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THE HYQUEOUS VAULTS



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A centuries-old map leads to a mysterious cliffside complex, rumored to be flooded, and supposedly holding a dead necromancer's fortune. Sages believe the arm-length metal implement accompanying the map must be some sort of key. The complex stands ripe for exploration by a party sufficiently strong and sneaky to wrest any treasures from the depths within.

The Hyqueous Vaults is a site-based dungeon with water and necromancy themes, some tricky/puzzling situations, and plenty of opportunity for combat.

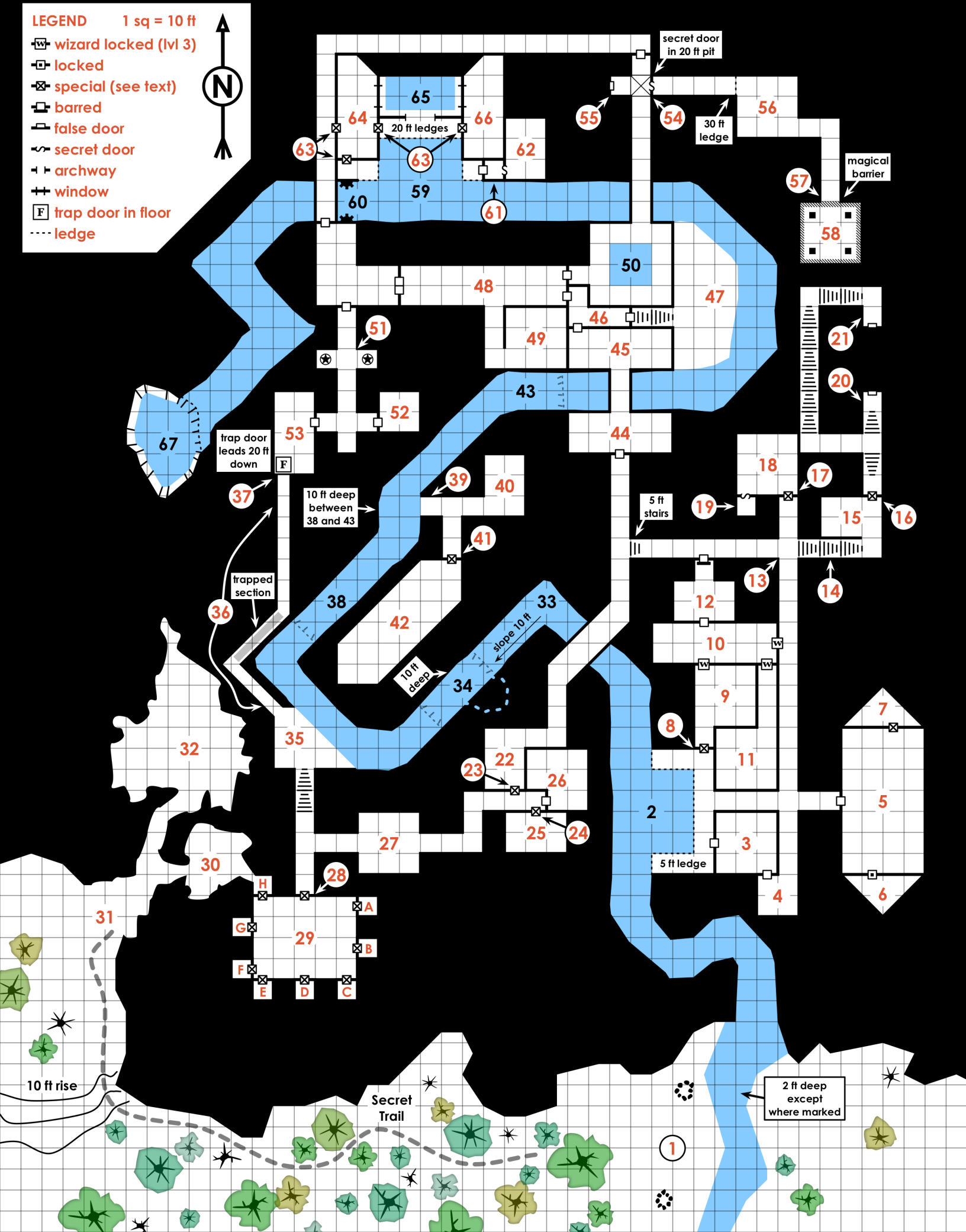
A challenging and lucrative module for 6-8 characters, averaging 3rd level.

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LEGEND 1 sq = 10 ft

- wizard locked (lvl 3)
- locked
- special (see text)
- barred
- false door
- secret door
- archway
- window
- trap door in floor
- ledge



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The Hyqueous Vaults

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INTRODUCTION

The Hyqueous Vaults is a site-based dungeon with water and necromancy themes, some tricky/puzzling situations, and plenty of opportunity for combat, including some monsters only hit by magic weapons. It should thoroughly challenge a party of 6-8 characters with 20-24 total levels, and contains sufficient loot to gain a level.

Some area descriptions intentionally use sentence fragments for brevity.

BACKGROUND

A thousand years ago, a nation ruled by hydromancers constructed these vaults for research, worship, and ritual disposal of their dead. As their nation declined, worshippers returned a few final times, preserving artifacts therein with magical candles. After their culture vanished, the complex lay forgotten for centuries, until a demonic Necromantess discovered it, established a laboratory, and began creating servants. Then 72 years ago, the Necromantess withdrew into a special enclosure, biding time for her powers to amplify. As her servants withered or fled during the decades, other creatures found foothold in the vaults—some entering from the land, and some scrabbling upward from watery caverns further below. Now, the Hyqueous Vaults stand ripe for exploration by a party sufficiently strong and sneaky to wrest its treasures from the myriad monsters lairing within.

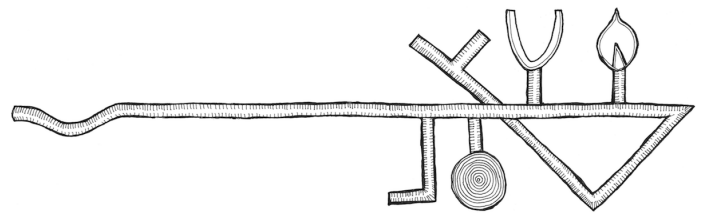
START

The party should begin after discovering a long metal implement (a prime rod—see sidebar), wrapped by an oversized map identifying a creek that drains into a mysterious cliffside complex. Hired sages believe the implement is some sort of key. Rumors say the complex is flooded, holding a dead necromancer's fortune. The party follows the map to a clearing where the creek flows into a cliffside tunnel—area 1.

SPECTRAL CANDLES vs PRIME RODS

Some areas feature lit **spectral candles**, which turn themselves and other specific nearby objects intangible, with a ghostly/faded appearance. Each candle has an indicated percent left (of its original 10 inch height), which determines how ghostly/faded it and the other objects appear: 100% means completely transparent, 75% means mostly transparent, etc. Spectral candles naturally burn 1% every decade. When a spectral candle burns out completely, the other affected objects become tangible.

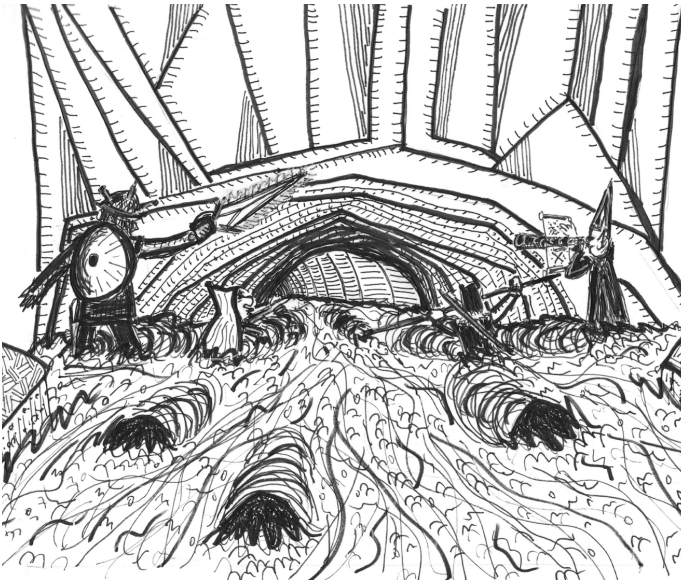
Arm-length metallic **prime rods** have multiple prongs ending in geometric shapes, one resembling a flame. A prime rod empathically supports its owner's thoughts of using it to affect a spectral candle. "Touching" a lit spectral candle with a prime rod cancels some/all of the candle's remaining plane-bending effect, burning it rapidly (**subtract 25% from the candle's remaining percent**); so used, the prime rod crumbles to powder. Prime rods can similarly "touch" shadows, wraiths, etc., removing the undead creature's immunity to normal weapons. (200 xp / 500 gp)



WANDERING MONSTERS

Encounters occur 1-in-6. Check every 3 turns.

1d8	South (areas 1 - 37)	North (areas 38 - 67)
1	Eel-men (2d4; new monster) opportunistically hunting, possibly for a sacrifice to an ur-ameboid pseudopod	
2	Goblins (2, from area 10), nervously fishing or performing an errand for Redbeck	Eel-men (1d6; new monster) heading to/from area 54, checking for victims and valuables
3	Redbeck (area 10) heading to/from a raid outside; takes offense at delays	Redbeck snooping around, looking to expand his domain; steers party toward nearby monsters to eliminate
4	Giant Ticks (1d4) lurking on the ceiling or just under water	
5	Fire Beetles (3d4) mindlessly scavenging	
6	Shadows (1d2) silently waiting to waylay the rearmost member of a passing group	
7	Gnolls (2d4) that tracked the adventurers here, looking for loot, and may return later with 2x their number	Troglodytes (3, from area 49) searching for an escape path
8	Pyrohydra (area 15) sniffing for an easy meal (only in east section, otherwise use #2)	Ur-ameboid pseudopod (area 67) probing for sentient life (re-roll if path from 67 is obstructed)



1. CLEARING

Animal prints near the creek's edge. Two long-unused fire rings.

South fire ring has black iron key (to area 28), wrapped with parchment, hidden under a stone. "Ring of fireballs" scribbled on parchment.

1-in-6 chance per hour of searching amongst the trees to find a leather skullcap crusted with dried blood, a dagger, and a few large hawk feathers. Searching to the west automatically reveals the secret trail.

1-in-6 chance per day of the hieracosphinx (area 30) skulking down the trail to observe the area and hunt, at either dusk or dawn.

GENERAL FEATURES

Unless otherwise noted, use these details:

Creek Tunnel: Cold water flows slowly toward area 67, at 2 ft deep. The apex of the tunnel rises 8 ft above the floor (about 6 ft above the water level).

Ceilings: Rooms and corridors vault to 10 ft.

Doors: Sturdy wood, with iron banding and hardware.

2. BOAT DOCK

The stone dock stands 5 ft above water level. Two flat-bottomed boats are each tied to one of four stone moorings equally spaced along the dock's edge. A pair of poles rest on stone supports along the north wall.

Each boat seats 4 passengers, stands 1-2 polers, and steers with difficulty, requiring poles to navigate the creek's turns.

The north boat has wet seats, a half-chewed fish, and a message carved in the floor (in goblin):

"pepropity of red bek's"

The south boat's mooring line is rotting and its floor is crudely patched; any significant blow likely rends the boat.

3. RECENT AMBUSH

Footman's flail and torn backpack near dried blood patch in center of room. Backpack contains 10 candles, tinder box, executioner-style hood, silver holy symbol of evil deity (50 gp).

4. LOOKOUT

Eel-men wait to ambush prey, possibly circling around to the west entrance of area 3.

Eel-men (6) – AC 6; MV 90//180; HD 2+1; hp 11 each; #AT 1; Dmg 1d6; SA surprise; SD toxic blood; AL CE; XP 42; new monster.

5. RUINED GREAT ROOM

North door smashed and splintered. Soiled tapestries on east wall depict nearby mountains. Scattered wooden furniture debris.

Spectral candle (45% left) affects all of: Fine woven carpet (500 gp) in the southeast corner, with the candle, a feline-shaped key (to the south door), a clay cat statuette, and a wrought gold egg (1700 gp) all resting on it.

Anyone entering draws the ire of the cougar in area 7.

6. CONJURER'S CHAMBER

Four tapestries of forested mountains (200 gp each). Summoning circle divided into three segments, one each with ursine, feline, and canine rune. Manacled female corpse (starved 30 years ago), wearing a shroud of the water striders (see sidebar).

SHROUD OF THE WATER STRIDERS

This wide, black canvas mantle has two hoods. While draped over two creatures, they act as if affected by a water walking spell. (1000 xp / 5000 gp)

7. RUINED BEDCHAMBER

Smashed-open door. Broken four poster bed. Open wardrobe with musty tunics, pants and robes.

A conjured cougar waits here, obeying orders to repel anyone entering areas 5, 6, or here, always closing the door to area 5 and returning here after handling intruders.

Cougar (special) – AC 6; MV 150; HD 3+2; hp 25; #AT 3; Dmg 1d4/1d4/1d6; SA rear claws for 1d4/1d4; SD surprised only on 1, and see below; AL N; XP 175.

Special: The cougar's life force is magically linked to the statuette in area 5, having been conjured with it, and can't be truly killed unless the statuette is destroyed. Otherwise, the cougar regenerates completely two turns after "death."

8. SPY DOOR

Peephole carved into the door. "Knock First" written on the south side.

9. CRUDE HOSTEL

Semi-clean sleeping mats in the east, two stools, and a grouping of empty crockery.

Zirind (an elf) waits invisibly, using the peephole when hearing noise outside. Currently allied with, but not loyal to, the giant troll merchant in area 10. Sends potential customers into the shop. Aids the sales/extortions, but only contributes muscle when the risk is nil. Plans to abscond with valuable loot from a future merchant victim. He cast the wizard locks on the noted doors in the vicinity.

Zirind, Elf F4 / MU3 – AC 1; MV 90; hp 14; #AT 2; Dmg 1d8/1d6 or by weapon; SA elf bonuses, two-weapon fighting, spells; AL NE; S 13; I 15; W 10; D 17; Co 8; Ch 11; XP 93.

Gear: Banded armor, long sword, hand axe, pointing key (see sidebar), scroll (push), spell book, 88 pp.

Memorized spells: magic aura, sleep, invisibility.

Spell book: burning hands, mending, message, magic aura, protection from evil, sleep, invisibility, wizard lock.

POINTING KEY

Small finger-shaped gold key. The bearer may open any object held shut by one of his own hold portal or wizard lock spells by pointing at it. (200 xp / 800 gp)



10. REDBECK'S SHOP

Tables for wares. Goblin sleeping pallets in the west. Canine odor.

Redbeck the giant troll sells items for exorbitant prices and extorts customers constrained by wizard locked exits. Goblin lackeys bring items from area 11 and lay them on tables. If Redbeck feels cheated, he sends a goblin to (ostensibly) lead the customers safely through the area, out area 9 and around the room complex; he and his remaining minions trap and extort the customers in the hallways between areas 10 and 12.

They direct dangerous groups toward the pyrohydra and its "vast treasure" at area 15.

Redbeck, Giant Troll – SZ L; AC 4; MV 120; HD 8; hp 39; #AT 1; Dmg 2d8; SD regenerates 2/round; AL CE; XP 1140. Speaks common.

Gear: Spiked club, silver & aquamarine skull pendant (900 gp), 78 gp.

Goblins (3) – SZ S; AC 6; MV 60; HD 1-1; hp 3 each; #AT 1; Dmg 1d6 or by weapon; AL LE; XP 13.

11. REDBECK'S LAIR

Sleeping furs with one giant weasel pelt (2000 gp). Sacks containing 590 gp. All the mundane trade items.

12. LACKEYS' WORKROOM

Stained tables holding grubby food & bloody implements. Barrels & pots with fermenting concoctions.

Redbeck's lackeys cautiously join any melee to the south.

Worg – SZ L; AC 6; MV 180; HD 4+4; hp 20; #AT 1; Dmg 2d4; AL NE; XP 135.

Goblins (2) – SZ S; AC 6; MV 60; HD 1-1; hp 3 each; #AT 1; Dmg 1d6 or by weapon; AL LE; XP 13.

13. PYROHYDRA'S JUNCTION

2-in-6 chance the pyrohydra from area 15 investigates loud noises within 30 ft of this intersection, including melee or bashing down the door at 17. If it does not investigate, it readies for combat in its lair, and cannot be surprised.

14. RUBBLED STAIR

Scorch marks and deep furrows (from the pyrohydra's claws and fangs) mar all the surfaces of the stairwell. Loose stone rubble covers the stairs; anyone moving more than ½ speed has a 5-in-6 chance to clatter rubble down the stairs, waking or alerting the pyrohydra.

REDBECK'S WARES

fish	5 gp
fish soup (cold)	5 gp
bowl for soup	5 gp
spoon for soup	5 gp
other mundane goods	5 gp
"fresh" water	10 gp
goblin escort/guide (per day)	10 gp
fishing net (used, still wet)	20 gp
canoe (with small hole)	100 gp
paddle (3 avail.)	10 gp
<u>prime rod</u>	100 gp
second <u>prime rod</u>	500 gp
"poison" (just rotten fish & blood puree)	200 gp
magic broad sword*	3000 gp

* fake. Zirind the Elf casts magic aura beforehand

15. PYROHYDRA LAIR

Deeply scored and fire-blackened walls. Knee-deep detritus covers the floor: Rubble, broken gear, bits of furniture, pyrohydra scales, charred victim remains, and some buried valuables.

Unless disturbed by nearby activity, the pyrohydra sleeps 60% of the time, in the southwest corner. With its keenly attuned senses, enemies can only surprise it here on a 1 in 6 while awake, or 3 in 6 while sleeping.

Each man-turn of searching the detritus produces 3d10 x 10 sp in loose coins (of 3200 sp total) and a 50% chance of one of the following:

- partially burnt chest containing 800 gp in sacks
- spear +2
- prime rod
- two spears
- two-handed sword with peridot pommel (200 gp)
- halberd with silver-shod head (90 gp)
- backpack with 3 oil flasks and 2 unholy water vials
- dwarf-sized platemail
- two suits of man-sized chainmail
- three small shields
- large shield

Pyrohydra (5 heads) – SZ L; AC 5; MV 90; HD 5; hp 8 per head; #AT 5; Dmg 1d6 x 5; SA breath weapons; AL N; XP 390.

Special: In addition to the usual hydra capabilities, each of a pyrohydra's heads can breathe fire in a 20 ft cone twice/day, for 8 damage (save vs breath weapon for half).

16. FIREPROOF DOOR

This blackened iron door opens to the south, but only after clearing some of the pyrohydra's debris.

17. NOISY DOOR AJAR

The badly charred door hangs open 6 inches, with partly melted bandings, handle, and hinges, freezing the door in place. Opening it requires an open doors roll, adding 1 to the odds. Any success noisily shatters the door.

Tracking reveals sooty and ashen footprints leading in & out, made more than a week ago.

18. CHARRED CHAMBER

Multiple blasts of extreme heat have cracked the stone surfaces. Fourteen unidentifiable humanoid corpses—burned beyond recognition, and partially eaten—lie amidst remnants of burned furnishings, all of it thickly covered in ash and soot.

Anyone moving about stirs up clouds of ash, likely emerging begrimed.

Tracking reveals weeks-old small footprints, plus larger footprints made months ago.

Pushing a small stone in the southwest corner, 7 ft above the floor, opens the secret door, which grinds downward into the floor. It closes automatically after 1 turn.

19. COLD STORAGE

A door-sized, free-standing metal cabinet glows softly and radiates a constant 36°F temperature, with three locks—each one difficult (-25% to open locks) and protected by a glyph of warding (12 electrical damage; speaking “Norell-Uf’gtuy” avoids).

The interior maintains a constant -125°F temperature. Anyone contacting the interior/contents without enough insulation suffers 1d4 damage per round and severe frostbite. Its shelves hold 20 vials, their former labels in a jumble at the bottom:

- 3 holy water
- 3 unholy water
- 2 living-but-dormant yellow mold samples
- 1 living-but-dormant brown mold sample
- 1 dust of a slain vampire
- 1 insinuating blade venom (2 doses; save vs poison or die)
- 1 clear gaseous ingestive poison (6d6 damage, save vs poison for half)
- 1 potion of invisibility
- 1 potion of sweet water (2 doses)
- 1 potion of treasure finding
- 1 potion of stone giant strength
- 1 pot of marvelous pigments
- 3 empty

Each liquid takes 3 hours to thaw, and must save vs magical cold, or lose its efficacy.

A small stone on the floor of the northeast corner depresses to open the secret door for 1 turn.

20. MASSIVE FALSE DOOR

This thick, 8 ft square, black obsidian door has veins of marbled gold and recessed hinges. Its 8-ton bulk requires a bend bars roll to open, and again every turn to hold it open, otherwise it pulls itself closed.

It opens to a blank wall, but an inscription runs along the inside of the door frame, in a secret language:

affEr a haRd fall, knock On the wall.
The careful may find, if oPen of miNd,
Lore. sage but hidden—perHaps forbidden
in fault: the lOnG lOst tenebRous vault.

The verse offers two clues on the location of the vault: A cryptic suggestion to search for a secret door in a pit; and a scramble of capital letters that can be rearranged to spell “NORTHERN LOOP.”

21. TRAPPED FALSE DOOR

Opening this false door triggers a locking mechanism on the door into 15, preventing it from opening for 24 hours.

22. MIRROR OF SHADOWS

Portrait-sized steel mirror fused to the west wall, reflects creatures as shadowy forms.

This magical one-way mirror has 25% MR and allows the Necromantess to see and hear into this room from within her box in area 25. She can replace any one shadowy reflection with her own visage, that can speak and cast spells through the mirror.

If anyone attacks the mirror or approaches within 5 ft, the mirror conjures a hostile shadow next to the attacker and up to 3 creatures in the room. It can do this once per hour.

Shadows – AC 7; MV 120; HD 3+1; hp 15 each;
Dmg 1d6 + strength drain; SD +1 weapon to hit,
immune cold; AL CE; XP 310.

23. UNDEATH'S DOOR

Great door of yew wood, carved with a death motif (on both sides). Emanates cold and evokes dread.

The first time each creature passes through the portal, it must save vs spells or suffer from fear, causing -2 to all rolls within the areas once occupied by the Necromantess (areas 22 - 29). Remove curse, dispel evil, and dispel magic (vs 6th level effect) eliminate the fear.

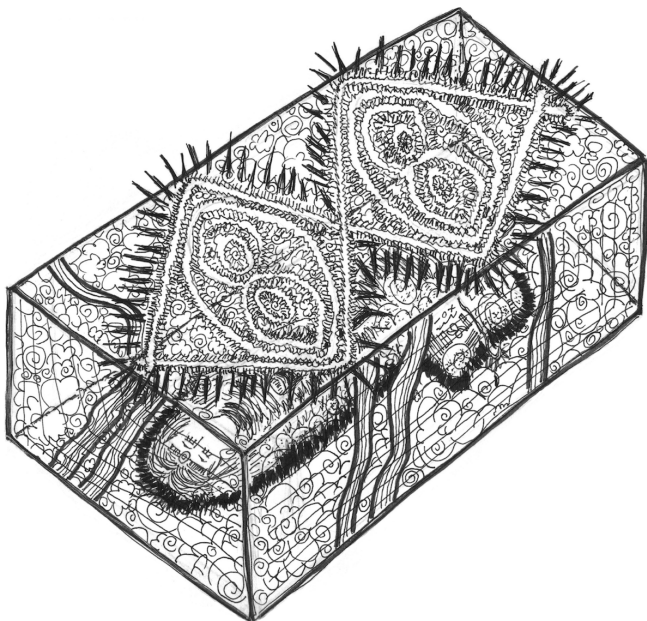
24. WIZARD LOCKED DOOR

Cast by the Necromantess, at 6th level.

25. BED OF GLASS

A bed-sized box of unbreakable clear-crystal sits the middle of this room, with a pair of intertwined glyphs atop the lid, glowing with a dim pink luminescence. Slowly swirling silvery mist fills the box, shrouding a female form within (the Necromantess), hands positioned below her breasts, holding a sceptre, with a thick tome beside her.

The glyphs act as variant glyphs of warding cast at 16th level, each draining an experience level. Speaking these visible glyphs' names does not avoid them.



THE NECROMANTESS

Actually of demonic heritage, the Necromantess suffers from a demon prince's geas: Instead of training conventionally, she must stay within her bed of glass for 77 years to acquire each new level of magic ability; while inside, each creature she tricks into becoming undead reduces the required time by 7 years. Currently she has only 5 years remaining to acquire 7th-level. Leaving the bed eliminates all progress made, so she eventually seeks revenge against anyone forcing her out.

Using her cunning and persuasion, she feigns amity toward any group she contacts (usually via the magic mirror of shadows), aiming to learn about activities in the dungeon during her isolation, drive any interloping monsters out of her domain, and trick someone into becoming undead via the apparatus at 27, so she can end her "training" early. Once she learns about the apparatus' non-operational state, she coyly directs the group to look for problems with an energy source somewhere in the underground creek, becoming more overt about the water wheels at 60 only as necessary.

Uncooperative or hostile groups receive her feigned amity only until she is in position to destroy them, potentially by spells cast through the magic mirror.

Emanreh, Demonette – AC 5; MV 120/120; HD 6+6; hp 42; #AT 1; Dmg 1d8 energy drain (she gains 1d4 hp); SA spells as 6th level magic-user, innate abilities; SD +1 weapon to hit, MR 30%; AL CE; I 16; Ch 19; XP 4638.

Gear: Sceptre (baneful rod, 7 charges, see sidebar), spell book.

Memorized spells (at 6th level): 1st: magic missile x2, protection from good, unseen servant;
2nd: darkness 15 ft radius, mirror image, stinking cloud; 3rd: lightning bolt, slow.

Innate abilities (at 12th level): charm person x3; ESP x3; polymorph self x3; suggestion x3; dimension door.

Spell Book: Contains all her memorized spells, plus comprehend languages, detect magic, enlarge, identify, read magic, shield, audible glamour, forget, scare, wizard lock, monster summoning I, tongues.

BANEFUL ROD

This meteoric iron sceptre strikes as a +1 heavy mace. By spending 1 charge on a hit, the target suffers a random bane, no save allowed. Roll 1d3:

1	Wither a random limb to uselessness
2	Paralysis for 2d6 turns
3	Drain 1 level

(10000 xp / 40000 gp)

26. NECROTORIUM

Disused laboratory equipment rests on old tables, and hangs from the walls and ceiling. Broken jars litter the stained floor.

Eight intact glass vessels remain: Three large (5 gallon) carboys filled with syrupy liquid (for use in 27), an alembic containing a cloudy solution (potion of gaseous form), and four vials of yellow sludge (weak poison, save at +4).

27. ZOMBIE HYDRO-ANIMATOR

Line upon line of odd, angular runes cover the walls, floor, and ceiling. In the center of the chamber stands a 10 ft diameter circular dais, with three steps leading up to the top, where hundreds of tiny holes perforate a man-shaped depression, with hinged iron shackles at the wrist, ankle, and head positions, plus a round hole in the ceiling directly above the head position. In the northeast, a glass carboy (5 gallon) filled with syrupy fluid rests on the floor, connected to a long metal pipe that extends into the ceiling. In the northwest, a long metal lever with a squeeze-handle protrudes from the floor.

The runes—which include several variations of death, undeath, water, and transformation—form an animate dead spell that only works in conjunction with the room's apparatus. Until the water wheels at area 60 are un-jammed, the apparatus does not function.

When functional, an operator may place a live subject into the depression, attach a carboy filled with specially prepared undead fluid (the syrupy liquid) to the pipe, and squeeze and pull the lever, which closes and locks the shackles. Then a metal implement descends from the ceiling hole, and inserts clear tubes into the subject's mouth and ears, simultaneous with fine metal cannulae emerging from the depression holes to pierce the subject's body. The undead fluid pumps through these, into the subject, and then everything retracts and the shackles unlock. Roll d% to determine the effect on the subject:

01-25	Death
26-90	Transformed into a mindless zombie
91-100	Transformed into a wight



28. HUGE IRON DOOR

10 ft square door made of solid, black iron. Locked, with keyhole on the north side. Easily opened from the south side by turning a large metal latch.

29. UNDEAD TRAP

Doors to A through H are featureless black iron, 10 ft square, with no handle. Area H's door is slid halfway up into ceiling, making a 5 ft tall opening.

Set into the floor at the center of this room is a long iron plate with 8 vertical levers protruding from it. At the base of each lever a letter (A through H) is stamped into the plate. The levers all stand straight up, except for H, which slants 20 degrees toward the north.

The levers can only be pulled in the direction of the north wall. When pulled, a lever locks into position at 20 degrees, with a clicking sound. This rapidly opens the door to the correspondingly lettered alcove, as a muffled rumbling sound comes from the ceiling, releasing an undead creature from the alcove (see below).

Once a lever locks into the north position, it cannot move until all other levers are pulled northward. When all levers have been pulled north, they all unlock. If a lever is subsequently moved to the south, the chain (and the creature shackled to it) in the corresponding alcove reels in, after which the alcove door slides down and closes. When all of the doors are closed, the levers snap back to fully upright positions.

Alcoves A through H:

An undead creature is shackled to an iron chain extending outward from a small square aperture at the back of each alcove. Each chain terminates just short of the lever plate.

A. Ghast – AC 4; MV 150; HD 4; hp 17; #AT 3; Dmg 1d4/1d4/1d8; SA paralyzation, stench; AL CE; XP 263.

B. Zombie – AC 8; MV 60; HD 2; hp 6; #AT 1; Dmg 1d8; SA strikes last; AL N; XP 36.

C. Ghoul – AC 6; MV 90; HD 2; hp 11; #AT 3; Dmg 1d3/1d3/1d6; SA paralyzation; AL CE; XP 92.

Also here, beneath a loose floor tile, buried in 4 inches of loose dirt, rests a small wooden box with a strange glyph (meaningless) carved on its lid. The box holds a thrice-blasting ring (see sidebar).

D. Zombie – see above; hp 11; XP 42.

E. Ghast – see above; hp 12; XP 243.

F. Ghast – see above; hp 17; XP 263.

G. Wight – AC 5; MV 120; HD 4+3; hp 21; #AT 1; Dmg 1d4; SA level drain; SD silver or +1 weapon to hit; AL LE; XP 674.

H. Zombie – now destroyed, body in area 30.

THRICE-BLASTING RING

A gold ring, set with three orange stones and the phrase "die by fire" etched inside the band. Speaking the phrase casts a 6-die fireball and causes one of the stones to turn black. When the last stone is expended, the ring turns to lead. (900 xp / 3500 gp)

30. SPHINX LAIR

Remnants of decaying animal corpses scattered around. Destroyed zombie in southeast, shackled to chain leading to area 29-H. 1900 sp heaped next to large branchy nest in the southwest corner. Hidden in nest: Bat-shaped silver diadem (800 gp), ornamental platinum short sword (3700 gp), golden marionette inlaid with garnet (2000 gp).

Hieracosphinx activity (roll 1d6): 1 sleeping in its nest; 2 out hunting (back in 1d10 turns); 3-6 present and awake. It likes to sneak up on groups investigating the chimes in area 32.

Hieracosphinx – SZ L; AC 0; MV 140/220; HD 8; hp 50; #AT 3; Dmg 1d8+1/1d8+1/1d8+1; AL CE; XP 1200.

31. CAVE ENTRANCE

Windy outside. Trail where creatures (of indeterminate type) have entered/exited the 15 ft high cave. Tracking reveals lion prints, plus areas where blood has darkened the dirt long ago. Smells of rot and mildew emanate from the east passage. Occasional metallic chiming noises come from the north passage.

32. CHIMING CAVERN

Bamboo-shaped golden wind chimes (400 gp) hang in plain sight, near the north end.

Air flows through narrow upward shafts (80 ft to the outside) at the north end of the cavern, which occasionally sounds the chimes the hieracosphinx hung to attract potential prey.

33. VODYANOY'S ELBOW

At the sharp left turn, downstream travelers face a 10 ft descent over a 45 ft distance, as the current churns down a rock-filled slope, into a deeper stretch of water. The rocks have 2-in-6 chance of breaching boats, or 1-in-6 chance for pilots who slow their vessels. The crudely patched boat from area 2 breaches automatically.

34. VODYANOY LAIR

Floor steeply drops down 8 ft toward the northeast, making the water 10 ft deep from there up to the near end of the slope.

A vodyanoy lurks beneath the water, attacking boats at their most vulnerable, expertly overturning them with successful claw attacks. It strikes at +4 to hit against boats coming down the slope without slowing.

The dotted cave on the map lies below the waterline, and contains the vodyanoy's collected treasure: 572 pp, 776 gp, a trollbane longsword (+1, +3 vs regenerating creatures) wrapped in canvas, and an airtight tubular case containing a magic-user scroll (mending, spider climb, stinking cloud).

Vodyanoy – SZ L; AC 3; MV 60//90; HD 8; hp 47; #AT 3; Dmg 3d4/3d4/1d10; SA rend/overturn boats; AL CE; XP 1020; new monster.

35. VACANT LANDING

Patches of mildew on the floor and walls. Broken-open wall section in northwest leads to a cylindrical passage (area 36).

36. ZAGGING CYLINDRICAL TUNNEL

Cylindrical hallway, 5 ft diameter, with many brick-sized protrusions evenly spaced all over.

50 lbs at the midpoint of the trapped section (see map) causes that section to spin rapidly, tumbling and slamming occupants into protrusions: 2d6 damage, save vs breath weapon for half. Spinning lasts for 1 round, then the trap takes 1 turn to reset.

37. VERTICAL SHAFT

The cylindrical hallway turns upward here, forming a 15 ft vertical shaft (without brick-shaped protrusions) that dead ends in a stone ceiling. A stone lever at head height on the west wall deactivates the trap in area 36 for 2 turns.

Not obvious from below, the ceiling is the bottom of the trap door in area 53.

38. DEEPER WATER (UPSTREAM END)

Floor steeply drops down 8 ft toward the northeast, making the water 10 ft deep between here and area 43.

Two transparent eel-men either attack now, or follow for 6 turns seeking an opportunistic attack, depending on the prey's strength.

Eel-men (2) – AC 6; MV 90//180; HD 2+1; hp 14 each; #AT 1; Dmg 1d6; SA surprise; SD toxic blood; AL CE; XP 48; new monster.

39. DRY PASSAGE

The bronze hand in area 40 is potentially visible from here. Entering the hallway triggers its repulsion blast.

40. BLASTING HAND / STORE ROOM

Embedded into the wall opposite the entrance is a 4 ft bronze hand with a Halt rune etched on the palm. Five large, lidded terracotta urns stand in the north, containing: 4 short swords; 3 prime rods; perfumed water; 520 cp; a bolt of oilskin (5 gp).

The hand blasts purple force to repel creatures/objects within the west hallway. Two targets per round, preferring creatures over objects. Each target makes two saves vs spells: One failure pushes the target into the creek passage; two failures pushes and deals 1d10 damage. It has 25 charges. If the magical water wheels are operational (area 60), it regains one charge/turn, to a maximum of 50.

41. FLOOD-RESISTANT DOOR

Strips of oilskin, stuffed into the seams above and below the door, block occasional flooding and reduce the chance to force it open, by 1-in-6.

42. CRYSTAL TOMB

A large grinding stone and pestle rest near the entrance, followed by a row of five lidless crystal sarcophagi, surrounded by treasures:

vintage edition of ancient poetry (200 gp)
3 platinum grooming forks (500 gp each)
capped gold scroll tube (25 gp) containing a stylus
with continual light cast on it
silver frame for a missing mirror (80 gp)
jar of opiate unguent (400 gp)
ebony senet board with topaz pawns (2500 gp)
220 gp and 4500 sp in stacked coinage.

Sandmen isolate themselves in this tomb, and loathe visitors. They expel sleeping intruders into the water, ideally via the blasting hand.

Sandmen (5) – AC 3; MV 120; HD 4; hp 20 each; #AT 1; Dmg 1d4 + sleep; SA sleep 20 ft radius; SD resistance to non-magical ranged weapons, MR 25%; AL N; XP 305; new monster.

43. DEEPER WATER (DOWNSTREAM END)

Floor steeply drops down 8 ft toward the west, making the water 10 ft deep between here and area 38.

Debris has collected at the east end of the deeper section. Amidst the gravel, bones, and litter are a prime rod and a leather pouch containing 8 gp and 10 cp.

44. PRIMITIVE WALL SKETCHES

Smoky odor. Fishing net draped over four long, creaky, nailed-shut crates in the west; each contains six long swords in oilskin.

Soot drawings on walls depict many eel-men fighting a few enormous clam-lobster hybrid monsters that pinch eel-men in half, and emit wavy lines from shell maws.

Noise draws the eel-men from area 45.

45. RUINED BANQUET HALL

Smoky smell, from low-burning fireplace in southeast. Partially eaten goblin corpses next to it, and one human hunter's corpse on the hearth, crudely smoking. Broken furniture piled nearby.

Spectral candle (15% left) affects all of: Gold-leaf chair (240 gp) in the west, with the candle on the left arm, and a garnet-studded gold goblet (2300 gp) on the right, containing fragrant, deep purple liquid (potion of poison). Aristocrat resting (dead) in the seat, with dagger and pouch (15 pp, 11 sp).

Eel-men lounge west of the south exit, and rise quickly to defend their territory and meat.

Eel-men (4) – AC 6; MV 90//180; HD 2+1; hp 11 each; #AT 1; Dmg 1d6; SA surprise; SD toxic blood; AL CE; XP 42; new monster.

46. ETCHED HALLWAY

North wall relief of laborers transporting bodies wrapped in fabric eastward, and barrels and crates westward, overseen by stately man in the center, holding a coffer. Trigger in the coffer relief's keyhole opens a secret compartment behind the coffer, containing a magic-user scroll (charm monster) and a prime rod.

47. SLANTING STONE BEACH

Six eel-men worship a thick pseudopod, jutting above them, out of the water like a swaying black tongue. Four more eel-men lurk transparently in the water. They try to capture intruders for sacrifice to the pseudopod, but on a neutral or better reaction roll, they leave other obvious worshippers alone.

The pseudopod senses its worshippers, and oozes hormones into the water that haste wounded supplicants, but also causes them 1 damage per round. The pseudopod envelops and dissolves fallen creatures, or anything attacking it. It stretches here from the ur-ameboid at area 67, and cannot reach beyond the south wall of the cavern.

Eel-men (10) – AC 6; MV 90//180; HD 2+1; hp 11 each; #AT 1; Dmg 1d6; SA surprise; SD toxic blood; AL CE; XP 42; new monster.

Ur-ameboid Pseudopod – SZ L; AC 8; MV 30; HD 4; hp 18; #AT 1; Dmg 1d6; AL CN; XP 86; new monster.

48. PEARL-STUDED GALLERY

20 ft high vaulted ceiling carved to look like a sea bed, with sea life and gaping oysters, 12 of which hold an embedded glistening pearl (400 gp each). Four other oyster carvings obviously lack pearls, having been removed. Numerous gouges and nicks in the walls.

Noise here alerts the troglodytes in area 49.

The first owner of each removed pearl visualizes an unseen force pulling them deep under water, and must save vs spells at +4 or suffer a curse (roll d8):

1	Triple likelihood of water-related enemies targeting them
2	Charisma treated as 3 when dealing with water-related creatures
3	Save vs paralysis within 20 ft of water (a bathful or more), or overwhelmed and helpless
4	Intentionally jump overboard the next single time aboard watercraft for 1 turn or more
5	Automatically supplicates to water-related creatures who speak to them
6	Water affects them as strong alcohol
7	Immediately rush and dive into the nearest known pool/body of liquid
8	Gills replace their lungs for the next hour. Better get submerged quick!

Remove curse only works if cast by an adherent of a water deity.

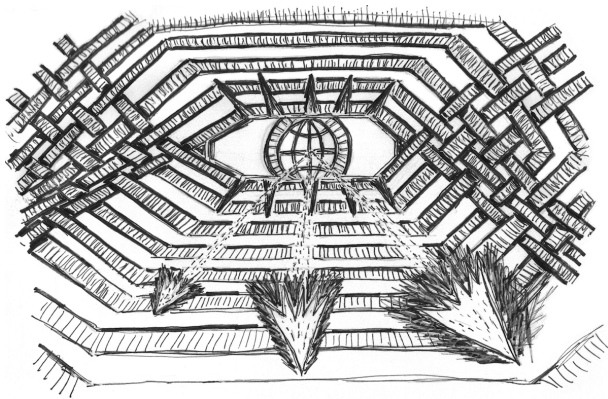
49. STATUARY ENCAMPMENT

Three troglodytes camp amidst piled broken terracotta statuary, with a dwindling supply of fish and beetle meat.

Inspection of the statuary reveals eight former hollow statues, all of humanoids wearing fish-scaled suits of fully enclosed armor, with globular helmets.

These troglodytes have been trapped in this region for several months without easy access to food, unable to break through the eel-men areas. Although usually hostile toward humans, they may temporarily ally in order to escape. Formerly members of the group at area 64, they believe terrible magic has trapped their master.

Troglodytes (3) – AC 5; MV 120; HD 2; hp 9 each; #AT 3; Dmg 1d3/1d3/1d4+1; SA surprise, repulsive odor; AL CE; XP 38.



50. WATER-FILLED RESERVOIR

20 ft deep cistern, with glowing hand-sized disc lying at the bottom, near the east edge. Touching the water delivers a shock from the disc (1d6 damage), along with a one-word mental message, only once/round. Roll 1d8:

- | | |
|---------------|--------------|
| 1 Sacrificing | 5 Operate |
| 2 Fluids | 6 Sarcophagi |
| 3 By | 7 Breathers |
| 4 For | 8 Boon |

When extracted, the glass disc no longer shocks, but still delivers a mental message on touch: All the words, in order from 1-8. If immersed again, the disc's magic ends forever.

51. SPECTRAL STATUES

Two oversize terracotta warrior statues, each with a spectral candle (75% left) atop its head, affecting it and the hidden contents of the hollow space within. The west statue encloses a wight; the east encloses 350 pp and a clay flask containing a potion of heroism.

Wight – AC 5; MV 120; HD 4+3; hp 21; #AT 1; Dmg 1d4; SA energy drain; SD silver or +1 weapon to hit; AL LE; XP 674.

52. POTION MANUFACTORY

6-inch circular imprint at head height in the north wall, with traces of mortar residue.

Two sarcophagus-like containers built into the floor, each with hinged glass cover (etched with two runes), valve & tap on outside, drains/cracks inside; they do not function unless the water wheels at area 60 are un-jammed.

#1: Lid runes are Death above Water. Valve fills the container with magic gel via cracks; any occupant must save vs death or dissolve. The gel drains, and some fluid emits from the tap; this is a potion of water breathing if dissolved victim was a water-breather. 1-in-6 chance per use the sarcophagus breaks.

#2: Lid runes are Death above Air. As above, but emits a potion of air breathing if victim was an air breather.

53. BLASTING EYE / TRAP DOOR DOWN

Embedded into the wall opposite the entrance is a 4 ft wide bronze eye with a Travel rune etched on the pupil. A stone trap door with bronze handles sits closed in the southwest corner, with 30 ft of rope tied to one handle; it opens onto area 37.

The eye blasts up to three purple magic missiles each round, at creatures within sight, but no more than one missile per creature. Each missile uses one of its 15 remaining charges. If the magical water wheels are operational (area 60), it regains one charge/turn, to a maximum of 50.

54. PIT TRAP CONTAINING SECRET DOOR

Pressure plates outside the trapped area, in the adjoining hallway floors, trigger the trap. 4-in-6 chance of the pit trap opening when someone leaves the trapped junction, with other weight/creatures still on the trap. The 20 ft deep pit has spikes; fallen victims land on 1d8-4 spikes (1d4 damage each). The trap snaps closed and resets after 2 rounds.

The secret door in the east wall lies within the pit, at the bottom, and is difficult to notice (roll d10 instead of d6). Successful listening detects a faint whirring noise coming from beyond it. Pressing a panel at the top of the door opens it, by sliding downward. The door closes after 1 turn. A second panel opens the door from the other side.

With the secret door open, the popping, crackling, and snapping noises from 56 become immediately apparent.

55. FALSE DOOR TRAP

This false door is closed and locked. Opening it reveals a symbol of repulsion, hurling everything into the wall directly to the east as if falling (no save). The false door slams closed and re-locks after one round, ending the repulsion, so victims fall to the floor, perhaps triggering the pit.

56. GYRE OF GLIM AND DIM

This room stands 40 ft tall, with the west passage connecting 30 ft above the floor.

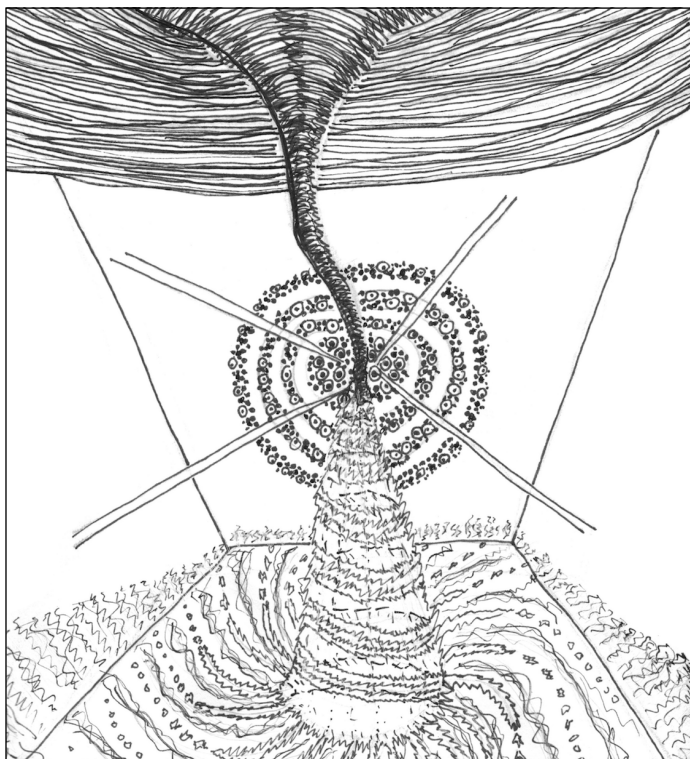
Dense darkness at the top of the chamber twists downward like a funnel cloud, while pulsing radiance at the bottom rises upward in a conical helix, coming together in a flaring nexus surrounded by ashes floating in the charged air. The hourglass-shaped dual whirlwind writhes, crackles, and arcs with energy, nearly filling the chamber, and powerfully pulling loose objects toward it.

Every round, creatures entering/within the upper (or lower) half of the room must save vs wands to resist the pull of the Gyre's dark (or light) whirlwind currents. Failure means either no more movement that round (for sufficiently anchored creatures), or getting pulled inside the whirlwind and subject to its effects next round. Creatures moving through both halves in one round must save for each!

Anyone within a whirlwind suffers one electrical storm attack/round (4d6 damage, save vs breath weapon for half), and funnels into the central confluence the next round, unless somehow anchored. The central confluence flings creatures out at high velocity, into a wall (2d4 damage), 20 ft above the floor; handle movement from that point (including falling) as above.

Creatures slain by storm attacks are disintegrated by the cosmic energies, and all equipment must save vs disintegration.

Creative use of spells and equipment can alter or protect against the Gyre. For example, ropes grant +2 to resist the currents; spider climb works as an anchor; predict weather avoids one round of saves; control winds / control weather reduce the intensity of the storm, granting +4 to saves; etc. Planar spells of 5th+ level, and similar magic items (sphere of annihilation) destroy the Gyre, causing a 50 ft radius explosion (10d6 damage, save vs breath weapon for half).



57. TENEBROUS SEAL

A charcoal gray, inert and impermeable surface blocks further travel south. It yields slightly to strong pressure, and has a dry, rough texture.

This Tenebrous Seal is a multi-planar barrier that encloses area 58, extending into all adjoining planar spaces, completely blocking off access to that room, including all physical, sensory, psionic, and magical (ethereality, scrying, teleportation, summoning, etc.) means, other than wish and a special use of prime rods:

Inserting three prime rods into the seal, in a triangular pattern, forms a passage of that shape into 58. Though unrelated to their original conception, the prime rods recognize their ability to affect the seal, and empathically encourage their use here.

The seal is powered by the presence of the Gyre. Destroying the Gyre slowly diminishes the seal over the course of 200 years, after which the contents of area 58 will be lost within the ethereal plane.

58. TENEBROUS VAULT

The cube-shaped space within the Tenebrous Seal appears as a study, suitable for an immense creature, containing:

- Fine, upholstered wood chair (500 gp, 8 ft tall).
- Matching ottoman (300 gp, 3 ft diameter).
- Side table holding a foot-tall crystal goblet (500 gp).
- Thick steel easel, supporting a tome the size of a shield, bound in hide that slowly bubbles and shifts (the Whispering Tome—see sidebar on next page).
- Antique carpet (400 gp, 15 ft diameter), woven in intertwining linear and geometric patterns, under all the furniture.

Surrounding the carpet, 4 crystal globes flicker dimly with reddish-purple light, each bobbing gently above a 12 ft tall, square basalt column. The globes are actually held aloft by four permanently invisible kullule demons—guardians of the Whispering Tome and the Tenebrous Vault, bound for 600 more years to destroy anyone removing or damaging contents of the vault. They likely annoy and vex anyone merely browsing, out of sheer perversity and demonic malice.

The carpet covers a similarly sized thaumaturgic circle, formed from shallow furrows in the vault floor, inlaid with black cold iron and semi-precious stone fragments (1800 gp total).

Note on spell use in this vault: Because of the Tenebrous Seal's multi-planar barrier properties, those inside cannot summon creatures, use divination magic (including detect magic), or restore cleric or druid spells above 3rd level.

Kullule (4) – SZ S; AC 7; MV 30; HD 1; hp 8 each; #AT 3; Dmg 1d2/1d2/1d4; SD +1 weapon to hit; AL CE; XP 26.

Special: These kullule are permanently invisible.

Crystal Globe: Each demon can hurl its held orb, which bursts on impact, releasing plasma lightning in a 5 ft radius (3d4 damage, save vs spells for half).

WHISPERING TOME

This oversized tome measures 25 in x 17 in x 5 in thick, and weighs 850 pounds. Three mithril clasps hold closed its scaled, leathery hide covers, that slowly bubble and shift around a tattooed design on the front.

Its 66 beaten and smoothed mithril pages contain rows of glowing runes that can only be deciphered by illusionists (for the illusionist spells) or with simultaneous read magic and comprehend languages (for the magic-user spells). So doing, the reader runs the risk of insanity (5% per page).

The intended—and safer—ways of learning the tome's contents are by listening or dreaming in its proximity. Creatures nearby might detect faint whisperings in the tome's presence—such susurrations do not emanate from the tome itself, but instead from its environs, just out of eyesight: From an area of darkness, behind the listener, or similar. Listening while awake results in 2% chance of insanity per page, whereas dreaming is merely 1% per page. Each listener/dreamer learns the page contents in front-to-back order.

In all cases, understanding the tome takes 1 hour/page.

The tome's writings act as a spell book for any magic-user or illusionist, with each spell spanning 3 pages, in the following order:

1 charm person	12 death spell
2 feather fall	13 geas
3 message	14 mass suggestion*
4 ventriloquism	15 spirit-rack
5 magic mouth*	16 power word stun
6 ventriloquism*	17 alter reality*
7 tongues	18 antipathy/sympathy
8 suggestion*	19 mass charm
9 charm monster	20 power word blind
10 emotion*	21 power word kill
11 magic jar	22 wish

* denotes an illusionist spell.

59. VAULTED BALCONIES

The ceiling rises 30 ft above the water level here, thus 10 ft above all the adjacent balconies, extending west to the water wheels at 60, after which it resumes normal height.

60. WATER WHEELS

Upright cylinders of stone, 8 ft high, toothed to turn with water flow, and inscribed with dozens of water runes. Flotsam tightly wedged at the top and downstream edges prevents the cylinders from rotating. Removing the debris allows the flowing creek to turn the cylinders, causing the runes to glow, and magically powering (or augmenting) devices at 27, 40, 52, and 53.

Unless it was forced to recoil, a massive black pseudopod, 2 ft thick, stretches from area 67, through the gap between the water wheels, all the way to area 47.

Ur-ameboid Pseudopod – SZ L; AC 8; MV 30; HD 4; hp 18; #AT 1; Dmg 1d6; AL CN; XP 86; new monster.

61. DEPOSITORY

A 20 ft fishing gaff rests on the floor, in three unscrewed segments. 4 sandbags slump against the north wall.

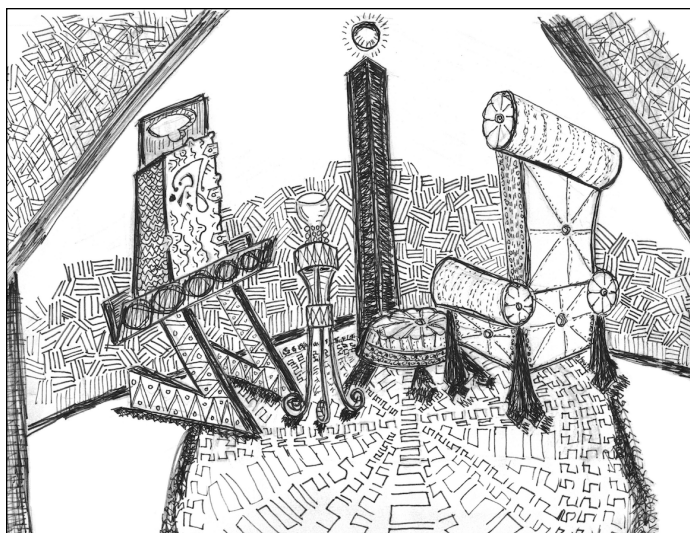
Searching can reveal a pressure plate comprising the entire floor; a pushable stone at the ceiling's center; and a 2 ft square secret panel centered on the east wall. As long as no weight rests on the floor, pushing the stone opens the secret panel, revealing a shallow cavity containing a silver Water rune holy symbol (50 gp) and an empty glass vial.

The secret door to 62 is at the back of the secret cavity. With the cavity open, and now *putting* weight on the floor, pushing the ceiling stone opens a secret panel at the back of the cavity, allowing access to the room beyond.

62. FORGOTTEN LABORATORY

A fine mahogany desk (300 gp) and matching chair (45 gp) stand against the east wall, with a dilapidated cot and cracked chamber pot in the north. The desk has built-in shelving and many pigeonhole compartments, each closed with a small door, containing:

laboratory apparatus (burners, alembics, glass tubing; 1000 gp total)
quills & ink jars
40 sheets of fine vellum (400 gp)
pouch of 19 pearls (100 gp each)
leaflet titled "Burn Without Time," summarizing the workings of spectral candles and prime rods.



TIME LOOP

Due to the Possessed Clepsydra in area 65, the starting contents and occupants of 64 and 66 are trapped in a 1 turn time loop, repeating the same period over and over, without understanding their predicament. Creatures/objects starting inside can move outside, but vanish at the end of the turn, to start another cycle. Those entering from outside are pulled into one occurrence of time loop, reappearing outside the entrance used when the turn completes, aware of what happened.

At the end of each cycle, all damage done and changes made (including deaths) are undone. Exception: Spells cast by new creatures entering the time loop (i.e., the PCs), and magic from objects entering, are used up forever, even if cast/used during the loop.

63. DISTORTION FIELD ARCHWAY

Due to the time loop, the plane between the two sides of the archway distorts the view to the other side, to appear grossly blurred, almost indistinct, and heavily moving. Touching the distortion field from the hallway sucks the creature into the adjoining room.

64. TROGLODYTES TRAPPED IN TIME

Magically shimmering blue-green wall and ceiling tiles make the room feel submerged, with diffuse sunlight far above. Glass-steel window offers a distorted view (see 63) of the adjacent room. Enormous bed of supple, ermine-trimmed pillows (750 gp total) in the north, next to a broad kneeling table.

Charmed Troglodyte slaves have just deposited chests, overflowing with riches, in their (invisible) Ogre Mage master's recently chosen lair.

Chest #1: 590 gp, 1210 sp, short sword in a coral-inlaid scabbard (1300 gp), copper tube containing a clerical scroll (speak with dead).

Chest #2: 220 gp, 970 sp, 500 cp, rolled painting of an ancient queen (150 gp).

Chest #3: 300 gp, 1620 cp, bloodstone idol of a fanged warrior (500 gp), string of 10 small pearls (750 gp).

Troglodytes rush obvious intruders. The Ogre Mage (currently polymorphed into a hulking, 9 ft tall Trog) holds back while the Troglodytes absorb enemy attacks, then casts a cone of cold or sleep spell to cripple the enemy. The Ogre Mage can use his spells every cycle through the time loop!

Troglodytes (10) – AC 5; MV 120; HD 2; hp 9 each; #AT 3; Dmg 1d3/1d3/1d4+1; SA surprise, repulsive odor; AL CE; XP 38.

Ogre Mage – SZ L; AC 4; MV 90/150; HD 5+2; hp 35; #AT 1; Dmg 1d12; SA spells; SD regenerates 1/round; AL CE; XP 960.

65. POSSESSED CLEPSYDRA

Like 64, this chamber feels submerged, due to magical wall and ceiling tiles, and has glass-steel windows offering distorted views.

Most of the floor is sunken to a depth of 1 foot, and filled with water. Built as part of the back wall, a three-chamber clepsydra stands in the water, and runs continually: Water from the highest chamber spills out its spout, into the middle chamber, out its spout, into the lowest chamber, then out and into the sunken pool; somehow defying gravity, a column of water reaches upward from the pool and arcs back into the top of the highest chamber, forming a continuous cycle of water. A dry, lime-encrusted spout juts down from the ceiling, directly above the highest clepsydra chamber.

A crippled water elemental comprises much of the water here. Its sentient form cycles repeatedly through the clepsydra, magically producing the time loop in the adjacent rooms. The elemental enjoys this home, has no intention of stopping, and defends its clepsydra with deadly force.

Halting the elemental's continuous flow eliminates the time loop, as well as the visual distortion in those rooms' archways (key 63) and windows, giving adventurers a chance to meaningfully affect 64 and 66. A temporary flow stoppage ends the time loop only temporarily, starting a new time loop from the time when the flow resumes.

Water Elemental – SZ L; AC 2; MV 60//180; HD 8; hp 30; #AT 1; Dmg 5d6; SD +1 weapon to hit; AL N; XP 1260.

Special: The crippled elemental takes damage from any magic weapon, not just +2 or better.

66. TREASURE TRAPPED IN TIME

Like 64, this chamber feels submerged, due to magical wall and ceiling tiles, and has a glass-steel window offering a distorted view.

One fallen troglodyte lays near two eel-men corpses, all in pools of their own blood from recent battle wounds.

At the far end, a spectral candle (20% left) sits on the edge of a round reed boat, affecting it and the loquat tree growing from it. The boat and tree are a blossoming quffa (see sidebar).

BLOSSOMING QUFFA

A basket-shaped reed boat sealed with bitumen, big enough to carry six people, with a small loquat tree growing from the center. The tree leans toward the strongest light source within view, magically propelling the round boat across water, toward the light at 60 ft per turn, regardless of currents, inclines, paddles, rough seas, and so on. It can even spin in a stationary position if the passengers hold the brightest light source under the leaves. Picking or eating the fruit kills the tree, ceasing the boat's magical properties. (4000 xp / 10000 gp)

67. AQUEOUS CHASM OF THE UR-AMEBOID

The creek spills down 60 ft into unmapped passages, where an ancient supermassive black ur-ameboid lurks, occasionally stretching pseudopods hundreds of feet, upward and upstream, for feeding and sensation. Currently one such pseudopod stretches from here to area 47, unless already forced to withdraw.

Noise, light, and waterborne stimuli from the precipice entice the ur-ameboid, which projects 1d3 additional pseudopods to examine—and possibly consume—the source.

On a positive reaction roll, it waits one round for someone to present an offering to the pseudopods. Otherwise it tries to “understand” whatever drew its attention, generally by attacking with the pseudopods.

Ur-ameboid Pseudopod – SZ L; AC 8; MV 30; HD 4; hp 18; #AT 1; Dmg 1d6; AL CN; XP 86; new monster.

Ur-ameboid – hp 104; XP 9620; see right.



UR-AMEBOID

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	90 ft (30 ft)
Armor Class:	8
Hit Dice:	20 (4)
Attacks:	1
Damage:	3d8 (1d6)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Average
Alignment:	Chaotic neutral
Level/XP:	9 / 6500 + 30/hp (50 + 2/hp)

Perhaps the progenitors of myriad other forms of oozes and jellies, ur-ameboids have amorphous black bodies (80 ft diameter and 5 ft thick, when in such a shape), capable of squeezing through gaps as small as 1 ft. They dissolve organic matter with acidic secretions, by lurching their massive forms atop prey. They have the usual five senses (plus 240 ft infravision), but lack traditional eyes and ears.

Ur-ameboids exist to consume and “learn,” with a curiosity about the flavor, composition, and susceptibility of prey and supplicants, expecting the latter to supply food. They can enter a dormant state for centuries, during shortages of food and knowledge; organic contact ends their dormancy in mere minutes.

They can form up to 6 tendril-like, 2 ft thick pseudopods, that reach and stretch hundreds of feet away from the body, sensing as they go. Pseudopods have their own acidic battering attacks and other stats (parenthesized in the above listing). Reducing a pseudopod’s hp to zero disrupts its form, liquefying it, preventing its reformation for a week. Roll 1d6 or choose the ur-ameboid’s reaction to a liquefying tendril:

- 1 Recoil all pseudopods back into its body.
- 2 Extend 1d3 more pseudopods to attack.
- 3 Anesthetic secretion during tendril liquefaction, causing fake healing. Those nearby must save vs breath weapon, or believe (wrongly) they recover 2d8 hp. The anesthetic wears off in 6 turns.
- 4 Hallucinogenic liquefaction secretion. Save vs breath weapon or suffer confusion (as 7th-level illusionist).
- 5 Subservience liquefaction secretion. Save vs breath weapon or charmed to worship the ur-ameboid, which can ooze hormones that hastes wounded supplicants, but also causes them 1 damage/round.
- 6 Exploit its environment. In this module, it can surge a vast amount of water upward and into the creek tunnel. Those within 200 ft must save vs breath weapon or fall stunned for 1 round. Then a literal wall of water moves upstream at 120 ft/round, for 5 rounds, completely filling the tunnel to the length reached, potentially drowning air-breathers. It takes 5 rounds to drain.

Treasure: None

EEL-MAN

Frequency:	Rare
No. Encountered:	6d6
Size:	Medium (5-6 ft tall)
Move:	90 ft, 180 ft swimming
Armor Class:	6
Hit Dice:	2+1
Attacks:	1
Damage:	1d6 or by weapon
Special Attacks:	Surprise
Special Defenses:	Toxic blood
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	2 / 20 + 2/hp

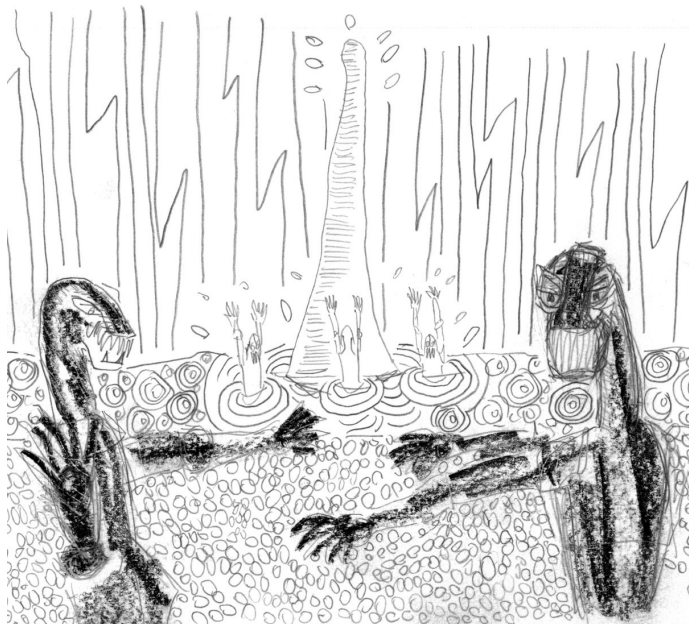
Eel-men are uncivilized and aggressive flesh-eaters that can quickly metamorphose between two forms: Anthropomorphic and Transparent. Changing forms takes 1 segment. Both forms can deliver painful bites, and are capable of breathing air and water.

The anthropomorphic form allows the use of weapons and tools, but the transparent form appears more eel-like and has no arms.

In transparent form, their flesh becomes highly permeable to light and heat, such that only their outline and thin bone structure are obvious (even to infravision), granting them 3-in-6 chance of surprise, or 4-in-6 when in water.

Eel-man blood is toxic to most other creatures (except reptiles, dragons, and extremely large creatures). Consuming eel-man blood or uncooked flesh causes death in 1d6 turns unless the ingester makes a saving throw vs poison. This includes enemies who use bite attacks against an eel-man; make a single save at the end of combat. Stored eel-man blood loses its toxicity: One-day-old blood allows a +4 to the save; two-day-old blood is harmless.

Treasure: 1d4 gems (50%)



SANDMAN

Frequency:	Rare
No. Encountered:	1d6
Size:	Medium
Move:	120 ft
Armor Class:	3
Hit Dice:	4
Attacks:	1
Damage:	1d4 + sleep
Special Attacks:	Sleep aura
Special Defenses:	+1 ranged weapon to hit
Magic Resistance:	25%
Lair Probability:	25%
Intelligence:	Average
Alignment:	Neutral (evil tendencies)
Level/XP:	5 / 245 + 3/hp

Composed of sand, these human-shaped beings are not usually hostile, but always seek to cause slumber in humans they encounter. All other creatures within 20 ft must save vs spells, or fall asleep for 4 turns, unable to be woken by conventional means. Those who resist a sandman's aura had better stay wary, for a sandman can similarly ensnare with a successful attack, or even with a simple touch. They take no damage from non-magical ranged weapons, and show no fear in combat, never checking morale.

Treasure: 1d20 x 100 gp

VODYANOY

Frequency:	Rare
No. Encountered:	1d3
Size:	Large
Move:	60 ft, 90 ft swimming
Armor Class:	3
Hit Dice:	8
Attacks:	3
Damage:	3d4/3d4/1d10
Special Attacks:	Rend/overturn boats
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Average
Alignment:	Chaotic evil
Level/XP:	6 / 550 + 10/hp

These large freshwater predators have frog-like faces, greenish beards, long straggly hair, and slimy black-scaled bodies—often covered with algae. Vodyanoy prey on larger freshwater creatures, as well as land-dwellers nearing the water—including humans. They are territorial and protective of the area around their lair. Angered vodyanoy are known to destroy dams, water mills, boat docks, etc.

In melee, vodyanoy strike with large, webbed claws and a powerful bite. Their great strength enables them to rend or overturn passing boats with a successful claw attack.

Treasure: 10d4 x 1000gp (50%), 1d20 x 100pp (50%), 5d4 gems (30%), 1d10 jewellery (25%), 4 magic items & 1 scroll (35%)

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Area	Creature	SZ	AC	MV	HD	hp	Dmg	Special	AL	XP
4	Eel-men (6)	M	6	90//180	2+1	11 ea	1d6	surprise, toxic blood	CE	42
7	Cougar	M	6	150	3+2	25	1d4/1d4/1d6	rear claws for 1d4/1d4, surprised only on 1, regenerates completely 2 turns after death	N	175
9	Zirrind, Elf	M	1	90	F4 / MU3	14	1d8/1d6	scroll (push) spells: magic aura, sleep, invisibility.	NE	93
10	Redbeck, Giant Troll	L	4	120	8	39	2d8	regenerates 2/round	CE	1140
	Goblins (3)	S	6	60	1-1	3 ea	1d6		LE	13
12	Worg	L	6	180	4+4	20	2d4		NE	135
	Goblins (2)	S	6	60	1-1	3 ea	1d6		LE	13
15	Pyrohydra (5 heads)	L	5	90	5	8/ head	1d6 x 5	breath weapons (2/day for each head, 8 dmg, save vs breath weapon for half)	N	390
22	Shadows (variable)	M	7	120	3+1	15 ea	1d6 + str drain	+1 weapon to hit, immune cold	CE	310
25	Emanreh, Demonette	M	5	120/120	6+6	42	1d8 energy drain (she gains 1d4 hp)	+1 weapon to hit, MR 30% baneful rod (+1 heavy mace; 7 charges; spend charge on hit for random effect: wither limb, paralysis 2d6 turns, drain level) spells (at 6th level): magic missile x2, protection from good, unseen servant, darkness 15 ft radius, mirror image, stinking cloud, lightning bolt, slow innate abilities (at 12th level): charm person x3; ESP x3; polymorph self x3; suggestion x3; dimension door	CE	4638
29	A. Ghast	M	4	150	4	17	1d4/1d4/1d8	paralyzation, stench	CE	263
	B. Zombie	M	8	60	2	6	1d8	strikes last	N	36
	C. Ghoul	M	6	90	2	11	1d3/1d3/1d6	paralyzation	CE	92
	D. Zombie	M	8	60	2	11	1d8	strikes last	N	42
	E. Ghast	M	4	150	4	12	1d4/1d4/1d8	paralyzation, stench	CE	243
	F. Ghast	M	4	150	4	17	1d4/1d4/1d8	paralyzation, stench	CE	263
	G. Wight	M	5	120	4+3	21	1d4	level drain, silver or +1 weapon to hit	LE	674
30	Hieracosphinx	L	0	140/220	8	50	1d8+1/1d8+1/1d8+1		CE	1200
34	Vodyanoy	L	3	60//90	8	47	3d4/3d4/1d10	rend/overtun boats	CE	1020
38	Eel-men (2)	M	6	90//180	2+1	14 ea	1d6	surprise, toxic blood	CE	48
42	Sandmen (5)	M	3	120	4	20 ea	1d4 + sleep	sleep 20 ft radius, resistance to non-magical ranged weapons, MR 25%	N	305
45	Eel-men (4)	M	6	90//180	2+1	11 ea	1d6	surprise, toxic blood	CE	42
47	Eel-men (10)	M	6	90//180	2+1	11 ea	1d6	surprise, toxic blood	CE	42
	Ur-amoeba Pseudopod (see area 67 below)									
49	Troglodytes (3)	M	5	120	2	9 ea	1d3/1d3/1d4+1	surprise, repulsive odor	CE	38
51	Wight	M	5	120	4+3	21	1d4	level drain, silver or +1 weapon to hit	LE	674
58	Kullule (4)	S	7	30	1	8 ea	1d2/1d2/1d4	+1 weapon to hit, permanently invisible, crystal globe (5 ft radius, 3d4 dmg, save vs spells for half)	CE	26
60	Ur-amoeba Pseudopod (see area 67 below)									
64	Troglodytes (10)	M	5	120	2	9 ea	1d3/1d3/1d4+1	surprise, repulsive odor	CE	38
	Ogre Mage	L	4	90/150	5+2	35	1d12	regenerates 1/round spells (at 12th level): fly, invisibility, darkness 10 ft radius, polymorph self (limited), charm person, sleep, gaseous form, cone of cold	CE	960
65	Water Elemental	L	2	60//180	8	30	5d6	+1 weapon to hit	N	1260
67	Ur-amoeba Pseudopods	L	8	30	4	18 or roll	1d6		CN	86
	Ur-amoeba	L	8	90	20	104	3d8	random reaction when pseudopod reduced to 0 hp	CN	9620



Written in celebration of OSRIC's 10th Birthday

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