahead is surely dangerous, but the lure of the deeps is strong with gold and magic.

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: The Mouth 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* and *Advanced Adventures #23: Down the Shadowvein*, but only the second module is necessary for play. That said, this adventure can be inserted in any location where characters may canoe down an underground river or wander through deep passages, so with a little effort by the GM all the players may need is an uncertain map in their hands and adventure in their hearts.

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 PCs have adventured down the Shadowvein and are moving deeper into the stony underworld, and 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 *The Mouth of The Shadowvein* in the most appropriate way to suit his campaign.

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 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 a maximum of 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 polling 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

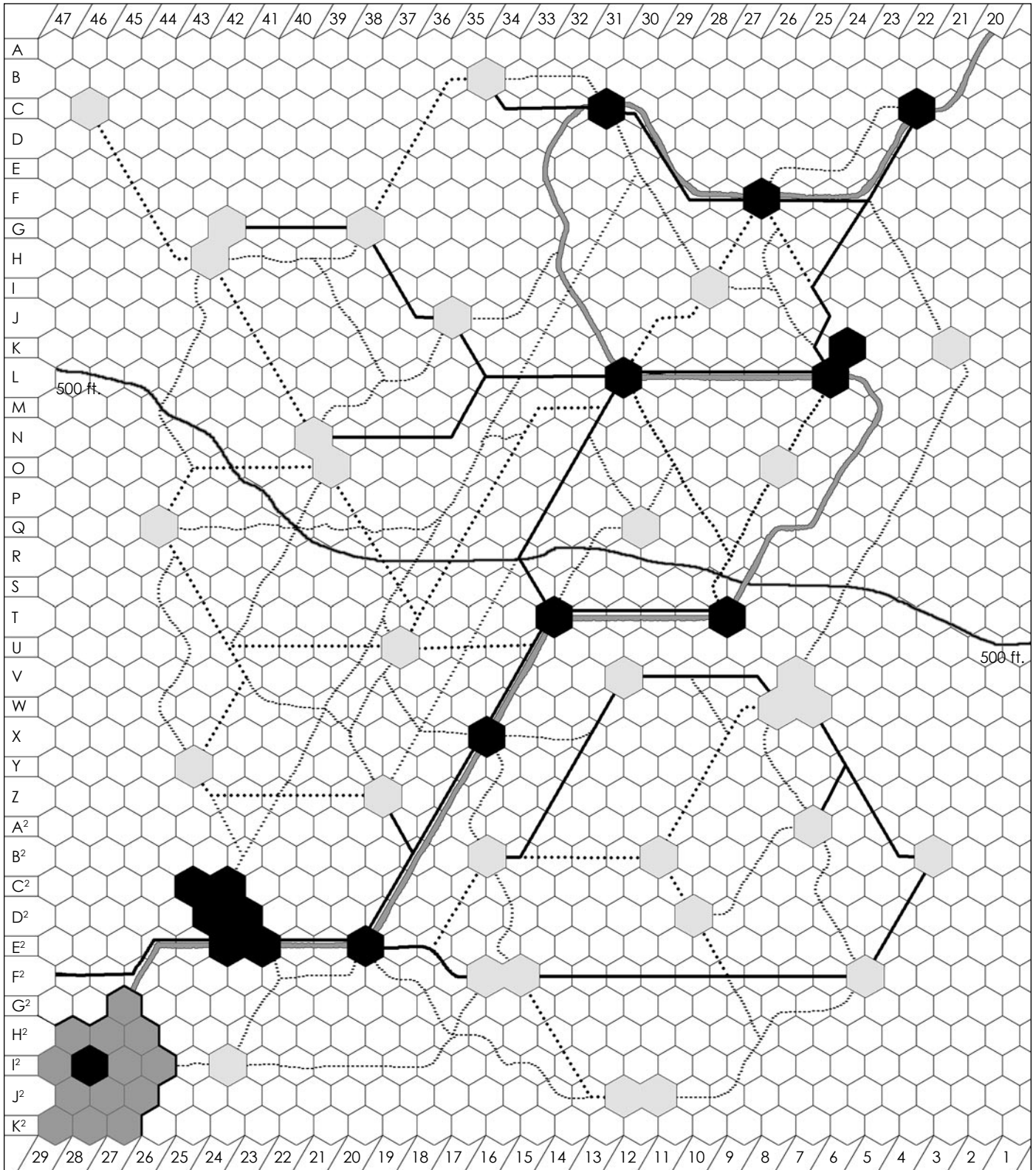
Encounters should be checked each mile and are composed of three tables based upon the type of tunnel within which the player characters are traveling. When checking for monsters deeper than 500 feet (indicated by the single contour line on the map), a GM should use the indicated chance for that depth.

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)
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

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

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. Character party (level 3)
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 oblivax
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. Character party (level 4)
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.

If you need to determine the rest of the value of the goods of a caravan, use the TREASURE as listed in the noja description. In total,

% 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 adamantite 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

the value of all the goods of the caravan is equal the amount indicated minus any additional wealth generated in the precious materials table above.

ENCOUNTER AREA T23

CAVES OF INSANITY: These caves are legendary throughout the local underdepths for any living creature that enters the caves quickly goes mad-running wildly through the twisting passages, attacking companions, gibbering madly through drool-covered lips, or even self-inflicting wounds serious enough to kill. But as any will say, this is not the worst, for within the caves are caves that close and crush, caves where gravity runs in reverse, caves where gibbous visions fill the eyes and foulness fills the other senses. All throughout the local area know well to avoid entering the Caves of Insanity.

Although one would think the location barren of life given the situation, this is only technically true for this extensive cave complex is the home of the lich **Tyrhanidies**. Tyrhanidies claimed these caves his home after discovering his undead state made him immune to the insanity that strikes all living intelligent creature that enter the caves. After several years of research, he determined the source of the insanity: the emissions of an innocuous-looking slime prevalent throughout the entire cave system. Another decade of research produced an odoriferous remedy to the slime's emission.

Since his discovery, Tyrhanidies orders his skeletal servants to bath daily in his remedy pool. Their bones absorb some of the liquid, slowly releasing the salve into the air, negating the effectiveness of the maddening slime (as Tyrhanidies has named it). The skeletons then serve to guide traders and travelers through the Caves of Insanity; as long as one stays within 20 feet of a treated guide, the mad emissions of the slime have no great effect. Tyrhanidies has provided this service to the underdepths for many decades and his wealth has grown to immense proportions from passage charges. He uses this wealth to fund his many and varied researches.

In total there are over 120 skeletons in the Caves of Insanity. At any one time up to 50 are available for leading varying groups through the caves under the supervision of one of the 12 wraiths Tyrhanidies employs as lieutenants. These twelve are fanatically loyal to the lich. They have grown rich under his watch and there are always living creatures to kill for he sends them on frequent forays throughout the known secondary and tertiary passages within 3 miles of the Caves of Insanity. They are greatly feared in the local area as they waylay any they contact, driving trade through their master's toll road along the primary passages. Reduce the chance of a random encounter to a 1 in 20 chance when within 3 miles of this hex. Additionally, any random encounter has a 20% chance to be with 6 wraiths. The wraiths attack the PCs if encountered but flee if reduced to more than half hit points.

The flat fee for guided passage is 25 ep per head plus 25 ep per pack animal or plus 50 ep per wagon or boat. Occasionally, those

passing through will be asked for additional gifts to Tyrhanidies. It is highly recommended that such gifts be provided, as doing such earns the good favor the lich while declining irritates the very powerful undead.

1. **THE MAIN DOCK:** In full force, this area is occupied by 20 **skeletons** and 2 **wraiths**. However, if any travelers are being led through the caves (a 10% chance), this number will be reduced down to 10 skeletons and 1 wraith. If approached cautiously and non-violently, a wraith will demand payment for passage in a brassy, charnel voice. Any reasonable questions will be answered truthfully, including information concerning the caves and their master.

Any violence will be met with violence. During combat, the wraith's constantly demand the PCs to drop their weapons or face the full wrath of their master, the great lich Tyrhanidies. If the PCs comply, the wraiths and skeletons will stop attacking. One wraith will leave the dock, informing the party that it must speak with its master to determine appropriate compensation for the damages. The wraith returns in 15 minutes with a sum payment as determined by the GM based upon the number of destroyed skeletons. Remember that Tyrhanidies must have a piece of human flesh to cast animate dead.

Worse than any fees or even a pound of flesh is that the lich himself (wearing a **ring of invisibility** and **boots of elvenkind**) has silently and invisibly returned with his wraith lieutenant. Tyrhanidies (see area 7) secretly observes the reparations negotiations and if the PCs initiate violence again, the lich calls out to them to surrender. He remains invisible when doing this to prevent his fear from affecting the PCs.

If the PCs do not surrender, Tyrhanidies attacks to the full force of his abilities. If the PCs surrender, Tyrhanidies demands they perform him a service: enter the **Cavern of the Pod-God** (hex E² 26) and retrieve the **rod of undead resurrection** (see *new magic items*). Tyrhanidies has recently discovered the rod's existence, but the anti-undead field surrounding the gestating Pod God prevents him or his henchmen from searching for the powerful item. Tyrhanidies fears the rod may be used against him at some point in the future, however improbable a circumstance that may be, and seeks to own it for safekeeping.

If the PCs are traveling by boat, the skeletons act as porters as the Shadowvein is impassible just south of the caves. There are many thick natural pillars forming a beautiful barrier to river traffic, acting like bars in a jail cell. The skeletons can portage any boat suitable for travel on the underground lake.

Skeletons (20): (SZ M; AC 7; MV 120 ft.; HD 1; HP 1(x2), 2(x3), 3(x4), 4, 5(x3), 6 (x5), 7, 8; #AT 1; Dmg 1-6; AL N)

Wraiths (2): (SZ M; MV 120 ft., 240 ft. flying; AC 4; HD 5+3; HP 21, 36 ; #AT 1; Dmg 1-6; SA: energy drain; SD struck only by silver or magic; AL LE)

2. **THE LESSER DOCK:** This area is much like area 1 in content and possible complications. Recall that there is a 10% chance for only 10 skeletons and 1 wraith.

Skeletons (20): (SZ M; AC 7; MV 120 ft.; HD 1; HP 1(x2), 2, 3(x2), 4(x2), 5(x3), 6(x4), 7(x3), 8(x3); #AT 1; Dmg 1-6; AL N)

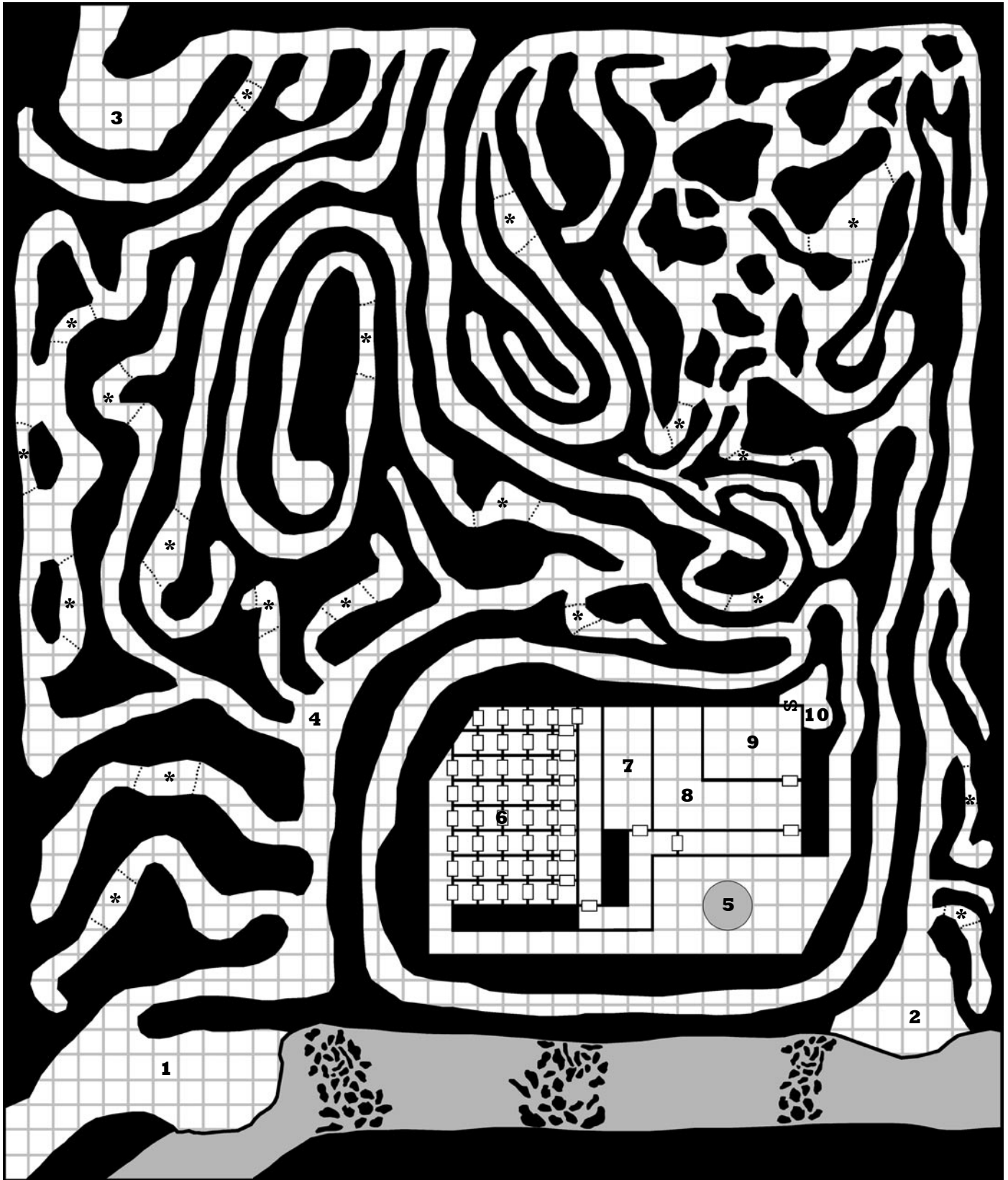
Wraiths (2): (SZ M; MV 120 ft., 240 ft. flying; AC 4; HD 5+3; HP 17, 34 ; #AT 1; Dmg 1-6; SA: energy drain; SD struck only by silver or magic; AL LE)

3. **PRIMARY PASSAGE:** This area is much like areas 1 and 2 excepting that there is obviously no portage option for boats. Again, recall that there is a 10% chance for only 10 skeletons and 1 wraith.

Skeletons (20): (SZ M; AC 7; MV 120 ft.; HD 1; HP 1(x4), 2(x2), 3(x2), 4(x3), 5, 6(x3), 7(x3), 8(x2); #AT 1; Dmg 1-6; AL N)

MAP OF ENCOUNTER AREA T23 - THE CAVES OF INSANITY

EACH SQUARE EQUALS 10 FEET



Wraiths (2): (SZ M; MV 120 ft., 240 ft. flying; AC 4; HD 5+3; HP 25, 35 ; #AT 1; Dmg 1-6; SA: energy drain; SD struck only by silver or magic; AL LE)

when leading travelers through the caves to increase the likelihood of becoming completely disoriented; not that that proves too hard given the other aspects of the cave.

4. **CAVES OF INSANITY:** The caves are, effectively, one giant maze. Although the path between area 1 and 2 is fairly direct, the guides take extended detours and never travel a direct path

Although the skeleton guards are bathed in an antidote, allowing those within 20 feet to remain sane, there are many side-effects. The PCs are warned that they will experience

strange things during the journey, and not to be overly bothered by them. Roll on the below table to randomly determine what side effect a PC experiences. If the same effect is rolled for two PCs, the second PC has no side-effects.

1. The PC continually sees moving shadows out of the corners of his eyes that flee when he tries to look directly at them.
2. The PC enjoys an amazing light show, filled with multi-colored flying fairies.
3. The PC believes that there are a lot of roaches on the floors of the caverns. They occasionally spell messages to him, such as "We like cheese," "Bob's a jerk," and "There is pi, and then there's pie."
4. The PC smells fresh-baked bread.
5. The PC is convinced that he is a baby elephant.
6. The PC believes that his left pinky is possessed by its own will. It twitches and turns, fruitlessly seeking vengeance against the tyranny of brain.
7. The PC believes he can cast spells. If he already casts spells, he believes he can't.
8. The PC feels the irresistible urge to try and insert the word "pooky" as a verb, adverb or adjective into every one of his sentences.

If any PC wanders more than 20 feet away from a treated skeleton guide, the PC must immediately save vs. poison. A save is required every round of exposure. A failure results in the insanity for which the caves are named. If a PC re-enters the area "purified" by the skeleton guides, the insanity immediately ceases and the PC regains complete control. Roll on the below table every round to randomly determine the PCs actions when insane.

1. The PC runs away from the group for 1 round.
2. The PC stands confused for 1 round.
3. The PC attacks the nearest PC for 1 round.
4. The PC stands confused for 1 round.
5. The PC runs away from the group for 1 round
6. The PC attacks himself, automatically hitting.

Throughout the caves are areas of magical instability (*indicated by dashed lines containing an asterisk on the map*). These areas have a random effect when entered. Roll on the below table.

1. The entire cave contracts, crushing all within for 2-12 hit points of damage. If a PC rolls under his Dexterity on a d20, the damage is reduced by half.
 2. The local gravity is reversed: all those entering the area fall upwards, suffering 1-6 hit points of damage as they crash against the ceiling. Once on the ceiling, if the PC does not roll under his Dexterity on a d20, he twists out of the reversed gravity area only to fall back to the floor for an additional 1-6 hit points of damage.
 3. The area is even more saturated by insanity-causing lichens than normal. Saves vs. poison are made at -4 and the GM should add a +4 to any rolls made to determine what a PC does while insane on the above table. Results greater than 6 are treated as multipliers to self-inflicted damage. For example, a roll of 7 results in double normal damage, while a roll of 8 results in triple, a 9 quadruple, and so on.
 4. The PC is fully healed of any damage and cured of all poisons and diseases. However, unless he saves vs. magic he is polymorphed into a catfish.
5. **ATTAR POOL:** Three **juju zombies** guard this room from intrusion; two near the attar pool and one near the western exit of the room. If any but skeletons and wraiths enter, the westernmost juju zombie flees to warn Tyrhanidies while the other two juju zombies engage the intruders.

Within this chamber is a large pool of dark purple liquid. This is what the skeletons bath in to reduce the worst effects of the madness-inducing slime. The liquid is very thick, like blood, and smells of roses and cinnamon. The pool is 10 feet deep and circular steps lead down to the center of pool. Around the pool are the dried imprints of the thousands of skeletal feet that have bathed within the pool over the years.

If living flesh touches the liquid, it proves quiet irritable. A rash forms but no damage occurs unless exposed for more than a turn. After a turn of exposure, 1 hit point of damage is taken. For every additional turn spent in the liquid after the first turn 2 hit points of damage occurs.

There is a small hidden compartment at the bottom of the pool. It is very hard to find (-25% chance). Within the compartment is a waterproof bag containing a small locked waterproof chest. Within the chest is another waterproof bag and an even smaller locked waterproof chest containing the phylactery of Tyrhanidies. The final chest is trapped with a poisoned needle (save vs. poison at -2 or die).

Juju Zombies (3): (SZ M; AC 6; MV 90 ft.; HD 3+12; HP 23, 26, 29; #AT 1; Dmg 3-12; SD hit only by magic, ½ damage from piercing and blunt; AL NE)

6. **MAZE OF DOORS:** This large area is filled with 10-foot-square rooms with a single door on most sides. This area is heavily altered when Tyrhanidies casts his guards and wards spell; turning it into a very difficult obstacle. A GM should exercise his judgment here concerning how the spell interacts with the area. Remember that Tyrhanidies is very intelligent and will take all advantages possible.
7. **WORKSHOP:** This room provides **Tyrhanidies** with long hours of diversion. The area is laden with flasks, pots, burners, beaker, tomes, and veritable cornucopia of oddly colored powers, pastes, and liquids. Tyrhanidies is an accomplished alchemist searching for the way to turn lead to gold. He has been successful, but so far the process is so expensive that it's simply not viable, costing about five times what it produces. Tyrhanidies soldiers on, however, for he believes that one day he will be smashingly successful.

Tyrhanidies spends most of his time here. However, as of late, he finds his focus fading. He ends up spending long moments simply staring into the distance. Sometimes, these "moments" end up being as long as a week - a week wherein he does not move or even seem to think. He's growing a bit concerned that he has become so old that the next stage of lichdom is approaching faster and faster.

There is much in this room of value. The alchemical gear is worth 3,000 gp. The dozens of books are all alchemical in nature and would fetch a total of 6,300 gp in a larger city. Littered throughout the lab are small little bib and bobs of ordinary lead that's been turned into gold, things like buttons, paperweights, and even a remarkably-sculpted chess set. In total, all the smaller golden objects are worth 1,250 gp. Among the many colored liquids are a few potions Tyrhanidies made long ago but found no use for: a **potion of healing**, a **potion of fire giant strength**, a **potion of longevity**, a **potion of extra healing**, and a **potion of super heroism**.

Tyrhanidies is an old and powerful lich. Long ago he left the ruined tower that was his first home for the sunless underdeeps. Although a fierce opponent, Tyrhanidies is somewhat of a coward and will not hesitate to retreat to fight another day if such seems necessary. The only thing that Tyrhanidies will not unhesitatingly leave behind is his painting in area 9: it has been with him since he dwelled within the land of the living and he is very loathe to part with it.

Tyrhanidies; Male Lich - 20th-level magic user (AC -3; MV 60 ft.; HD 11; HP 58; #AT 1; Dmg 1-10; SA spells, paralysis, fear; SD +1 or better to hit; AL NE). Possessions: ring of invisibility, boots of elvenkind, cloak of protection +3, ring of free action, 10th-level amulet of undead control (see new magic items), wand of lightning (76 charges), keys to all the locks in area 10. He has memorized the following magic user spells:

First: **detect magic, magic missile, protection from good, read magic, shield**

Second: **ESP, levitate, mirror image, ray of enfeeblement, web**

Third: **dispel magic (x2), hold person (x2), lightning bolt**

Fourth: **charm monster, dimension door, minor globe of invulnerability, wizard eye**

Fifth: **cloudkill, cone of cold, hold monster, teleport, wall of force**

Sixth: **death spell, disintegrate, invisible stalker, guards and wards**

Seventh: **monster summoning V, power word stun, reverse gravity**

Eighth: **maze, irresistible dance, power word blind**

Ninth: **energy drain, prismatic sphere**

8. WRAITH QUARTERS: This room is sumptuously filled with the most ornate furniture the PCs have ever seen. The wood is so expertly detailed that it would send the heart of a craftsman soaring and bring tears to the eye. The floor is thickly covered with the finest in rich rugs, and the walls covered and recovered by tapestries of utmost beauty. The room is lit by 6 silver chandeliers and three separate hearth fires blaze away in front of three sitting areas. All this is illusion, however.

The 12 **wraith** henchmen of Tyrhanidies spend their time here when not busy escorting various groups through the caves. They enjoy the false surroundings. The room is actually completely barren. Below is the information for the remaining 6 wraiths: for the other six see areas 1, 2, and 3.

Wraiths (6): (SZ M; MV 120 ft., 240 ft. flying; AC 4; HD 5+3; HP 19, 21, 22, 28, 29, 31 ; #AT 1; Dmg 1-6; SA: energy drain; SD struck only by silver or magic; AL LE)

9. Tyrhanidies QUARTERS: Within this room is a **juju zombie** servant to Tyrhanidies. The juju zombie spends all his time within this room, ensuring that it is impeccably clean. Within the room is a grand four-poster bed, sealed off from the rest of the room by a rich drape. A chest of drawers holds Tyrhanidies clothes. Over an ornate washing table hangs a very old painting of Tyrhanidies when he was still alive. The face within the painting is very severe, and a glint of obsession lurks behind the piercing blue eyes.

Juju Zombie: (SZ M; AC 6; MV 90 ft.; HD 3+12; HP 26; #AT 1; Dmg 3-12; SD hit only by magic, ½ damage from piercing and blunt; AL NE)

10. TREASURE ROOM: Hidden behind a secret door is the treasure chamber of the great lich. There are 7 large chests in the room, each about 3 ft. in height, 3 ft. in depth, and 4 ft. in length. Each is described below.

Chest #1: This heavy wooden and iron box has a great padlock upon it. Inside are 10,342 cp.

Chest #2: This ornate bronze chest is iron bound and locked. Furthermore, it is trapped with a poisoned needle (save at -1). Within is a collection of skeletal eel heads and a pile of 6,127 sp.

Chest #3: This iron-bound wooden and bronze box is padlocked. Inserting anything into the padlock except

the appropriate key (85% chance to get the right key on the 1st try if the PCs possess the keys upon Tyrhanidies' person) triggers a fire trap that deals 1d4+20 hit points of damage. Within is 9,673 ep.

Chest #4: This tremendously thick iron box is wizard locked. Within is 5,001 gp and a cedar box about 15 inches in all dimensions. The cedar box is unlocked, but opening it without saying "Tyrhanidies" subjects the opener to a **flesh to stone** spell. Within the cedar box are 6 of Tyrhanidies' spell books, containing all common 1st-5th level magic user spells.

Chest #5: This plain wooden chest is about a foot larger than all the others in all dimensions. It contains 14,398 ep, a silver locket bedecked with coral worth 1,250 gp, a jade amulet worth 550 gp, a star sapphire set in a platinum ring worth 3,225 gp, an ivory statuette of a dancing girl with rubies for eyes worth 2,350 gp, an emerald-encrusted platinum drinking horn worth 5,350 gp, and a finely-crafted knife with a dragon-bone handle encrusted with fire opals worth 350 gp.

Chest #6: This silver clad iron box is locked. Within is 5,050 cp, 1,250 sp, and 2,200 ep.

Chest #7: This heavy wooden and copper box is a **spell chest** (see *new magic items*). It has a large copper padlock upon it. Touching the padlock with anything conductive releases its stored spell: a **chain lightning** dealing 20d6 damage. Within the chest is a cedar box like that found in chest 4 containing the remaining 4 spell books of Tyrhanidies along with a **bag of tricks** (type 1), a **potion of fire resistance**, a **staff of withering** (14 charges), a **javelin +3**, a **potion of gaseous form**, a **pair of gauntlets of ogre power**, and a **footman's flail +2**.

The spell books contain spells from levels 6th-9th, including all those listed in Tyrhanidies' description as well as the spells **chain lightning, enchant an item, legend lore, move earth, stone to flesh, forcecage, charm plants, statue, vanish, incendiary cloud, mind blank, symbol, permanency, trap the soul, astral spell, gate, temporal stasis**, and **time stop**.

ENCOUNTER AREA X23

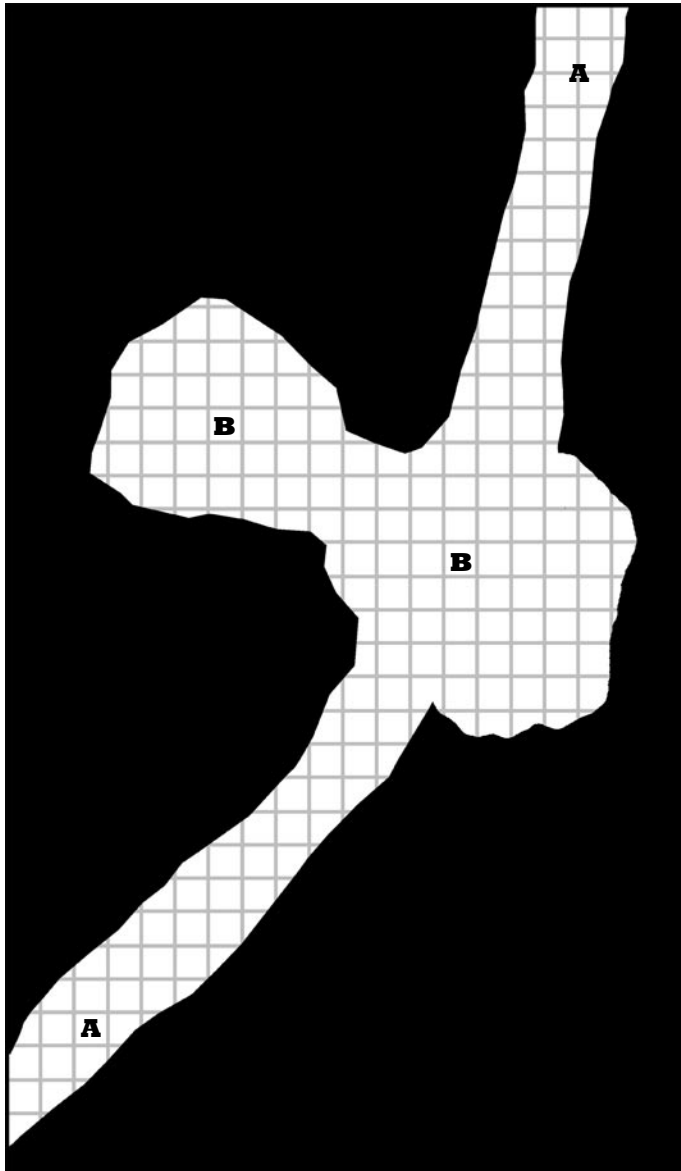
GRIMLOCK RAIDING PARTY: A large grimlock raiding party is temporarily encamped at this location while determining which direction to travel upon the main passageway. They come from further west and wish to loot travelers of their goods, either via intimidation or violence. So far, they have experienced little success. The tunnels have been unusually empty of travelers, and Glutrid, the champion of the band, is concerned about a potential coup by the band's leader Flarend because of this lack of success.

The grimlocks' poor vision allows a cautious party the opportunity of surprise, but if the PCs are not attempting to move quietly, they will be discovered as they approach by the 4 grimlock guards posted at A. If the guards discover the PCs, they give out a warning call, alerting the band (B on the map) who are ready for combat in two rounds, and demand a 25gp tribute from the party per person.

Depending on how the party treats with the grimlocks, the passage through their encampment can be most treacherous. Only through the obvious show of strength can the party avoid being attacked from all sides when they pass through the band, even if tribute is paid. If the party is healthy and fearsome, Glutrid allows them passage without assault.

MAP OF ENCOUNTER AREA X23 - GRIMLOCK RAIDING PARTY

EACH SQUARE EQUALS 10 FEET



Grimlocks (41): (SZ M; AC 5; MV 120 ft.; HD 2; HP 2 (x2), 3, 4 (x3), 5 (x2), 6 (x5), 7 (x3), 8 (x6), 9 (x3), 10 (x3), 11, 12 (x4), 13 (x3), 14 (x2), 15 (x2), 16; #AT 1; Dmg by weapon (see below); SD blind; AL NE) Possessions: Each has one of the following weapons, hand axe (1-6 dmg), battle axe (1-8 dmg), two handed sword (1-10 dmg), broad sword (2-8 dmg), or long sword (1-8 dmg). In total there is 123-738 sp, 82-492 ep, 82-328 gp in combined treasure upon all the grimlocks; individually each possesses 3-18 sp, 2-12 ep, and 2-8 gp.

Grimlock Leaders (3): (SZ M; AC 5; MV 120 ft.; HD 3; HP 12, 14, 19; #AT 1; Dmg 1-8; SD blind; AL NE). Possessions: Each possesses 3-18 sp, 2-12 ep, 2-8 gp and a battle axe.

Flarend, Grimlock Leader: (SZ M; AC 5; MV 120 ft.; HD 3; HP 20; #AT 1; Dmg 1-10; SD blind; AL NE). Possessions: Flarend possesses 23 sp, 25 ep, 15 gp, a **scroll of cure disease**, and a two handed sword.

Glutrid, Grimlock Champion: (SZ M; AC 5; MV 120 ft.; HD 3; HP 28; #AT 1; Dmg 1-10+1; SD blind; AL NE). Possessions: Glutrid possesses 61 sp, 34 ep, 43 gp and a **two-handed sword +1**.

ENCOUNTER AREA E²23

SVIRFNEBLIN MINING CAMP: A large band of svirfneblin occupy this area, primarily mining a vein of electrum. The band is led by Rhydrik y Gof, an elder deep gnome of great charisma and illusionary abilities. The camp is well defended as the vein of ore is rich not only in gold, silver, and lead, but in rhodocrosite as well. Currently, a group of 6 Svirfneblin is in hex L25 trading gems, so the mining band is slightly under strength. Over the years, the svirfnebli have formed a friendship with two passing xorn who now act as guards in exchange for a continual supply of purified metals as well as tasty light pink gems.

The deep gnomes will politely treat with any non-threatening guests, allowing those who pass muster to camp in the single guest quarters under the constant eyes of one of the xorns. A continual stream of svirfnebli visitors should keep the players occupied with questions concerning their travels and adventures. A polite group will be allowed to stay for one sleep period without charge, but each additional stay requires a 25 gp payment.

Having come from the west, the gnomes are not very familiar with surrounding territory, but they know of the noja in hex L25, the dwarves in hex L19 (both described in the module *Down the Shadowvein*), and the undead in hex T23. To the west, they know of the Cavern of the Pod God (hex E²26) and avoid it whenever possible, believing it cursed. It has been a very long time (several decades) since they have traveled west, and they have no plans to do such as long as the mine holds out. Finally, they are aware of the terplip in the great brine (what they call the sunless sea) as well as the legend of Green Death Isle (hex I²29). They know that interacting with terplip is greatly eased if one provides dried meat as a gift.

1. **THE SHADOWVEIN:** The river is a bit shallower and a bit faster than normal here. Over the years, the river has dug into the rock, making the bank between the river and the passage a shear 4-foot ledge. Lurking in the water in this area of the river are two **crocodiles** that have managed to survive in the cold and the dark. They have a 75% chance of attacking any passing boat. Since it is rather chilly, the crocs move at half speed.

Crocodiles (2): (SZ L; AC 4; MV 60 ft., 120 ft. swimming; HD 4; HP 14, 10; #AT 2; Dmg 2-8, 1-12; SA surprise on 1-3.; AL N).

2. **NATURAL BRIDGE AND PASSAGE:** A natural arching bridge crosses the Shadowvein at this location. Three passages lead away from the svirfneblin mining camp on the other side: a primary one to hex I²19, a tertiary one to hex J²13, and a tertiary one to hex I²25. None of these areas are described in this adventure.

3. **GUEST QUARTERS:** This simple cave was the original small mine of the deep gnomes. After the short vein petered out, they converted it to a guest chamber, providing a modest additional source of revenue for the camp.

4. **GUARD ROOM:** At all times, there are two **svirfneblin** and two **xorn** in this cave, constantly on the watch for intruders. The svirfneblin and the xorn have formed a solid friendship: the svirfneblin and the xorn hunt for veins of metal ore in solid rock and point them out to the svirfneblin and they receive purified metal in return. The thick stone door here is barred from the other side - one of the xorn opens it when necessary by sliding through it to the other side.

Svirfneblin (2): (SZ S; AC 2; MV 60 ft.; HD 3+6; HP 19, 21; #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.

ENCOUNTER AREA E²³ - SVIRFNEBLIN MINING CAMP

EACH SQUARE EQUALS 10 FEET

Xorn (2): (AC -2; MV 90 ft.; HD 7+7; HP 35, 46; #AT 4; Dmg 1-3 (x3), 6-24; SA surprise on 1-5; SD Immune to fire or cold damage, electrical does half or none; AL N).

- 5: **KILLING HALLWAY**: This 40-foot-long, 6-foot-tall hallway is wedged between two guard rooms occupied by a single guard each. The hallway is filled with small arrow-slit like openings, allowing the guards to attack from strong cover against intruders. The thick stone door leading into area 6 is barred.

Svirfneblin (2): (SZ: S; AC 2; MV 60 ft.; HD 3+6; HP 23, 26; #AT 1 or 2 (with darts); Dmg 1-6 +1 or 1-3 + poison; SA poison darts; SD: Magic resistance 20%; AL NG). Each has a +2 to hit with darts. Possessions: Each has a non-magical +1 spear, 20 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.

- 6: **COMMUNITY ROOM**: The majority of the miners live here, sleeping upon the floor in piles of warm padding. The ceiling, like all the other ceilings in the interior section of mining camp is low, only slightly higher than 5 feet. A small fire pit has been dug in the center of the room, over which the deep gnomes cook food. During the night, 17 **svirfneblin** miners reside here. They are typically unarmored, but their armor lies next to their pallets. Remember that 5 gnomes are currently absent due a trading mission.

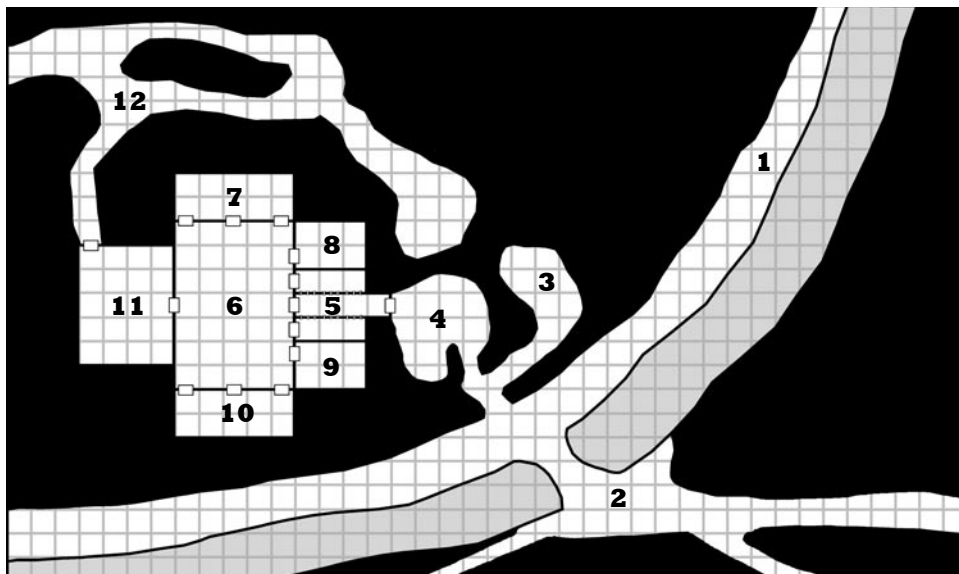
Svirfneblin (13): (SZ: S; AC 8 (unarmored), 2 (armored); MV 60 ft.; HD 3+6; HP 17, 18, 19, 20, 23 (x5), 24, 25, 26, 29; #AT 1 or 2 (with darts); Dmg 1-6 +1 or 1-3 + poison; SA poison darts; SD: Magic resistance 20%; AL NG). Each has a +2 to hit with darts. Possessions: Each has a non-magical +1 pick, 20 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.

- 7: **STORAGE**: The svirfneblin keep all their needed goods within this locked chamber. Piles of dried food lay against barrels of pickled meats and beer. The deep gnomes trade for all their food supplies and have stocked up heavily because of this weakness. In total, there is 6 months of food here for the entire band, as well as other mundane supplies such as extra cloth and a dozen additional back-up non-magical +1 picks.

- 8: **QUARTERS OF RHYDRIK Y GOF**: **Rhydrík y Gof**, the chief of the band, resides here. His quarters are rather lavishly decorated in comparison to all others. There are several fine tapestries, a good rug, and a real bed (albeit made of mushroom wood). Rhydrík is a flamboyant fellow, good natured and jovial, but deadly when the situation requires. Rhydrík spends most of his time in the furnace room, assisted by Galvin ab Ithall.

A stack of ingots is piled in the northeast corner near two locked wooden chests. The first chest contains 211 rhodocrosite gems with a base value of 10 gp each, the second contains 4503 ep minted by the svirfneblin. Finally, there are 64 large electrum ingots worth 200 gp each.

Rhydrík y Gof, Male Svirfneblin: (SZ: S; AC -1; MV 60 ft.; HD 6+9; HP 43; #AT 1 or 2 (with darts); Dmg 2-5 +1 or 1-3 + poison or acid; SA poison or acid darts, 7th-level illusionist abilities; SD: Magic



resistance 20%; AL NG). He has a +2 to hit with darts. Possessions: Rhydrík 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. He has memorized the following illusionist spells:

First: **color spray**, **detect invisibility**, **phantasmal force** (x2)

Second: **blindness**, **detect magic**, **mirror image**

Third: **paralyzation**, **spectral force**

- 9: **QUARTERS OF GALVIN AB ITHALL**: The second-in-command of the camp, **Galvin ab Ithall** is a powerfully-built deep gnome, a serious worker and leader. He finds Rhydrík generally annoying but knows he is a good leader when it counts. Galvin's quarters are stoic, composed of material no different than those of the miners working under him. Galvin is great friends with the two xorn of the camp, and they have entrusted him their treasure: 2,100 sp, 689 ep, and 3,430 gp. The coins are kept in several large, leather bags in the southwest corner of the room.

Galvin ab Ithall, Male Svirfneblin: (SZ: S; AC 0; MV 60 ft.; HD 5+8; HP 31; #AT 1 or 2 (with darts); Dmg 2-5 +4 (because of strength) or 1-3 + poison or acid; SA poison or acid darts; SD: Magic resistance 20%; AL NG). He has a +2 to hit with darts. Possessions: Galvin 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.

- 10: **LEADERS' QUARTERS**: Shared by 5 **deep gnomes** (although Dawyfud is absent on his trading mission at the moment), this semi-private chamber is reserved for those svirfneblin sharing greater responsibilities than those found in the common room. Although they have a higher standing than the workers, these deep gnomes live in exactly the same way as the average miner. During the day, the leaders are found in the mines, at night, they are found in this area or in the community room (area 6).

Svirfneblin Leaders, Male Svirfneblin (4): (SZ: S; AC 1; MV 60 ft.; HD 4+7; HP 22, 24, 29, 30; #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 with 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), 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.

11: FURNACE ROOM: The heart of the mining operation, this area is cluttered and filled with the implements of forging. Of greatest importance is the svirfneblin forge stone (see new magic items) providing all the heat needed for the operation. This area is occupied during the day by Rhydrik and Galvin. Rhydrik focuses on running the furnace and Galvin focuses on minting electrum coins using various screw presses and dies, his labor benefiting from his great strength.

12: MINES: Sealed off from the rest of the camp by a thick stone door, the mines are occupied during the day by all but Rhydrik, Galvin, and those svirfneblin on guard duty. They stretch for several hundred yards westward.

ENCOUNTER AREA E²26

THE CAVERN OF THE POD GOD: This massive vault within the depths of the earth is a giant dome arching to 600 feet in height and hovering over 6 square miles of floor. The vault is filled with a strange radiation allowing those without infravision to see up 120 yards in the normal pitch-black of the underdepths. Those with infravision can see out to double that range.

When seen via infravision the vault looks radically different. The ceiling of the vault is lined with thousands of fist-sized radiating crystals, creating the illusion of a giant night sky lit by small plum-colored stars. At the center of the vault, a gaping hole of blackness points out where a giant collapse has occurred; on the ground below a great mound of rubble piles up. Within the giant mound a large slab of metfinoit glows with an aquamarine hue as it decays into the stimarcite surrounding it, which in turn glows with a silver citron. Upon this mound of rubble sits a giant, pulsating, vivid lavender sphere.

The air is very moist in the cavern, and water constantly drips from the ceiling far above. Springs of freshwater spray out of the wall in almost a score of different locations throughout the cavern, adding to the overall humidity of the great chamber. The single unifying factor throughout the whole cavern is the proliferation of fungi, mosses, liverworts, molds, and slimes. Barren stone is rarely seen in any direction for the cavern is thick with unnaturally-colored life. Green is almost absent, and yellows, oranges, purples, reds, and blues provide a kaleidoscopic hue to all surfaces.

Geographically, the cavern is composed of three separate areas, the lowlands, the highlands, and the center mound. The lowlands are along the western and eastern sides of the cavern while the highlands split the cavern in half, north to south. The lowlands are remarkably flat areas covered by layer upon layer of detritus, building up a quite fertile soil. Much of the lowlands are flooded by the many springs bursting out of the cavern walls, and great underground marshes fill significant portions of the cavern. At one time, the water from the springs was diverted through clever irrigation, but such has deteriorated and the cavern returned to its more natural state.

The highlands are surrounded by cliffs often reaching more than 50 feet tall. The cliff walls are, like most everything else, covered in mosses, molds, and fungi, making them rather hard to climb (~20% chance). There are several natural ramps throughout the vault, allowing access to the cliff-formed plateaus. Upon the highlands reside the majority of the fungal forests within the cavern. These fungal forests are composed of the most massive mushrooms imaginable. The tallest are over 65 feet tall, featuring caps that spread more than 30 feet in all directions away from the thick

trunk, itself requiring 5 people joining hands to encompass it. These giant mushrooms once formed the backbone of much commerce throughout the underdepths. There are three ramps connecting the highlands and the lowlands; one on the eastern escarpment, one on the western escarpment, and one in the far north of the giant cavern.

The center mound is what's left of the ancient drow city (see *History of the Cavern* below) that once ruled from this cavern. The city was compactly built, preferring to build up rather than out to utilize the two massive cliffs as protection. The collapse of the center of the cavern utterly destroyed all beneath it. Upon the highest plateau, massive boulders pile up into a roughly cone-like shape some 70 feet tall. In this pile of boulders is the giant slab of metfinoit described in the second paragraph above, its strange aquamarine light illuminating the massive heliotrope-colored puffball that is the gestation pod of Moulgus. Encircling the center mound and radiating outward are several old roads covered by moss. In many places the roads have been obliterated by time, but some are still visible in outline. These still-visible roads are all 30 feet wide and raised a foot above the surrounding ground.

Approaching the Cavern: the two main passageways leading into the Cavern of the Pod God are quite different than all other passageways. Starting about a mile away from the vault, the roads become obviously carved. The passageway floor gains a strange and flowing design that vaguely resembles crawling and climbing vines. A closer look, however, reveals they are not vines, but extremely long stylized centipedes. The walls display a long and continuous bas relief composed of hundreds of prisoners being led by dark elves towards the great vault. In many places, the bas relief has been purposefully vandalized by chisel and hammer, the remains of the art in small crumbles upon the floor. Astute viewers should note that the dust in these passages shows a lack of traffic.

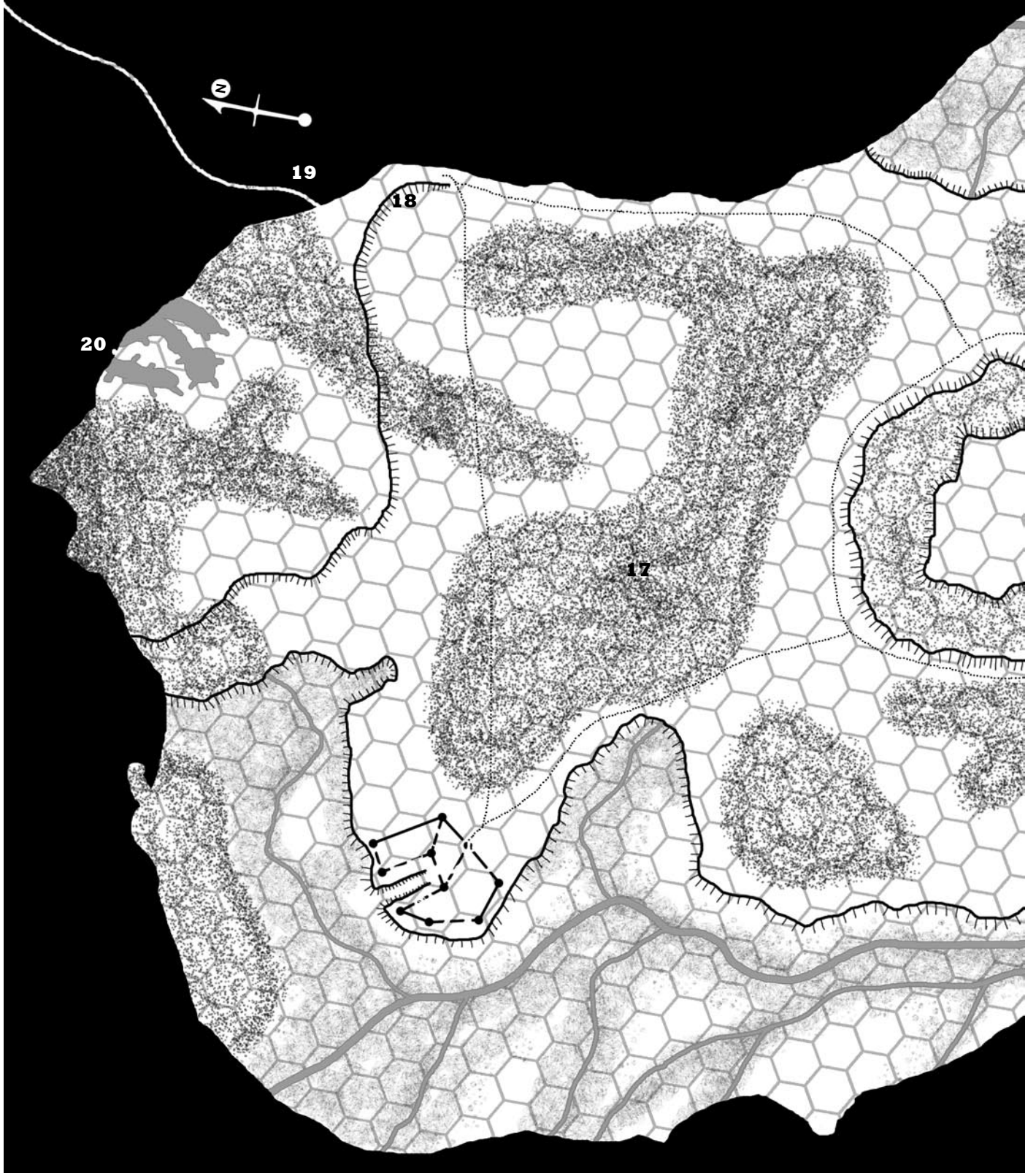
History of the Cavern: Long, long ago a small, powerful drow city occupied the space directly under the giant collapse in the center of the cavern. The city prospered under the hate-filled and foul hands of the dark elves for tens of generations, but pride eventually caused the downfall of great Gejoli-Gomarvir. All was in perfect backstabbing and treachery-induced balance within the city until a single house, the Dithbring, staged a coup of almost unbelievable proportion: they managed to capture and imprison Moulgus (god of decay) in an artifact that allowed them to draw power from him. This amazing action catapulted the house into preeminence, and eventually all other houses fell before the Dithbring and the entire city became theirs.

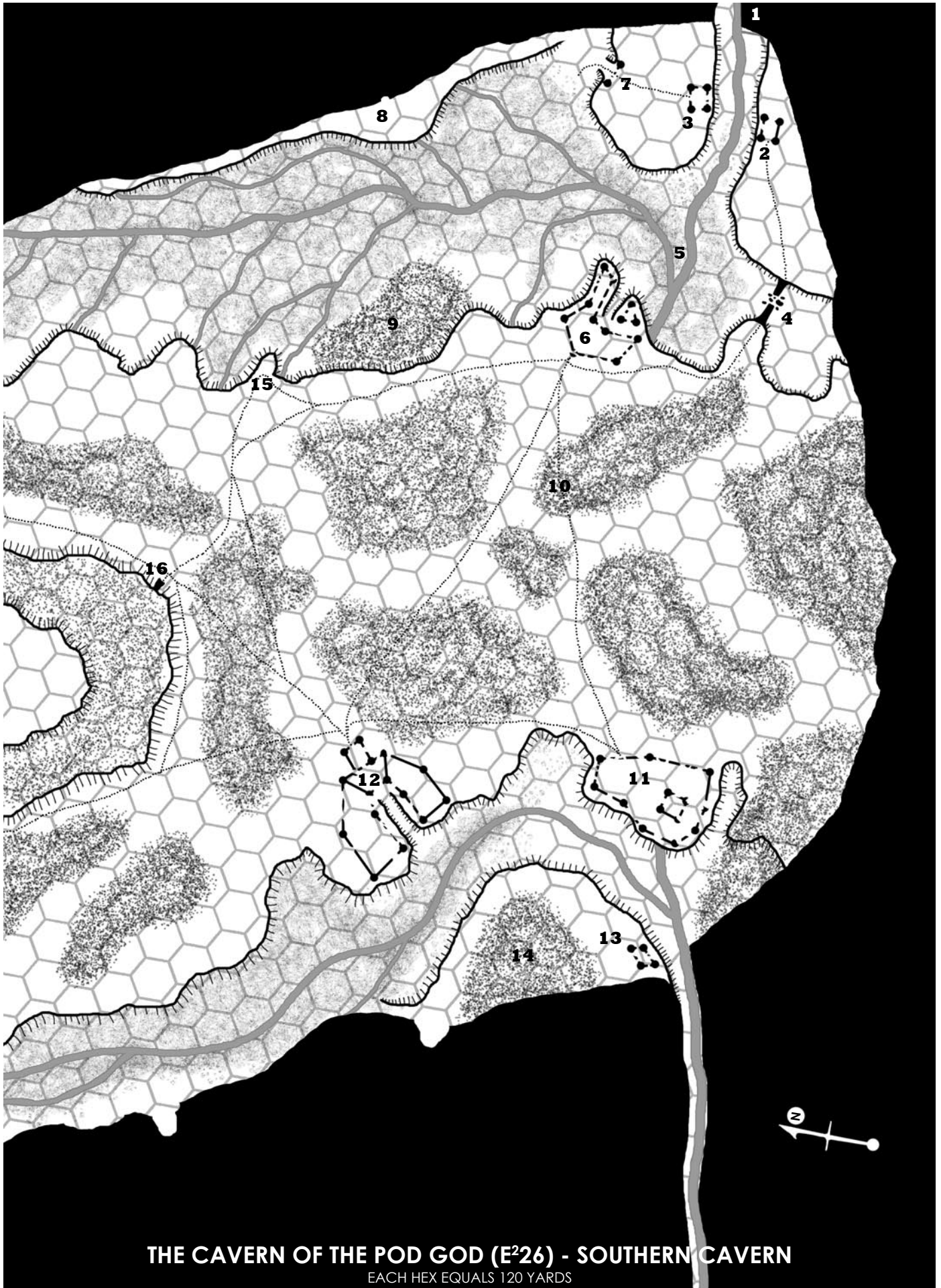
House Dithbring (worshippers of the dark mother Izab, Demon Queen of Centipedes) ruled Gejoli-Gomarvir for only a handful of generations. During their tenure as leaders, much of the city was redone to honor Izab and her image, as well as the image of the centipede in general, is common throughout the caverns and the ruins that remain. For this handful of generations, the city prospered, becoming larger and larger until the trapped Moulgus managed to expel a single spore from his magical prison. This spore flew upwards in the great vault, settling in a crack in the rock next to the large deposit of metfinoit. There it grew for generations more, eventually spreading throughout the entire ceiling of the vault. At last the fungus was ready and much of the cavern roof collapsed on the ancient city, destroying all within, including the artifact containing the fungal god and even the fungal god himself. But the spores of his rebirth now lay throughout the vault... and slowly, ever so slowly, a rebirth pod grew...

Moulgus, God of Fungus and Decay: Moulgus is a neutral good lesser deity, long imprisoned through a clever trap of the Dithbring drow clan. He had the last laugh on his captors; he expelled the tiniest part of himself through his prison, and that part started the process freeing him at last. Although he killed himself through the destruction of Gejoli-Gomarvir, his spawn was free and he has slowly been regenerating within the cavern ever since. He is still hundreds of years from rebirth and all his defenses are on high as he sees no difference between foe and potential friend in his vulnerable state.

THE CAVERN OF THE POD GOD (E²26) - NORTHERN CAVERN

EACH HEX EQUALS 120 YARDS





THE CAVERN OF THE POD GOD (E²26) - SOUTHERN CAVERN

EACH HEX EQUALS 120 YARDS

Moulgus has been growing within a giant (80 ft tall, 80 ft. wide) vivid lavender puffball atop the giant mound of rubble in the center of the cavern. This puffball pulsates, exuding powerful waves of life-giving energy, and is partially responsible for the tremendous amounts of moss, lichen, and fungus within the cavern. These waves are palpable to those of evil alignment, and undead find it impossible to enter the great cavern because of these waves of creative force. One final side effect of these emanations is that all healing spells cast within the cavern cure an additional 1-4 hit points of damage per casting.

Although these effects are positive, the puffball is also very dangerous to any that climb up the first central mound cliff. Moulgus can risk no close contact in his weakened state, so those who approach within this radius feel his wrath as bowling-ball-sized pieces of the cavern ceiling, loosened by the growing fungi, rain down upon them. All within the area suffer 10-40 hit points of damage per rock fall. Such rock falls occur every turn spent upon the center mount plateau.

If this does not deter advancement and creatures gain access to the highest plateau, Moulgus's marshal, the planetar **Fundoss** (SZ: L; AC -7; MV 150 ft., 480 ft. flying, 240 ft. swimming; AA V; HD 144 hp; #AT 3; Dmg by weapon type +7; SA spells, psionics; SD see full description; Magic resistance 75%; AL NG), who remains very watchful near the puffball, flies out to meet the intruders. He greets them harshly, warning them to leave the vicinity of his master's gestation pod or dare his puissance in combat.

The Shadowvein: The Shadowvein runs through the southern part of the cavern, flowing from east to west. It has cut a tunnel through the highland cliff, leaving not even a foot of air between the waterline and the low ceiling for the entire distance. It is not traversable by watercraft where it cuts through the stone.

Random Encounters in the Cavern: There are four major different environments within the cavern: open areas, fungal forests, swamps, and ruins. Random encounter tables for each area (along with a brief description) are below. They occur on a 1 in 20, checked every turn.

Swamp Encounters

1. A dragonfish lurks below the surface of some shallow water.
2. A flail snail slowly slides along.
3. A faux drow (see *The Chain of Being for Those of Moulgus* below) wanders by aimlessly.
4. A crocodile attacks from shallow water, surprising on a 1-3 on a d6.
5. Firefly swarm - A large number of fireflies are drawn to the party. Roll for random encounters once per round for 10 rounds.
6. The party stumbles upon 1-2 crystal oozes.
7. A pocket of foul swamp gas bursts under a party member's footprint. Open flame ignites the pocket, dealing 1 hit point of damage if the PC is holding a flame.
8. A crocodile floats silently in the water, observing the party.
9. Mosquito swarm - A great swelling of mosquitos find the party. All suffer many bites and spell casters have a 5% chance of spell failure from itching for the next day. This effect is cumulative if occurring more than once in a 24 hour period.
10. 2-4 huge centipedes lurk beneath a moss and fungus covered shelf of rock.
11. A giant crayfish lurks in the corner of a deeper pool, rushing out with surprise on a 1-3 on a d6.
12. A patch of memory moss lurks in an unseen depression, stealing the memories of those that come within 60 ft.

Throughout the history of the caverns, the swamps were always attempting to claim the lowlands, but the irrigation system of the drow prevented such. Now, however, the swamps have returned the cavern to its natural state, making this part of the cavern difficult to pass through. The swamp is cold, and features many different kinds of mushrooms of all sizes, but none as tall as found within the fungal forests.

Fungal Forest Encounters

1. A herd of 4-16 al-mi'raj dart away from the PCs into their underground burrow. If the burrow is approached, they charge out and try to drive the PCs away.
2. A nest of 2-8 gorbels descend quietly from above the tall mushroom caps, surprising on a 1-3 on a d6.
3. A small family of 2-5 witherstench slinks into smelling range.
4. 2-8 giant rats burst from cover, squeaking loudly.
5. A large web stretches between two giant mushroom trunks. Living within the web are 2-20 large spiders.
6. Water dripping off the cavern ceiling and rolling off one of the giant mushrooms is very acidic, dealing 1 hit point of damage to all caught beneath.
7. 2-8 small, hidden cave crickets start chirping as the PCs approach with 20 feet.
8. A huge spider bursts out from within its trapdoor lair, surprising on a 1-5 on a d6.
9. A fallen giant mushroom blocks the path. Upon it, hand-sized aphids feast and feasting upon the aphids are 2-20 giant centipedes. They are uninterested in the PCs unless disturbed.
10. A giant pedipalp crosses the PCs path.
11. A nest of hissing giant roaches is uncovered when the mossy floor gives way. The hissing has a 50% chance to attract a wandering predator (giant centipede, giant spider, or giant pedipalp) within 3 rounds.
12. A faux drow wanders to and fro.

The massive fungi growing in these forests once supported the drow who harvested them. The long mushroom wood timber always claimed a high price in markets, and the drow exploited their resource to near depletion. The forests have returned in full force in the long years since Gejoli-Gomarvir fell, and now tallest are again over 65 feet tall.

Open Area Encounters

1. 2-26 flumph float along 100 feet above the ground. They're moving towards the tops of the nearest fungal forest.
2. 1-8 cave crickets feed among the mossy ground.
3. 5-20 huge centipedes rush as a group along the green floor of the cavern, hunting for prey.
4. A humanoid skull partially covered by moss is actually a gambado. It surprises on a 1-4 on a d6.
5. A patch of dry weedy moss is actually witherweed.
6. A huge wolf spider spots the PCs and decides they're what's for dinner.
7. A hunting party of 2-8 mites is returning to their nest, 3 giant centipedes strung between them.
8. A patch of seemingly innocent-looking moss is actually memory moss, stealing the memories of those that come within 60 ft.
9. 2-8 giant rats scatter before the oncoming party.
10. 2-8 giant centipedes are on the hunt.
11. 2-8 faux drow wanders by, oblivious to the PCs.
12. 5-20 mongrel men are returning to the Dimmugoth (area 11 below) after foraging for special mosses and mushrooms.

Although much of the cavern is either swamp or forest, there are still great swaths of open area. These "plains" are covered with a thick coating of mosses, lichens, and small fungi, easing the ability to travel quietly as every footfall is cushioned.

Ruin Encounters

1. 2-8 faux drow cower in a ruined corner.
2. The PCs pass by close to an adherer lair. It leaps out and attacks, surprising on a 1-4 on a d6.
3. A giant pedipalp stalks through the rubble.
4. A single spriggan detects the party from an unobserved hiding spot. What does he decide to do?
5. 1-4 pesties attempt to clandestinely relieve the party of some of their loot.
6. A nest of hissing giant roaches is uncovered when the mossy floor gives way. The hissing has a 50% chance to attract a

- wandering predator (giant centipede, giant spider, or giant pedipalp) within 3 rounds.
7. 2-4 huge centipedes lurk beneath a moss and fungus covered shelf of rock.
 8. A huge solifungid rushes the PCs.
 9. A covered pit trap concealed with moss lies in the party's way. Below, in tunnels too small for all but halflings to squeeze through, 2-8 mites await what falls in.
 10. 2-8 faux drow retreat from the party's approach.
 11. A nest of 2-8 gorbels is disturbed by noise from the party. They descend quietly from a hidden corner of the ruins, surprising on a 1-3 on a d6.
 12. A huge spider bursts out from within its trapdoor lair, surprising on a 1-5 on a d6.

Only seven ruined castles remain of what were once the great fortifications of Gejoli-Gomarvir. These fortifications guarded entrance into the cavern as well as the ascent into the highlands. They are made of large stone mined from the upland mine along the north end of the cavern and mortared together with a pink mortar. The mortar was dyed pink by mixing in the blood of executed slaves.

The Chain of Being for Those of Moulgus: The imprisonment and subsequent extended regeneration of Moulgus resulted in a few disruptions to the natural order surrounding him. There are many creatures in a long chain of being that Moulgus presided over, and his absence had frozen their development for long ages. This developmental chain has resumed, starting first with the faux drow found throughout the cavern.

The faux drow are the egg stage in the chain, Moulgus having decided that such was a suitable punishing jest for his imprisonment. They appear like normal drow, even seeming to possess clothing, armor and weapons. Such accoutrements, however, are not functional and are in fact part of the body of the larva stage just as much as a head or a leg. The only discernable difference between a real drow and a faux drow are the eyes - a faux drow has compound eyes instead of normal eyes. Faux drow move slowly, like zombies, and only consume fungi and mosses until molting. They will not even defend themselves if attacked. At molting, the faux drow hunches forward, hands touching the floor. Its back splits apart down the spine, and a gambado, a flumph, or a gorbel emerges from the shell. The husk is left behind, much like that left by a cicada. There are many such husks littering the great vault. What happens to gambado, flumphs, or gorbels when it is their time to molt is unknown, but it is believed that more strange and unusual creatures result from such occurrences.

Expanding the Cavern of the Pod God: As any GM will quickly see, the great cavern provides for many more exciting opportunities than just those presented here. Customizing the caverns to your campaign is heavily suggested and there are many avenues to do such. For example, the proliferation of fungi and non-photosynthetic plants could provide the catalyst for a druid-oriented exploration of the unique environment. The many plateaus within the cavern could be riddled with an entirely unexplored sewer system/undercity of the drow. The especially brave could locate cavern entrances far up upon the vault ceiling leading to areas unknown. Finally, and perhaps most dangerously, mayhap the PCs encounter the next link on Moulgus's chain of being - the one that comes after a gambado, flumph, or gorbel molts. Take the framework presented here and build upon it!

1. THE EASTERN SHADOWVEIN: The Shadowvein is wide (almost 100 feet in some places) and deep (over 80 feet throughout the area) here until it reaches the tight, watery traverse under the highlands of the cave. The primary passage to hex E²³ travels along the northern bank of the river. Upon the floor where one would take the first full step into the cavern is a mosaic of a terrible creature: a truly giant centipede bearing a beautiful dark elf head where the insectoid one should reside. Written in Undercommon below the mosaic, the words: "*All bow to Izab, Demon Queen of Centipedes!*"

2. THE FALAGON: The Falagon was the primary defensive position for the drow against assault from the east. Plastered and colored alizarin crimson, the Falagon once bristled with catapult and scorpion, but now lies in ruins. The four towers are in poor shape, but the southeastern tower still has its mushroom wood floors. It is three storied and accessed via a spiral staircase that curves upwards along the curve of the exterior wall. The first and third floors are barren. The second floor contains a small patch of **brown mold** growing upon the wall next to the staircase.

Brown Mold: (SZ S; AC 9; MV 0 ft.; HD -; HP -; #AT 0; Dmg None; SA Freezing; AL N).

3. THE DALAGON: The Dalagon was the feared white castle amid the darkness. The drow continually had slaves plaster and whitewash the entire structure between the constant cleaning and scrubbing to remove the molds so common in this humid cavern. It was the dungeon of no return for those captured by the drow who were not turned into slaves - any entering were never seen again.

The castle is now in poor shape; its mushroom wood floors have long rotted out, leaving 4 tower shells, each over 40 feet tall. Moss has claimed the stones that once glittered white. Under the moss, traces of the plaster and whitewash remain. Within one of the tower shells, acidic water drips down from the ceiling of the cavern, creating a microclimate in which thrives the rare moss *Durok's Blessing*: consuming the moss in a soup **neutralizes poison**. There is enough moss to harvest 4 doses, but that destroys the patch. If only 3 doses are removed, the moss can safely regrow during the next month.

Hidden in the corner of the same tower is a small treasure that once resided in a small, locked, mushroom wood box. The box has long rotted away and now only the lock remains along with 155 sp, 245 gp, and 11 pp.

4. THE BRIDGE OF BONES: This great bridge once linked the central highlands with the highland outcropping on the southeastern side of the great cavern. The bridge is more than 400 feet in length and composed entirely of bone lashed together with small pieces of mithril wire. The bridge has broken in the center and piles of lashed bone lie buried under moss far below the collapse.

The 4-foot-long mithril wire lashing is not true mithril; it was formed from the waste of Izab, Demon Queen of Centipedes and magically transformed into its current shape. When removed from the bones it encircles by an intelligent creature, each piece turns into a robust **giant centipede** which attacks the nearest living thing. There are tens of thousands of lashings throughout the entire bridge.

Giant Centipede: (SZ S; AC 9; MV 150 ft.; HD ¼; HP 2; #AT 1; Dmg None; SA Poison; AL N).

5. THE CENTRAL MORASS: This marshy peninsula is formed where the Shadowvein is joined by a river whose name has long been lost. This is a prime hunting spot for any aquatic creatures that live in both rivers, and as such, has been claimed by a family of **babblers**. They immediately attack anything that looks like food as long as they're not outnumbered by greater than a 2-to-1 ratio.

Near the promontory where the two rivers join, the babblers have built up a nest, not unlike that of a crocodile. Buried within the mass of debris is their treasure:

Babblers (3): (SZ L; AC 6; MV 120 ft. moving, 60 ft. in melee; HD 5; HP 18, 20, 22; #AT 3; Dmg 1-6, 1-6, 1-8; SA Backstab; AL CE).

6. **THE KALORGOTH:** This great castle complex protected the only ramp along the eastern escarpment separating the eastern lowlands from the central highlands. Composed of a central massive castle and an independent triangular fortification, the Kalorgoth was the smallest of the four great castles built over the centuries by the drow's slaves and it was the first of the four built. The castle complex is now in ruins, a pale shadow of what it once was.

A group of **mites** and **pesties** live within the complex in small underground tunnels through which a gnome would have to squeeze. They have littered the area with moss-covered pit traps in the hopes of catching the type of prey that carries coin. They are not prone to killing violence.

Mites (22): (SZ S; AC 8; MV 30 ft.; HD 1-1 ; HP 1 (x5), 2, 3 (x3), 4 (x2), 5 (x6), 6 (x2), 7 (x3); #AT 1; Dmg 1-3; AL LE).

Pesties (5): (SZ S; AC -4; MV 210 ft.; HD 1-1 ; HP 1, 3, 4, 5, 7; #AT 0; Dmg None; SD Moves silently; AL N).

7. **THE GATE OF SCREAMS:** Stretched across the top of a narrow, switch-backed ramp lies the infamous gate of screams that connects the low lands to the high lands which are level to the upper areas. Carved into the solid stone walls are hundreds of effigies now mostly covered by mosses. There is one for each political prisoner slain in the Dalagon, each effigy appearing in the stone at the exact moment of execution.

This horrible gate was built in the last days of Gejoli-Gomarvir, when the Dithbring clan reigned supreme. The gate's magic was a gift from Izab, Demon Queen of Centipedes, and it is still powerfully magic. Any bipedal creature who approaches without saying "Izab" at least once upon the switch-backed ascent ramp is assaulted by the screams and lamentations of those whose souls are trapped within the gate. This screaming is quite loud, and almost all of the intelligent creatures within the cavern are aware of what such sounds mean: there are newcomers at the gate. The screams deal no damage, but will definitely draw a random encounter as well as alert the entire cavern of the party's presence. They end after a minute.

8. **THE EASTERN PLATFORM:** Rising 30 feet above the swampy land below, there are dozens of cave complexes etched atop the eastern platform. These caves once held thousands of untrustworthy slaves far from their masters. The slaves harvested fungi and eels from the lowland fungal forests that have disappeared as the irrigation system stopped working.

In one of the caves resides a unique stone giant. The giant, named **Wang Yung-ching**, has a tale for the telling. Born in far away lands as a normal human, he was a master of martial arts before an ill-fated expedition for the Golden Wind of Chien-Fu resulted in his current shape and location. A curse befell his entire party and all were transformed hideously and scattered to the ends of the earth before the Golden Wind. Confused and bewildered, Wang found himself transformed into a stone giant and within this great cavern.

Wang believes his destiny is to spend the rest of his days in contemplation of the will of Chien-Fu and lives simply, subsisting mostly on fungi, eels, and roasted giant centipedes (quite tasty, actually). Chien-Fu will cautiously approach any entering this area after secretly watching to gauge their intentions. He will fight if attacked and woe upon those foolish enough to engaging in combat with such a powerful combatant! He would prefer to avoid killing, but will do so if necessary. He knows much of the caverns and will gladly share his knowledge if befriended.

Wang Yung-ching, male stone giant, 9th-Level Monk: (SZ: L; AC -5; MV 230 ft.; HD 9+1-3; HP 53; #AT 1; Dmg 5-20 +4, 5-20 +4; SA

monk abilities, rock hurling for 3-30 damage; SD monk defenses, rock catching; AL LN). He wears but a loincloth and has no other possessions, having forsaken them for contemplation.

9. **GARDENS OF XUR:** Once the private fungal garden whimsy of a ruling elite, the gardens of Xur now belong to the **baboons** that once entranced those lucky enough to gain entry. The baboons have done surprisingly well in the cavern, slowly increasing their numbers. They are very afraid of giant centipedes and giant spiders, fleeing before them with barks, yippy howls.

Baboons (15): (SZ: S; AC 7; MV 120 ft.; HD 1+1; HP 53; #AT 1; Dmg 1-4; AL N).

10. **THE GOLDEN SNAKESKIN MUSHROOM:** Near one of the old drow roads overgrown by a fungal forest stands one of the rarest of all mushrooms, the golden snakeskin. This rare mushroom glows with its own golden light (equal to a candle per square foot of mushroom) and, when cut, reveals a most beautiful wood grain similar to that of the skin of a reticulated python.

This gigantic specimen is 40 feet tall with a 12 foot diameter cap and a thick stalk 8 feet in circumference. An expert at mushroom harvesting (such could be found among the dwarfs in hex L19) could cut the golden snakeskin into usable boards worth a total of 8,225 gp if parceled out over a period of months to many buyers. Hiring a skilled dwarf to do this would cost 250 gp and require an additional crew of four workers costing 5 gp each per day.

Cutting down the mushroom will prove a task for a band of **atomies** call it home, having carved out small tunnels throughout the stalk, cap, and down into the main root underground. The atomies will vigorously defend their home and cannot be surprised as there are always at least a dozen invisible guards watching the nearby forest for enemies.

Atomies (113): (SZ S; AC 4; MV 120 ft., 240 ft. flying; HD ½; HP 1 (x20), 2 (x37), 3 (x34), 4 (x22); #AT 2; Dmg by weapon (crossbow 1-3), (spear 1-4), (sword 1-3); SA spell-like powers; SD 20% magic resistance; AL CN and CG).

11. **THE DIMMUGOTH:** The last of the great castle complexes built by the drow, the Dimmugoth was the private residence of the most powerful family within the Dithbring clan. A concentric castle featuring a powerful keep, the Dimmugoth functioned as a working defensive location for but a score of years before Moulgus escaped and brought ruin to the city and cavern. After the city itself, Moulgus hated the pride manifested by the Dimmugoth and presented it with a special fungal surprise: those inside were infected by a unique spore, turning them into the first of the faux drow. The terrible effect of the curse caused the few remaining healthy drow to leave the cavern forever, naming it a cursed place.

The legend of curse of Dimmugoth spread as the drow fled deeper underground and the castle has since become a haven for those who hated the drow and who long wished to live free of them forever: **mongrelmen**. Bred and experimented upon by the drow for centuries, they are finally free of them and live within the ruins of their once-greatest castle.

The mongrelmen are not aggressive and will seek to parlay with any intelligent creatures returning such consideration. They live quiet lives within the Dimmugoth, telling stories, singing songs, and farming small fungal plots within the large grounds. They often send out strong foraging parties to seek special treats found elsewhere in the caverns. They are aware of much within the cavern and know which areas are more dangerous than others. All of their buildings are fully camouflaged and very difficult to detect (only 5% chance if 50+ feet away).

Among the "special treats" that the mongrelmen forage is a particularly foul-tasting mushroom called the *Heartsblood Mushroom*. The mushroom is quite valued for continued consumption of it throughout childhood and adolescence leads to a hale constitution and a hearty frame. The mongrelmen here have benefited from this constant diet and are tougher than normal, attacking with a +1 to hit and saving against poisons with the same bonus.

The tribe's treasure is contained in a crudely-made mushroom-wood chest hidden deep within one of the tunnels underneath the surface of Dimmugoth. It is composed of 2,154 cp, 1,201 sp, and 354 gp.

Mongrelmen, 1HD (12): (SZ M; AC 5; MV 90 ft.; HD 1; HP 2 (x4), 3 (x2), 4 (x3), 6 (x2), 8; #AT 1; Dmg club 1-6; SA +1 to hit; SD camouflage; AL LN).

Mongrelmen, 2HD (23): (SZ M; AC 5; MV 90 ft.; HD 2; HP 5, 6, 7 (x2), 8, 9 (x4), 10 (x2), 11 (x8), 12 (x2), 15, 16; #AT 1; Dmg club 1-6; SA +1 to hit; SD camouflage; AL LN).

Mongrelmen, 3HD (29): (SZ M; AC 5; MV 90 ft.; HD 3; HP 7, 10, 11 (x3), 12 (x2), 14 (x3), 13 (x3), 15 (x4), 16 (x3), 17 (x3), 19 (x4), 20, 21 #AT 1; Dmg sword 1-8; SA +1 to hit; SD camouflage; AL LN).

Mongrelmen, 4HD (13): (SZ M; AC 5; MV 90 ft.; HD 4; HP 16 (x2), 17, 18, 19 (x2), 20 (x2), 22 (x3), 24, 25; #AT 1; Dmg sword 1-8; SA +1 to hit; SD camouflage; AL LN).

Chief Graakick: (SZ M; AC 4; MV 120 ft.; HD 5; HP 27; #AT 1; Dmg two-handed sword 1-12; SA +5 to hit, +6 to damage; SD camouflage; AL LN). Graakick is a slow-speaking mongrelman composed of lizard/crab/eel parts. He constantly nods as if always agreeing. His is a hulking example of his people and immensely strong.

12. THE TERNORGOTH: The second-built of the dark elven castles, Ternorgoth guarded the only easily accessible ramp down from the central highlands to the western lowlands. Built during a period of strife and conflict within Gejoli-Gomarvir, the structure is composed of many different styles of architecture jammed together into a giant castle complex reflecting the temporary rise and fall of an individual clan's power and influence. Ternorgoth is currently occupied by a small band of **spriggen** seeking to waylay what few travelers pass through the cavern. Their collective treasure is hidden in leather bags within a moss-covered pit: 4,752 cp, 1,693 sp, 4,329 gp, a **dagger +2**, a **girdle of dwarvenkind**, and an **amulet vs. undead** (6th-level).

Spriggan (3): (SZ S or L; AC 3 or 5; MV 90 ft. or 150 ft.; HD 4 or 8+4, HP 14 or 45, 18 or 46, 23 or 47; #AT 2; Dmg by weapon type or 2-8, 2-8; SA: Spell-like powers; AL CE). Possessions: each carries a shortsword and 3-18 gp.

13. TERPLIP EXPEDITION: A **terplip** (see *new monsters*) fungus and moss gathering party is camped just within the entrance to the cavern. The clans of terplip found within the sunless sea love the various fungi and mosses that can be gathered from the vault and periodically send harvesting parties. Each of the dozen terplip carry three bags made from the woven, flexible bones of a large fish common to their native waters to carry their harvest back home.

Terplip, 1HD (8): (SZ S; AC 5; MV 90 ft.; HD 1; HP 3 (x2), 5 (x2), 6, 7, 8 (x2); #AT 1; Dmg 1-6; AL N)

Terplip, 2HD (3): (SZ S; AC 5; MV 90 ft.; HD 2; HP 10, 12, 13; #AT 1; Dmg 1-6; AL N)

Terplip, 3HD (1): (SZ S; AC 5; MV 90 ft.; HD 3; HP 18; #AT 1; Dmg 2-12; AL N)

14. GIANT AVIANS: A herd of **clubneks** frequent this highland fungal forest area. Captured long ago from the surface lands, the ancestors of these monsters were frequent objects of gambling for the drow loved to hold clubnek races. The herd isn't aggressive and ignores those that ignore it. If the PCs approach closer than 200 feet the herd becomes nervous. If approached closer than 100 feet, the elder clubneks charge to defend the 5 young who cannot yet fight.

Clubneks (15): (SZ M; AC 8; MV 120 ft.; HD 2; HP 5, 6, 7 (x2), 8 (x2), 9, 10 (x2), 11, 12 (x2), 13 (x2), 14; #AT 3; Dmg 1-6, 1-6, 1-8; AL N).

15. COVENANT CLIFF: This promontory juts out from the central highlands in a single gigantic slab, creating a large sheltered space underneath. Below the ledge are hundreds of ancient drow skeletons buried beneath the moss that covers everything. The PCs can easily detect these remains via the crunchy sound as they walk. Gejoli-Gomarvir used this ledge as an execution point: pushing off bound drow criminals.

The air beneath the ledge and atop the giant jutting slab is always still and musky, faintly smelling of death. It is an unwholesome place and lingering here has a cumulative 5% chance to catch a disease per hour.

16. THE THINGS IN THE HOLE: At the base of the cliff dividing the central mound from the highlands is a large cave mouth. The cave is unusually straight and although obviously not carved by hand, shows some signs of deliberate movement of debris and obstacles within. The cave continues inward until opening into a great chamber directly beneath the the giant puffball of Moulgus. At the center of the cave, upon a dias, is the corpse of said god, crushed and mangled by the falling of the ceiling and the destruction of Gejoli-Gomarvir. The corpse radiates a vivid lavender light, illuminating the room and the dozens of piles of debris surrounding it. Hidden within six of these piles are **adherers**, feeding off the insects drawn to the light of the dead god. They attack any that come within 20 feet of their individual piles.

If the corpse of Moulgus is examined, the PCs easily see what looks like a candle or an icicle formed from the dripping blood of the god (it still drips slowly even now). This column of congealed blood detects as magic and can be detached, forming a rod of undead resurrection. Another such rod will become available in 300 more years of dripping.

Adherer (6): (SZ M; AC 3; MV 90 ft.; HD 4; HP 13, 14, 15, 19, 20, 24; #AT 1; Dmg 1-3; SA adhesion; AL LE).

17. KEEPER OF THE FOREST: The largest fungal forest in the cavern of the pod god has been claimed by an unusual **algoid**. This fungal protector can control the giant mushrooms and animate them in much the same manner that a treant may animate trees. The algoid is highly protective of his forest and anything of man-size or larger is attacked or driven out.

Algoid: (SZ M; AC 5; MV 60 ft.; HD 5; HP 32; #AT 2; Dmg 1-10, 1-10; SA psionics; SD immune to edged weapons of less than a +2, immune to fireballs and lightning; AL CN).

18. DEATH FROM ABOVE: The ramp leading up to the northern highland has been claimed by a band of **piercers**, dropping upon any unsuspecting giant insects that happen along the path. They are well-fed and of the largest size.

Piercers (8): (SZ M; AC 3; MV 10 ft.; HD 4; HP 13 (x2), 16, 17, 19 (x2), 21, 22; #AT 1; Dmg 4-24; SA 95% to surprise; AL N).

19. **TERTIARY TUNNEL:** This tunnel is relatively new, having not existed during the reign of Gejoli-Gomarvir. It leads to many underground areas west of the areas detailed in this sequence of modules.
20. **MINE OF THE EYE KILLERS:** All along the northeastern part of the cavern are the mines that formed the stone blocks for all of the draw constructions. The lower parts of the mine are now filled with water, but back in the farthest depths lurk true terrors: **eye killers.** These creatures spend most of their time in their cave only occasionally venturing out to hunt. Because of their presence, the entire highland area is avoided by intelligent creatures living within the cavern.
- Eye Killers (5):** (SZ M; AC 4; MV 90 ft.; HD 4; HP 16, 19 (x2), 22 (x2); #AT 1; Dmg 1-6; SA death stare; AL CE).

ENCOUNTER AREA I²29

GREEN DEATH ISLE: For untold generations, the natives of the underdepths have avoided this isle in hex I²29 upon the darkened sub-surface sea for any individual landing upon its shores is attacked by a terrible green light from a metal mountain and instantly disintegrated. Because of this, the isle eventually lost its old name and was rechristened Green Death Isle.

Tens of thousands of years ago an alien scout spacecraft experienced trans-dimensional engine problems, resulting in their making an emergency landing on this island deep under the surface. Fruitlessly they tried to fix the problem, but eventually they surrendered to circumstance and entered their stasis chambers after several months of no response to their emergency signal. The aliens believed themselves in no danger for their craft was comprised of a material impenetrable to all but the most powerfully advanced weaponry. Before descending into their long sleep, they activated their automatic defense system, relying upon their almost limitless reactor to power the single green ray-gun turret atop their flying saucer. They believed that rescue would inevitably arrive. They were wrong, and now they are all dead.

Sometime during the past year, the ship's reactor ran out of fuel. In a last desperate attempt, the ship's computers sent out another distress call, opened the bay doors, extended the descending ramp, and attempted to awake the crew. The crew did not awake for they had missed an error in the stasis program that resulted from the engine programming fault. They all died within weeks of entering stasis. This has left only a pair of medical/security bots as the last remnants of the advanced technology still active upon the ship, but within a few years they too will lose power and fall dormant.

The reactor ran out of fuel much faster than it should have for it was leaking a genetically-altering radiation into the air and into the waters of the darkened sea. These emissions created a new race of mutated blind albino mantis shrimp that call themselves the terflip (see new monsters). Additionally, the radiation has mutated a single blind albino crayfish into something like a crayfish/dragon hybrid. This great creature calls itself Kryntax. Members of the Terflip religious class worship Kryntax as a god, bringing her food from all corners of the great sunless sea.

By accident, the Terflip religious class discovered that the ray no longer worked and has since claimed the main and lower level of the flying saucer as their own, leaving alone the two medical/security bots protecting the entrances to the upper level after a single melee went poorly. Kryntax has also moved into the secondary hold of the main level, holding court and religious ceremonies therein.

The Sunless Sea: Surrounding Green Death Isle this large body of water is quite salty, even more so than the great oceans upon the surface. It is warmed by undersea vents and stays at a constant 73 degrees Fahrenheit. It is the last remnants of an ancient sea long

since gone underground. It is known by many names throughout the underdepths: the sunless sea, the great salt, the dark water, the great brine, the water sky. The sea gets this last name from the many small phosphorescent jellyfish that live within. These small creatures light up the giant cavern, providing light equal to a moonless, starry night. During mating periods (4 times a year), the lake produces so much light it is as being under a full moon during a clear night.

There are many creatures that live within the sea, and traveling upon it can be hazardous once beyond the cave walls. In the area of the sea indicated on the wilderness map in this adventure, there is almost no shoreline, and the cave walls descend steeply into the water. Below are two encounter tables based upon the location within the sea. Roll a d20 every hour; a result of 1 indicates an encounter.

Encounters near a wall or shoreline:

- 1-4 lacedon
- 1-4 giant crabs
- 2-8 terflip (see new monsters)
- Upwelling of phosphorescent jellies - light increases to that of a torch for the next 10 minutes.
- 2-8 sharks
- 1-20 giant seahorse
- 2-12 barracuda
- Saltwater scrag

Encounters in deep water:

- 2-12 barracuda
- The surface of the water wells up in a 30-foot-diameter area. The water quickly rises three feet, as if a gigantic creature is surfacing. When the water breaks, a large pocket of hot steam is released, dealing 1-6 hit points of damage to all and having a 90% chance of capsizing any small craft.
- 1-3 electric marine eels
- 1-20 giant seahorse
- 2-8 sharks
- 4-16 terflip (see new monsters)
- Upwelling of phosphorescent jellies - light increases to that of a torch for the next 5 minutes.
- 1-2 kapoocinth

Outside the Flying Saucer: Outside the saucer, two pairs of **terflip** priests guard the upramp leading into the main level of the spaceship. They will aggressively defend their newly-founded sacred space against all aggressive intruders. If approached peacefully, they will request a large payment of good dried meat in recompense for trespassing upon their isle and also demand that the trespassers immediately leave. If either request is not met, they will attack.

Terflip (4): (SZ S; AC 5; MV 90 ft.; HD 2; HP 8, 9; #AT 1; Dmg 1-6; AL N)

Inside the Flying Saucer: The greys that built and used the saucer had technology beyond the ken of man. All but the structural elements of the ship was formed on demand out of an energy/metal mixture providing immediate customization for any of the passengers. This allowed entire areas to change and alter to suit the needs of the current occupant. All structural elements (floors, walls) are made of an immensely tough silvery metal. Right before the ship's computer lost all power, it opened all doors and hatches. The turbo-lifts connecting the levels were entirely energy-driven, one had only to step into the tubes and a shield of force would appear. They are now just tubes within the ship lacking any steps to connect the floors. Ascending or descending them is very difficult, for their 20-foot-long traverse is utterly smooth and unable to be climbed.

Silvery Holding Crates: The greys used two-foot-cube metallic crates to hold their equipment and samples. There were hundreds used throughout the saucer, but most have been moved by the terflip to various locations spread throughout the sunless sea. Every

ENCOUNTER AREA 129 - THE FLYING SAUCER

EACH SQUARE EQUALS 10 FEET

silvery crate has a palmprint reader for a small hand that has but three fingers and a thumb. Entry into a particular crate requires placing the correct hand upon the reader, but each crate can be opened by a higher-ranking crew member's handprint. This means the captain can open all the crates while the 1st mate can open all crates but the captain's, and so on. Damaging the crates is impossible without high-tech machinery designed for such uses.

The silvery crates found upon the grey scout ship hold a wide variety of materials. All those found on the ship are described in the text, but a GM should use his imagination to stock other crates if the PCs become adventurous and seek throughout the underground sea for more.

1. MAIN HOLD: This area once held dozens upon dozens of small metallic boxes filled with various materials found in the grey's explorations, but the terplip have removed them. They are now used as underwater building blocks and holy totems in all of their settlements throughout the sunless sea. The area is now permanently occupied by a group of **terplip** priests who perform services for visiting terplip. There are currently 24 of the shrimp-men in the hold; 6 leading services and 18 praying.

The priests here will sound an alarm if the area is entered by non-terplip. The alarm results in all the terplip in area 2 arriving on the second round after the call. Kryntax arrives on the third round. The call echoes down the turbo-lift tubes into area 8, but the terplip within will not start arriving until 6 rounds after the call; after then they will arrive in 2 pairs every round until area 8 is completely emptied of terplip.

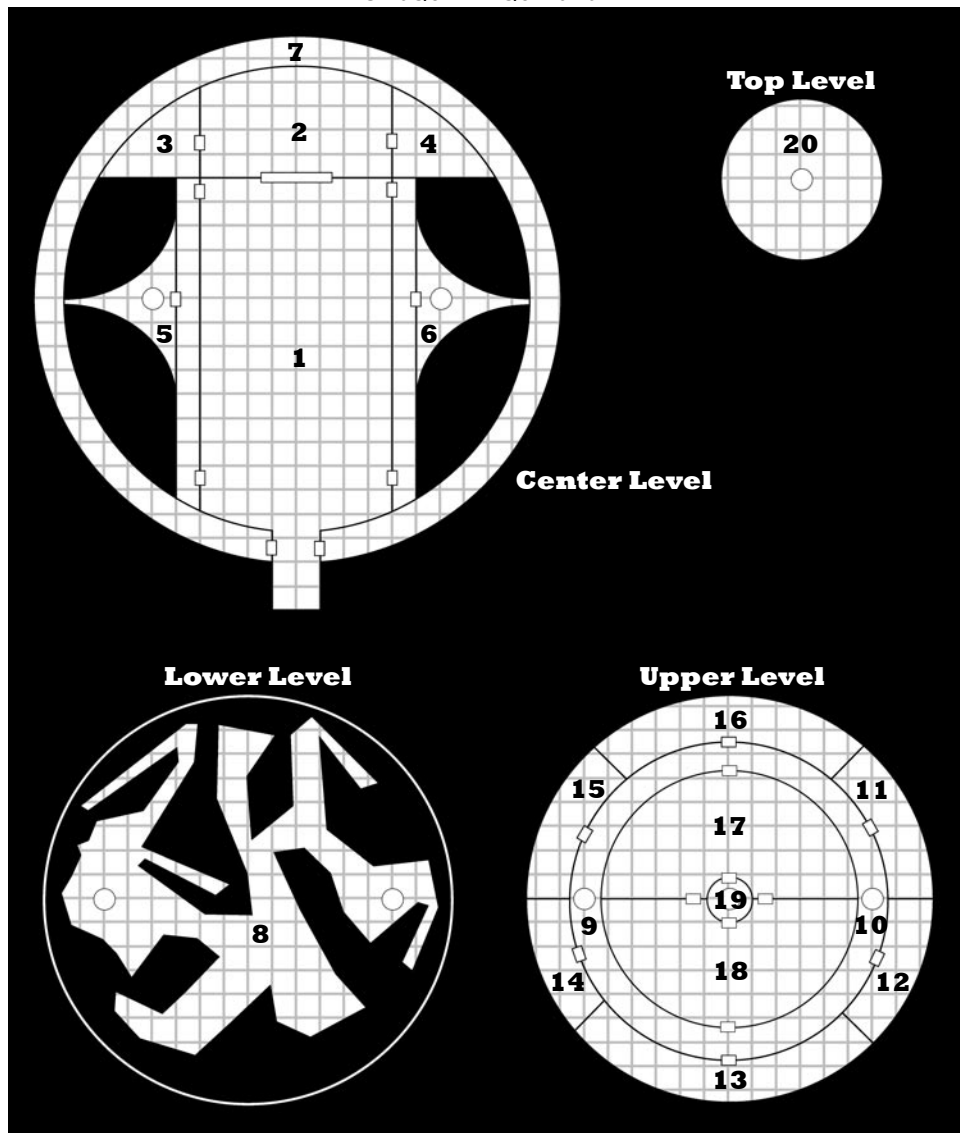
Terplip, 1HD (16): (SZ S; AC 5; MV 90 ft.; HD 1; HP 1 (x2), 2 (x4), 3 (x2), 4, 5 (x4), 6, 8 (x2); #AT 1; Dmg 1-6; AL N)

Terplip, 2HD (6): (SZ S; AC 5; MV 90 ft.; HD 2; HP 8 (x2), 9, 10, 11 (x2); #AT 1; Dmg 1-6; AL N)

Terplip, 3HD (2): (SZ S; AC 5; MV 90 ft.; HD 3; HP 14, 15; #AT 1; Dmg 2-12; AL N)

2. SECONDARY HOLD: This secondary hold held more valuable items from the grey's explorations as it was only accessible by the captain, 1st mate, and engineer. It too once held many silvery boxes, but they met the same fate as their main hold companions. This area is now claimed by **Kryntax**, a crustacean dragon (see *new monsters*).

Kryntax is laired up against the southwestern corner of the hold. She prefers to not be in open view of what happens in the main hold. Currently, she is not accepting praises from visiting terplip. She's in an irritable mood as she's nearing her egg-laying, and even her two high-priest handlers have been finding her difficult to deal with these past months. Kryntax immediately attacks any non-terplip she detects, happy to have something upon which to vent her annoyance.



Surrounding Kryntax is her treasure and that of the terplip who call the saucer their home. It is composed of: 2,127 ep, 3,911 gp, a **scroll of cure serious wounds**, 7 very large pearls worth 250 gp each, and six silvery crates: three containing soil samples, one containing preserved plant matter, one containing a lump of some strange metal, and one containing a large and perfectly round stone. The stone is a geode within which is 4,000 gp worth of amethysts that glow as if **continual light** had been cast upon them. This glow will last for two decades before slowly dimming to blackness over the next 100 years.

Terplip, 4HD (2): (SZ S; AC 5; MV 90 ft.; HD 4; HP 21, 22; #AT 1; Dmg 2-12; AL N)

Kryntax, Adult Crustacean Dragon: (SZ L; AC -1; MV 90 ft.; HD 4; HP 20; #AT 3; Dmg 2-12, 2-12, 2-16; SA breath weapon; AL NE)

- 3-4. TERTIARY HOLDS: These two holds once held the most valuable silver crates of the saucer, but like their many other brothers have been distributed to the various terplip clans throughout the sunless sea.

- 5-6. ROTATIONAL ENGINE CONTROL ROOMS: These two chambers house the rotational engines that once spun the saucer when moving at slower-than-light speeds. The curved walls were once filled with complex diagrams and interface panels, but are now just smooth silver walls.

7. OUTER HALL: A long circular hall travels along the outermost edge of the downed saucer. Were the saucer powered, the walls appear translucent, allow those within the saucer to see outside as if there were no walls.
8. MAIN ENGINE AND CONTROLS: A faster-than-light engine consumes the majority of the lower level of the saucer. The room is broken into oddly-shaped passages conforming to the strange mathematical architecture needed to surpass the light barrier. The **terplip** have claimed this level and its odd lines as their new home, and currently 23 reside in what was once a marvel of engineering.

Terplip, 1HD (17): (SZ S; AC 5; MV 90 ft.; HD 1; HP 1 (x4), 2 (x2), 3 (x3), 4 (x3), 5 (x2), 6 (x2), 8; #AT 1; Dmg 1-6; AL N)

Terplip, 2HD (4): (SZ S; AC 5; MV 90 ft.; HD 2; HP 8, 9, 10, 14; #AT 1; Dmg 1-6; AL N)

Terplip, 3HD (2): (SZ S; AC 5; MV 90 ft.; HD 3; HP 17, 18; #AT 1; Dmg 2-12; AL N)

- 9-10. UPPER TURBO-LIFTS: Atop both of these turbo-lifts resides a **medical/security robot** (see *new monsters*). The two robots are in security mode right now and will attack any unauthorized creatures on the upper deck but will not pursue combat on to other decks.

Medical/Security Robots (2): (SZ M; AC 0; MV 150 ft.; HD 5; HP 25, 25; #AT varies; Dmg varies; SA ray guns; SD force shield, immunities; AL LN)

11. HOLO-LIBRARY: At one time, this area held massive quantities of information accessible via three fully-interactive holo-library learning interfaces. Now, all is quiet and silvery, the room appearing completely empty.

- 12-16. CREW QUARTERS: The ensign is in area 12, the 1st mate in 13, the chief scientist is 14, the engineer in 15, and the captain in area 16. Each of these quarters are much like the other, completely barren excepting a dias upon the outer curve of the hull upon which rests the corpse of the appropriate occupant. All crew members except the ensign and captain are rather decayed. The ensign's hands are in good-enough shape to open a silvery crate (only those indicated as ensign crates), but his hands will decay to uselessness in a month's time. The captain's hand will remain useful for a single week.

Each quarter has two silvery crates within containing the personal belongings of the crewman. The first crate in each quarter is filled with personal clothing (rarely used, but useful for very harsh climates) as well as a small electronic device containing diaries, messages from home, video, and music. These devices work for a month before their charge is completely drained. The second crate contains one **grey laser pistol** (see *new magic items*) with a charge providing 10 shots.

17. PHYSICAL ACTIVITY ROOM: This room is empty like the others. At one time, it was used exclusively for exercise purposes. Although the greys appear weak and frail, they are actually powerfully built and durable.
18. MENTAL ACTIVITY ROOM: Maintaining their psychic powers required constant practice and this room was used for such purposes. The entire crew would gather daily to "flex" their mental muscles.
19. CENTRAL TURBO-LIFT: This turbo lift connects the upper level with the bridge. The area is guarded by a **wall-mounted automatic laser**. The laser attacks as a 6 HD monster and deals 3-18 hit points of damage per hit. It has an AC of 5 and 10 hit points.

20. BRIDGE: This area is completely empty, but for the captain's chair. It alone is all that remains from all the customizable energy/metal devices that once filled the area. The chair is grey-sized and upon each arm rests are three buttons. Without power, what the buttons once did will remain unknown.

HERE ENDS THE STRANGE AND DANGEROUS JOURNEY DOWN THE UNDERGROUND RIVER NAMED SHADOWVEIN TO A SUNLESS SEA DEEP BELOW THE SURFACE. WHAT OTHER WONDERS AWAIT THE INTREPID EXPLORERS WHO DARE VENTURE AWAY FROM THE WATER?

APPENDIX A: NEW MAGIC ITEMS

Amulet of Undead Control: This foul symbol contains a small physical manifestation of the negative material plane within, providing it with the power to affect undead as if an evil cleric were using his power to turn them. While in use, the amulet glows with a dark purple light, but when not in use, the amulet appears normal in all respects. The power of each amulet varies. When one is found, dice on the below table to determine its power.

% Dice	Turning Evil Cleric Level
01-20	5 th
21-45	6 th
46-65	7 th
66-85	8 th
86-95	9 th
96-100	10 th

The amulet must be worn at all times for it to be effective. If removed, it remains inert for seven days before again becoming useful. Each time the amulet is used, the bearer is struck to his core with cold, suffering 1-6 hit points of damage. **Experience Point Value:** 200 per level **G. P. Value:** 1,000 per level.

Grey Laser Pistol: This deadly device is easily fired. It is a small slab of rounded silvery metal 4 inches long, 2 inches wide, and an inch thick. Upon the top is a violet-colored button. Pressing the button causes a pencil thin laser to shoot from the end of the slab, dealing 3-18 hit points of heat damage to a range of 300 yards. A single charge allows for 10 shots before becoming drained. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Rod of Undead Resurrection: This rod is formed from the congealed blood from the corpse of the god Moulgus. It is warm to the touch and quite comforting to hold. The individual who possesses this rod gains a +2 to save against any type of fear. Additionally, he can resurrect the undead, bringing them back from their horrid state. When used to resurrect undead, a bright beam of golden sunlight streaks from the tip of the rod to the target undead and it is resurrected to full health and strength. An undead creature receives no saving throw unless it has been dead for more than 200 years. If a save is successful, the undead suffers 10-40 hit points of damage. **Experience Point Value:** 4,000 **G. P. Value:** 15,000.

Spell Chest: This heavy wooden and copper box is about 3 ft. in height, 3 ft. in depth, and 4 ft. in length. It usually comes with a padlock and key. The chest stores any spell cast upon it until it is next opened, at which time the spell triggers. These chests are favorites of all spell users desirous to protect their riches. **Experience Point Value:** 2,500 **G. P. Value:** 10,000.

Svirfneblin Forge Stone: How to produce this utilitarian object is a closely guarded secret, for it provides great heat for the forging of metals in a deep world where fuel is hard to come by. A svirfneblin forge stone is a piece of solid stone (typically granite) of about half a cubic foot in dimensions. It is placed where needed, and when activated, produces great amounts of heat. These items are highly prized and typically well-guarded. **Experience Point Value:** 1,750 **G. P. Value:** 12,500.

APPENDIX B: NEW MONSTERS

CRUSTACEAN DRAGON

SIZE: Large (21 ft long)
MOVE: 90 ft., 180 ft. swimming
ARMOR CLASS: -1
HIT DICE: 4-6
ATTACKS: 3
DAMAGE: 2-12, 2-12, 2-16
SPECIAL ATTACKS: Breath weapon
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 25%
TREASURE: In Lair: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 395 + 8/hp

General information: A heavily-plated reptilian/crustacean hybrid, crustacean dragons are exceedingly rare, occurring only in areas filled with magical run off or locations affected by some sort of genetic interference. Crustacean dragons attack with a claw, claw, bite routine or with their breath weapon, a cone of intense cold 60 feet long with a base diameter of 2 feet. They are asexual (all are female) and reproduce once every 50 years after achieving adulthood by laying a trail of about a dozen giant eggs resembling tadpole eggs in the depths of the body of water in which they were born. Crustacean dragons cannot use magic and have a 40% chance of sleeping.

Languages: Crustacean dragons have a 25% chance of speaking up to two languages of nearby speakers.

Physical description: Having both reptilian and crustacean attributes, the two powerful crab-like pincers of a crustacean dragon smoothly merge into a reptilian scale-covered body. A series of massively thick plates sequence down the spine of a crustacean dragon to a tail more closely resembling a lobster's than a normal dragon's. The head is a monstrosity, featuring a dragon's mouth mixed with the stalked eyes of a crab.

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 hardness. 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.

MEDICAL/SECURITY ROBOT

SIZE: Medium (5 ft. tall)
MOVE: 150 ft.
ARMOR CLASS: 0
HIT DICE: 5 (25 hit points standard)
ATTACKS: See below
DAMAGE: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: 10 point force shield (restored at 1 point per round)
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: Programmed
ALIGNMENT: Lawful neutral (programmed)
LEVEL/X.P.: 5 / 380

General information: Multipurpose robots created by the greys to serve on their scout ships, medical/security robots can both heal and harm. Medical/security robots spend most of their time in medical mode, during which time they can perform medical procedures from basic first aid all the way to complex surgery after a full round of intense scanning of the target creature via the sensitive equipment in the robot's blue eyes.

When in security mode, the robot's force shield absorbs up to 10 hit points of damage per round, attacks bouncing off the crackling blue field. A medical/security robot meets violence with non-lethal force initially, but if its force shield is compromised, it becomes lethally violent.

A medical/security robot has the following attack methods. It may choose two of the below attack forms per round:

- Attack to subdue or kill via two punches dealing 2-8 hit points of damage each
- Attack with a green paralysis ray (range 120 ft.) shot from the tip of the left forefinger - save vs. paralysis or be held for 1 turn.
- Attack with a tractor beam that completely controls any object weighing less than 300 pounds to a range of 40 feet.
- Attack with a red heat ray (range 120 ft.) shot from the tip of the right forefinger for 3-18 hit points of damage.

Medical/security robots are immune to cold, gas, paralysis, poison, or any other attack that relies upon living tissue to injure. Lightning deals double damage and has a 5% chance of short-circuiting the robot per hit point of damage dealt.

Languages: Medical/security robots are telepathic to a range of 60 ft.

Physical description: Thinly built and humanoid in appearance, medical/security robots closely resemble the greys themselves, albeit in metal rather than flesh. A robot's head is over-sized in comparison to a human, its arms are longer and its hands bear 3 fingers. The large eyes are impressively astute scanners that glow a pale blue.

TERPLIP

SIZE: Small (1-4 ft. tall)
MOVE: 90 ft., 150 ft. swimming
ARMOR CLASS: 5
HIT DICE: 1-4
ATTACKS: 1
DAMAGE: 1 & 2 HD = 1-6
3 & 4 HD = 2-12
SPECIAL ATTACKS: Cavitation
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 12-144
LAIR PROBABILITY: 40%
TREASURE: In Lair: 1-6k sp (30%), 1-2k ep (25%), 1-4 gems (50%)
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 1HD = 1 / 15 + 1/hp
2HD = 2 / 40 + 1/hp
3HD = 3 / 65 + 2/hp
4HD = 3 / 105 + 3/hp

General information: Intelligent humanoid mantis shrimp, terplip are a rare and elusive race. They occupy uninhabited shorelines far from civilization and are equally at home on land as in water, but they must periodically return to the sea at least once a week to maintain their carapace integrity. Every additional week spent out of the water lowers the AC of a terplip by 1.

Terplip have mantis-like raptorial arms that end in large club-like masses. Just over the clubs are two semi-opposable feelers that allow a modicum of digital dexterity. The clubs at the end of their raptorial arms hit with fearsome speed that cavitations occur when used under water. Any submerged creature targeted by a terplip's clubs suffers 1-6 hp of damage from cavitation, even if the terplip misses its attack. Because of the speed of their attacks, terplip attack as monsters possessing 2 HD more than their own.

Terplip have two social orders: warriors and priests. The priests pray to local gigantic fauna, such as giant crabs or lobsters, and provide the giant creatures with a steady supply of food. This creates a symbiotic relationship wherein terplip will not be attacked by these large predators. Terplip priests gain no spells.

Languages: Terplip can speak humanoid languages, but with a strange accent.

Physical description: Terplip possess a partial carapace around their head and thorax. They have two prominent arms, folded as a pray mantis, in front of their erect bodies. They have six legs and are often very colorful, appearing a many numbers of bright, prismatic shades.

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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The Mouth of the Shadowvein

The depths of the underworld weigh heavily upon the party as they delve deeper into the cold, hard stone. Every river has an end, even those that never see the light of day. Many adventures behind, the party continues to find the mouth of the Shadowvein. What lies ahead is surely dangerous, but the lure of the deeps is strong with gold and magic.

The Mouth of the Shadowvein concludes the exploration started in The Pod Caverns of the Sinister Shroom and continued in Down the Shadowvein. However, The Mouth of the Shadowvein can be played by those who have not explored those modules.

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