

The Halls Untoward

A collaboratively stocked dungeon
for fantasy role-playing games

Compiled by Michael Prescott

“I could have written this myself!”—Anybody

Centuries ago, an underground road pierced the Strielwal mountains, carrying trade in both directions. The halls grew from a humble waystation at the mid-point, but soon sprouted hostels, workshops, trading posts, and shrines.

When war with Grinvolt sealed the western end, the halls were abandoned, though rumor held that some remained behind. Now that peace reigns once more, visitors have set out to find plunder, opportunity, or the lost route through to the West. But what has become of the Halls Untoward during their strange century of evolution in the dark?

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v1.0

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THANKS

This book would simply not exist without the enthusiastic work of the contributing authors:

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Cartography and layout by Michael Prescott. If your name isn't on this page and you think it should be, consult this table:

d6 Explanation	
1	Your name is a registered trademark in Dradkin. Who would have guessed?
2	Someone else claimed they'd written your bit, and I flipped a coin. You lost.
3	A pseudoscion from room 69 mashed the keyboard while I wasn't looking.
4-5	On the other hand, it could have been a cat.
6	Arg, sorry.

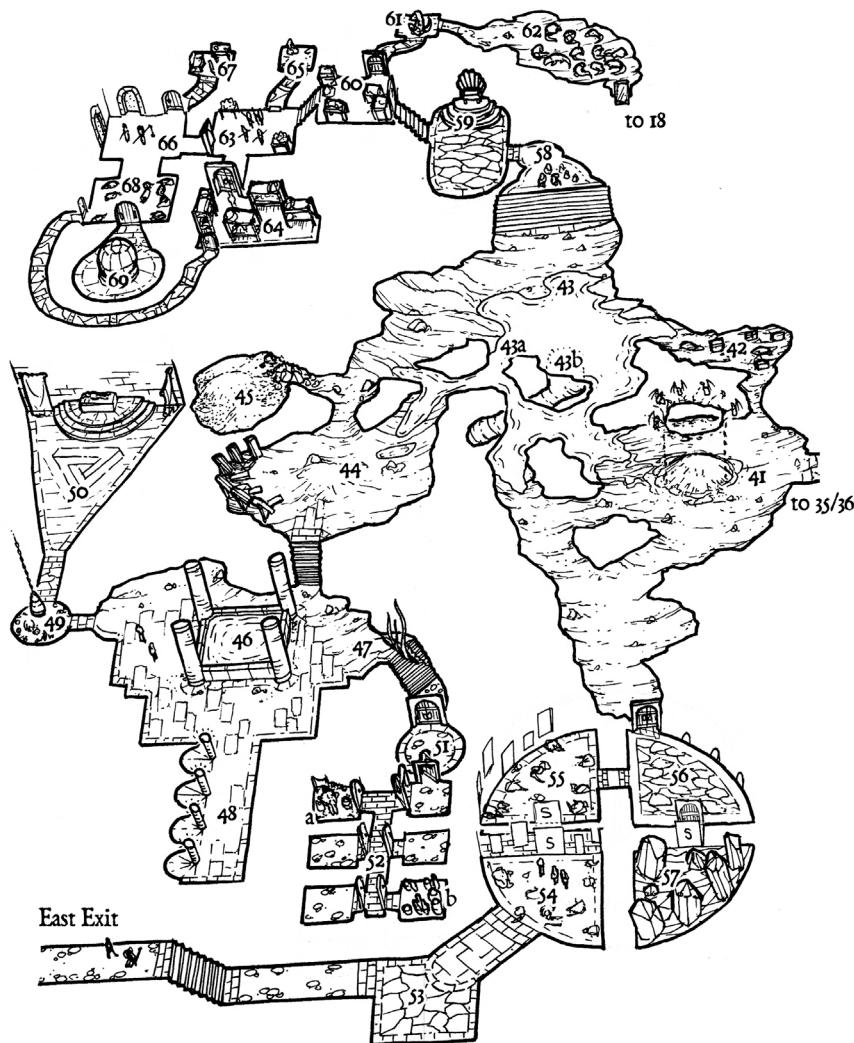
THE HALLS UNTOWARD

The Halls Untoward are half a mile below ground. Originally they were a small way station along a very long underground road.

Over time, the halls accumulated shrines, small communities, workshops, temples, mad wizards, and strange travelers. Each carved a new space from the rock, took up an abandoned space and made it their own, or pushed out the occupants of an existing area.

The halls are divided into two halves, which are now only connected only by secret doors. The way through from west to east has been forgotten, and a century of abandonment has set it wandering along its own course. Pretty much anything could be down there.

EASTERN HALL MAP



WESTERN HALL MAP



WESTERN HALLS ENCOUNTERS

d20 Encounter	
1-2	2d6 rats/d6 large bats carrying random debris toward room 27
3	An Automaton like the one in room 14, looking for corpses to bring back for its twin to cook.
4	Skittish murmuring ghost penitents (see room 5) moving from/to the Oracle (room 6). On a 1-2 on d6, their progress reveals a secret door/hidden feature.
5	1D2 thieving Sages, looking to steal unwatched belongings or pick pockets. If attacked, they flee through 22a to room 15.
6	One victim of theft. Arbitrary species and gender. Nude, soapy, penniless, having been robbed while bathing in room 26.
7	d2+1 Arcane Researchers from rooms 37. They will lie, flee or fight to prevent being followed to there. They have arcane skills but no mundane weapons.
8	A wandering lunatic, driven mad by the song of the Calliope in Room 33. Quite mad. Possibly dangerous, to self and to others.
9	A necromancer and 1D4 splendidly dressed masked skeletal servants. They search for ghouls.
10	1D4 ghouls. Familiar with these halls, they will use terrain to their advantage, and flee to 22a if outmatched.
11	1D6 Dradkin, hunting a heretic, but happy to persecute 'interlopers' if the opportunity presents itself.
12	Noisy confrontation under way: roll again twice to find the two sides involved. d6—1: Battle, 2: Argument, 3: Revolt, 4: Ritual, 5: Contest, 6: Hunt
13	One of the d6 visitors listed in Room 4 Waystation Stable, they are en route seeking advice or leaving and heavily laden.
14	A tcheth merchant and her automata guard/packhorse. She will trade for supplies, but never for her guild's route through the halls.
15	A clockwork dradkin, Ri'luth, on a wide patrol, identical to the one in room 24.
16	A knot of migrating rock-worms drops from the ceiling.
17	A noise in the darkness, and the feeling of being watched. If investigated, there's nothing there.
18	The crushing silence of the deep.
19-20	1d4 lost travellers of the underground road, looking for a way back to the road.

EASTERN HALLS ENCOUNTERS

d20	Encounter
1	A man sized rock lizard. It is sitting very still and watching something on the wall. If approached it will vanish.
2	D2 harpies, crawling along the ceiling
3	1d4 angry snakes
4	1d4 small lizards, being dragged by sandy magical tendrils towards Room 42
5	d2 Fire Beetles
6	d6 Apocalypse Larva
7	A cave squid
8	A Dradkin heretic, trying to hide, and live in peace.
9	D6 Carreg, with a 50% chance of an accompanying shaman. They will attack travellers carrying cut crystals of any kind.
10	A giant whip scorpion, hunting.
11	A heavily pregnant male ricalu, in search of medical aid.
12	1D4 adult deep-shrimp, hungry for 'land-food'.
13	1D8 ricalu, variously deformed, uniformly hungry.
14	1D3 Charitable initiates on a completely innocent errand. They will help the needy, of course.
15	Two Jorn masons, studying the stonework. Non-jorn are beneath their notice.
16	A cave-stitcher and D4 of its horrific creations. It searches for room 6.
17	A noise in the darkness, and the feeling of being watched. If investigated, there's nothing there.
18-19	The crushing silence of the deep
19	A beautiful melody fills the halls, sung by the harpies (room 36)
20	A pack of 1d6+1 Dread Reavers Stalking for the warmth of mortal flesh

THE HALLS

1. DESCENDING ENTRANCE

The walls are clad in white marble, carved with imagery of slender Dradkin cavorting. **Dradkin runes** welcome all those coming this way to the “middle temple.” The two sets of steps were once slabs of white marble also, but they have been stolen, leaving a **treacherous slope** of crumbling rock.

2. PARSE RIDDLE TO PASS UNHARMED

The murals from the entrance continue into this room. Two **huge dradkin faces** are carved on the eastern wall, and the two **archways are their mouths**. The door to the south is hidden behind ornate relief work. The tiles are broken with weeds sprouting but there is a **patch of perfect tiles** in the center of the room. If an adventurer stands upon the tiles activates *magic mouth*.

“The Dradkin are gracious hosts. Welcoming both friend and foe. Speak thy heritage and receive thy boon”

Once a race is mentioned the magic mouth: “Step forth”

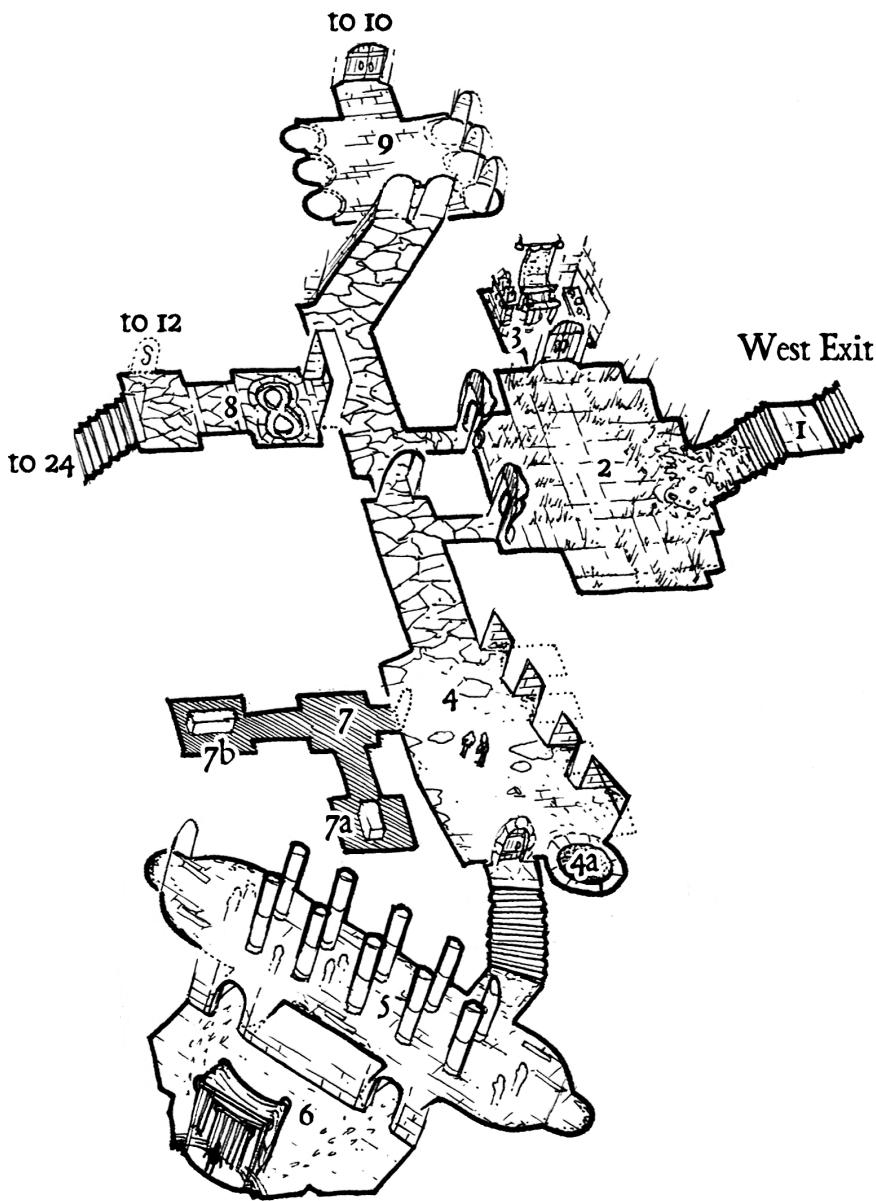
GM can decide who the Dradkin called allies or enemies. Allies are unharmed, but for enemies the mouths shut tight on the next object to cross, perhaps severing a limb.

3. STOREROOM FOR UNCOMPLETED MASTERWORKS

Half a tapestry hangs on the back wall of this hidden room, falling through an ancient dusty loom into a loose array of colorful yarn. Small statues appear to emerge from stone blocks on a worktable to the right. A locked bookshelf with ornate glass paneled doors leans against the left wall. It is filled with bestiaries, essays, and travelogues all begun but never finished. A tome sits open with incomplete riddles scrawled in a neat hand.

4. WAYSTATION STABLE

This is a stable for travellers on the underground road, still used. Deep ruts from the hooves of centuries of beasts of burden lead to four large stalls. The alcove to the north (a) is a stinking, funnel-like pit. A few flat shovels lean against the wall. When first entering this room each day, see who has arrived (rarely staying long):



d6 Waystation Arrivals

1	Poor vagrant huddled under some blankets in a stall
2	Someone has left a load of mundane resources (or taken those last left)
3	Traveling merchant with a few odd wares, maybe some guards
4	A small, shifty group of travellers, possibly here to visit room 6 or 9, or find the passage to the East
5	1d12 Dwarf pilgrims and their cave goats
6	A young noble's entourage, visiting the memorial wall plaque for the family St Leger, which conceals the secret door to Room 7

5. THE COLONNADE OF GHOSTS

This room is filled with the murmur of **disembodied voices**—the sound of past penitents to the theatre of the Oracle (room 6). They are invisible, harmless, and soon fall silent when noise is made. After a few minutes silence the murmuring will return.

d6 Overheard snatch of conversation

1	"I always say 'If the Bishop of Eastphylia wills it, then it shall be done' but that was not good enough for IT".
2	"It is said that if you cross the screen with gold you will leave with a lighter load".
3	"Are you sure we'll have enough to sacrifice?"
4	"Do you think that IT will cure Lord Hoster's ills when we repent our part in them?"
5	"Why did you bring silver? IT only accepts gold and rubies."
6	"My worst luck yet, to be freed from obligation I must marry one pure of heart."

6. THEATRE OF THE ORACLE

There is an **ornate iron rod screen** at the top of the steps that obscures vision into the back of the theatre. The screen is strewn with mystical symbols - crescent moons, beetles, stars, ... The scuttling shadow within has a rasping voice - "What misdeeds must you pay amends for?" The shadow can grant limited wishes to creatures that genuinely admit their wrongdoings and shower

through the screen with gold (and/or rubies!). Every limited wish will be combined with a geas.

This room is dusty but there are clear footprints heading both towards and away from the stage area. There are no footprints on the steps. Approaching too close or trying to ply the oracle with silver will bring a warning then an attack—which may lead to characters joining the ghosts.

7. FAMILY CRYPT OF THE VOYAGING ST LEDGERS

This room is **magically dark**. Bones and scraps of decayed equipment may be felt underfoot. The walls are ornately carved bas-relief sculptures depicting the St Ledgers' travels.

People feeling their way along the walls may sense vibrations, then the walls animate and grab and then crush PCs but their reach is limited so the centre of the room is safe.

Both crypts (a) and (b) contain a heavy stone sarcophagus with a diseased mummy. (a) also holds a compass that always points towards a named settlement and (b) an ear-ring that translates spoken languages for the wearer.

8. SPECULATION IS INFINITE

This room has two sections. The first section has a large ‘infinity symbol’ across it (for the DM’s reference, the symbol is conveniently drawn on the map). That’s it.

9. HALL OF CHARACTER TESTING

There are 6 alcoves in this room, each containing a testing portal, i.e. a portal of:

Might (eagle motif)

Wit (raven motif)

Enlightenment (owl motif)

Agility (hummingbird motif)

Fortitude (albatross motif)

Charm (peacock motif)

Once in a lifetime a person may step into a single portal. Nothing happens a second time. Passing through a portal triggers an attribute test, appropriate to the portal’s motif. If the test is failed, they permanently gain a bonus in that attribute (or gain a related skill). Pass, and they are teleported to one of the locked prison cells in room 12.

10. GELATINOUS POOL

This room contains a **marble-clad pool**.

The crystal clear pool has small golden fish skittering at its surface. A mouth-shaped **hole in the ceiling pours** water into the pool*. The raised sides of the pool have small drainage holes to prevent the pool overflowing. A **shutoff wheel** is located at the base of the pool.

The top third of the pool is filled with pure refreshing water; the remainder is a **gelatinous cube**.

The gelatinous cube once tumbled into this ornamental pool and now is unable to get out. It has grown large ambushing pass-er-bys with its pseudopodia-like limbs.

* = For water flow, see Room 49.

11. RARE PLANT CONSERVATORY

This chamber has been enchanted to allow plants to grow this far underground. **Long planters** run along the walls containing many of the plants that supplied the kitchen and cooking automaton in room 14. **Alcoves** in the south and West contain special plants (Appendix) harvested specifically for alchemical research by the Halls' inhabitants and trade along the underground road. Any plants harvested here will be harvestable again in two weeks.

12. JAIL (ROOMS OF REFLECTION)

The rooms with only one exit are locked prison cells. The other rooms are abandoned guard quarters (with keys).

Room a - is sunken and half filled with water. A **giant constrictor** will slip into the room within D10+10 minutes.

Room b - contains an NPC of the character's level. The NPC is really a **doppelgänger** (which attempts to infiltrate the party).

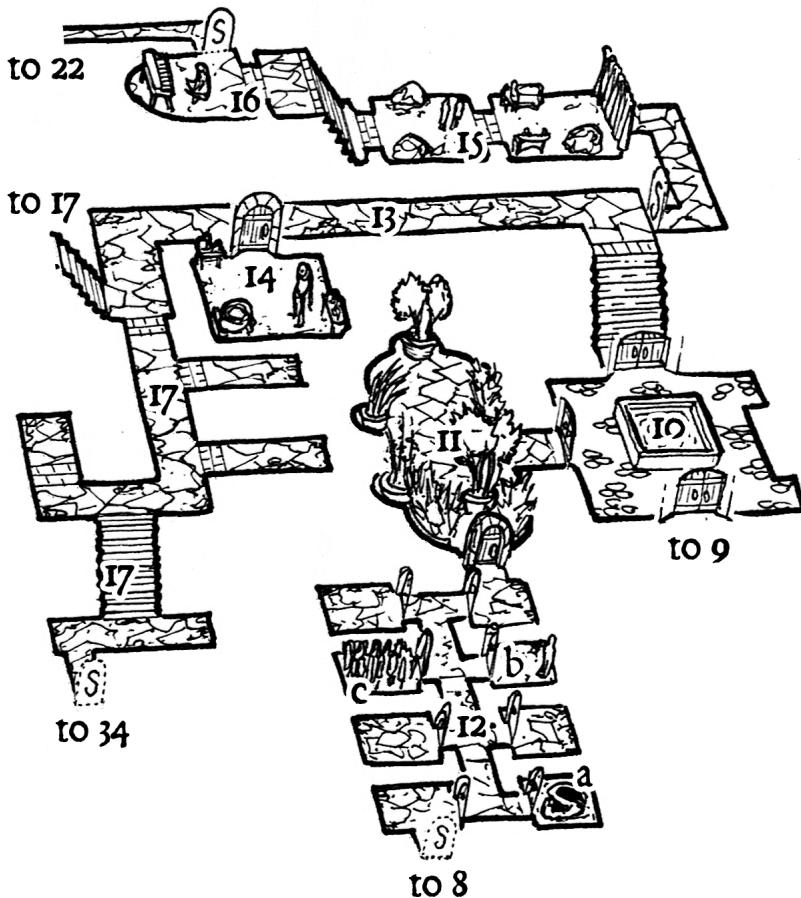
Room c - contains D10+4 humanoids of the kind the PC last killed in battle.

The other cells are uninhabited.

Note—Characters may end up in cells if they failed the test in Room 9; they are to reflect on their failure.

13. WATER SHADE

This **weak spirit** manifests by warping sounds and manipulating water along this hall and both sets of stairs. It appears as a cool mist, dripping condensation, a puddle, or some combination of



these. It can also play with visions in mist or aquatic reflections. Causing an intelligent creature fright gives the water shade psychic sustenance and it is relatively harmless. Causing physical harm or death increases the water shade's potency.

One of the water shade's favorite tactics is using condensation to betray the seams of the secret door, then cause a nasty slip down the stairs, which it can make dangerously slick. The door's mechanism is badly rusted, so it must be pried open or forced, even to oil it.

14. COOKING AUTOMATON

A **skull-headed automaton** of wood and brass stands silently in a makeshift kitchen. A whetstone, three well-worn knives, and six portions of dried, smoked meat rest on a **stained wooden table**.

On the automaton's back is etched, "Property of Ganer Sephrol Andioth."

In the corner, a **small, battered cauldron** is balanced on a blacked marble slab over a cook fire. If anything dead (or sleeping) is left in the room, the automaton springs to life, butchers it, cooks the edible parts, leaves the bones in the hallway and burns the rest.

15. SAGES OF THE MYSTIC MOUNTAIN

Four '**sages**', resplendent in stolen finery, lodge in this room. The sages, practitioners of an obscure doctrine, range through the Halls Untoward preying on unwary travellers. Once they have draped themselves with sufficient loot, usually taken from the sleeping or unobservant, they 'enlighten' themselves by dumping it in heaped 'mountains'. They will proselytize in obscure language if no opportunity for theft presents itself.

The sages, wise to the Glockenspiel's spell, have been feeding the old man in room 16. They have also bartered free passage from the ghouls in 22a, and, if caught pilfering, will attempt to lead pursuers through the drowning hall.

The passage to the secret door is hidden behind a **heavy curtain**. The door is not hidden from this side. The rest of the room is a **comfortable clutter**. Amongst the mess: a blue scarf of water-breathing.

16. THE GUARDED GLOCKENSPIEL

An **old man** sits on the floor before a stone plinth upon which sits an **ancient wooden glockenspiel**. Carved into the walls are musical notation for arias and dirges and folk songs.

The instrument plays itself, calling for someone to listen to its tune. If the old man dies, the instrument will call strongly to any who are nearby to become its spellbound audience for all eternity.

If the music on the walls can be recognised and the glockenspiel convinced to play (or a party member to play on their own instrument or on the glockenspiel itself) one of these tunes, the secret door will open for one minute, before closing tightly again.

17. PASSAGES OF THE ABSENT-MINDED

These branching, featureless, and **magically dark halls** (which include the north end of room 13 and the eastern section leading to 18 and 21) are cursed to cause anyone that even thinks they

could get lost in them to make no actual progress. If they do not suspect it, or are somehow able to prevent themselves from thinking about where they are going (pipeleaf perhaps), or on a 1-in-6 chance per turn to see and follow a rat running through, roll for their destination:

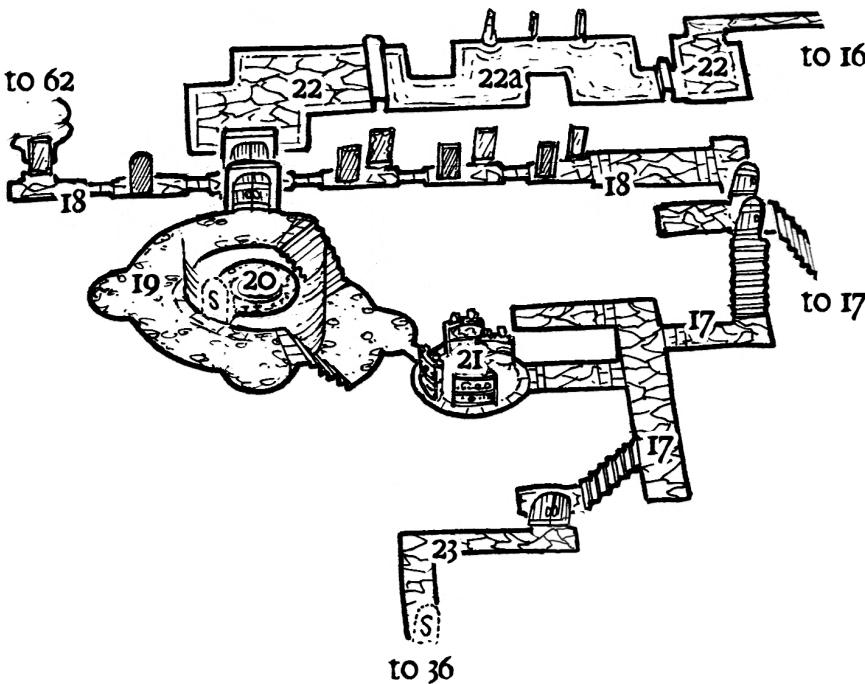
d6 Destination	
1	Exit to Room 13
2	Exit to Room 18
3	Exit to Room 21
4	Dead end with secret door to room 27 (fairly easy to detect)
5	23, a dead end with secret door to room 36. It is well-hidden, but will slide open audibly soon after the party gives up and tries to go back through the passages.
6	Run into any NPC previously led into these halls, OR a dead end with a map of the halls carved into it, preventing the curse effect (unless they suspect it is misleading)

18. HALL OF MIRRORS

The walls of the narrow corridor have **eight large mirrors**, three of them are broken. Each mirror reflects a different ghostly vision of who is watching: as a child, as an old man, turned into a beast and surrounded by his dead friends. The last mirror of the south wall does not reflect any image, is composed of liquid matter and can be crossed. If someone decides to break a mirror, the ghost that is enclosed inside will attack.

19. RING OF DREAD LOCK ROOM

The inner wall of this circular hallway is inlaid with **four horizontal strips of brass** that run the entire circumference, one above the other. Each is etched with fragments of runes, and every few paces is a round hole. By inserting pegs or poles into the holes, the strips can be moved left and right along the hallway--they are in fact solid rings. By aligning all four rings so that the runes can be read, the secret door to room 20 pops open. The runes describe how to cast Chalice of Despair (see page 46).



20. PORTAL OF DREAD

This round chamber **reeks of death and decay**, though the smell is hundreds of years old. Against the back wall is a round, broken and **cracked Portal frame**. An **altar** sits at the center, marred with many different colors of blood, long dried.

This chamber is where once a cabal of evil wizards summoned and crafted vile monstrosities. The portal can still be activated by twisting a crystal that rests in an alcove in the side wall. When activated a black rift opens in the frame summoning 3 Dread Reavers.

21. ALCHEMICAL STOREROOM

These halls are crowded tightly with **shelves and cupboards** once used by the evil wizards that built room 20.

It is impossible for more than one person at a time to pass through the winding tight spaces, to turn around, or move through in heavy armor without jostling the shelves, which are stocked with **thousands of tiny containers**.

Jostling these cupboards at all will cause ancient alchemical components to topple and fall upon people who pass. The effects are usually very painful (see “Alchemical Wonders” on page 35).

22. GRAFFITI-COVERED ROOMS

Both ends of area 22 were used long ago as campsites, later becoming a message posts of sorts until the **walls became covered with pictures**, warnings, maps, clues, and other scribbling. The messages have mostly been defaced or replaced with bogus information, but there's a 1 in 6 chance it's still a correct and useful clue.

22A. DROWNING HALL

Several **ghouls** wait under the grimy, **slime-filmed water** when interlopers enter here. The **graffiti** continues along the walls from Room 22. The ghouls have also placed **valuables from past victims** on the floor and steps, on a few pegs in the wall, and in one chipped alcove. The ghouls attempt to paralyze a victim to drown in the waist-high water so the ghoul can move to another target. There's a 3 in 6 chance that some useful piece of armor or equipment lays here.

23. SECRET CORRIDOR

This narrow, unlit corridor leads between a plain pair of locked **iron double doors** at one end, and what appears to be a dead end at the other. The secret door here is secret from both sides. The mechanism for its opening is ruined, and the stone door must be destroyed to be opened.

24. HALL OF THE CLOCKWORK CONSTRUCTS

A **mechanical dradkin**, Di'luth, with ruby eyes tirelessly patrols here. The walls are cracked and abraded above head height. Di'luth challenges visitors in the ancient dradkin fashion “May the gleam of your ancestors never leave your eyes”. If the characters cannot respond or if they attack then the doors to 24a swing open.

24A. MECHANICAL BALL

This room holds a bizarre rolling **mechanical 15' ball** with telescopic tentacles ending in cutters, grippers, energy beams and

pokers. It cannot move through gaps less than 15' wide and struggles up stairs. If activated it will kill and crush ruthlessly. Di'luth (room 24) can command it.

25. THE GREAT MURAL

In this square chamber, the wall to the east and the great arch to the north are covered by the remnants of an **ancient mural**. The observant delver will notice the following scenes:

Mural Scene

The Dradkin **five-faced god** Jihaag'ra'drad, arms open, above the main arch. Those familiar with Dradkin tradition will know that a valuable gemstone would once have been embedded in the plaster behind the area of his heart. Alas, all that now remains there is a hacked hole.

A **throng of birdlike creatures** with the faces of women fly towards a strange instrument while others of their kind lie beneath it with serene expressions.

A scene of Dradkin Ujusoas—**Gondola-like ships**—floating through a vast lake-cavern lit by flying bioluminescent jellies. One of the contains a skeletal passenger who points to something above which can no longer be made out.

A **quartet of strange devices**, each connected by belts and rods to a central mechanism from which descends a long quivering pendulum.

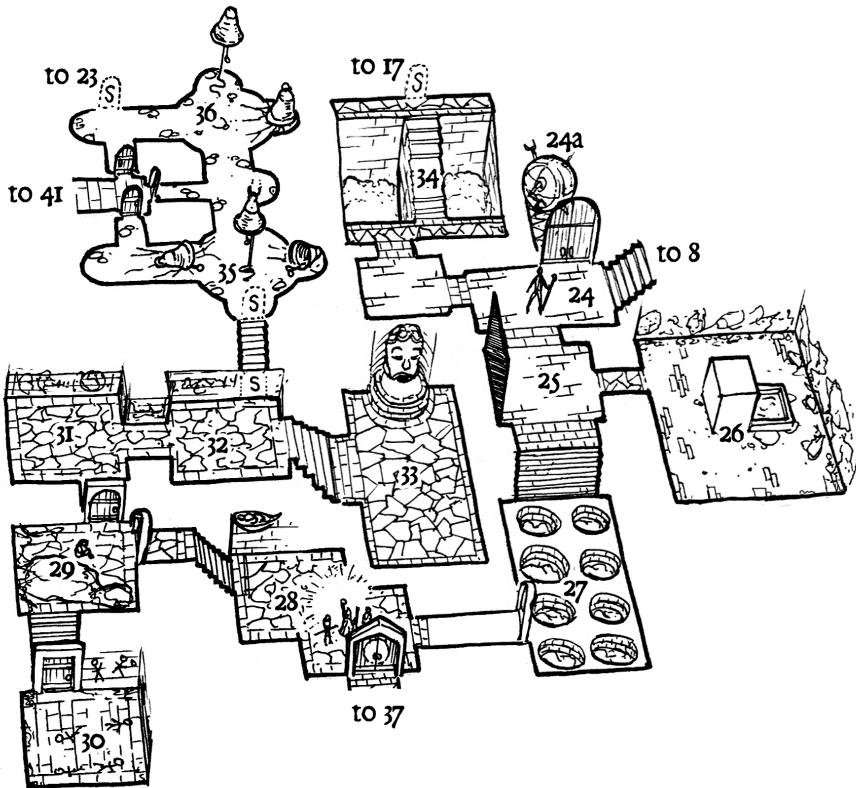
A **train of stout beasts** led by masters with great spears. A howdah bears the legendary trademistress Dhaiamara whose caravans of swornlings and slags traversed these deep roads in an age long passed.

A **long line of betentacled children** with great black eyes and open mouths of small sharp teeth. The figure at the front reaches towards an area of the mural that has flaked away. Whatever it was, it was reddish.

A **basket**, filled with something resembling corals

A **great ribbon of brass** adorned with strange runic writing. At the end of the ribbon, an open door.

Two **white hands hold a sphere**, which radiates pinpoint streams of light, one of which seems to end on another wall where it points a location on a seacoast map.



26. BATHING HALL

Once opulent, this room is quite warm, and features **ruined mosaics** which had depicted scenes of drakkin bathing. It is difficult to determine specifics of these scenes; they have been vandalized, their tiles chipped away, or painted over.

The center of the room is dominated by a **monolithic basalt pillar**, which is quite hot to the touch. Against this monolith, away from the door, a **massive alabaster bath** is filled with hot water. See room 49, the pendulum powers the flow of the water into this room.

27. EIGHT SORTED REFUSE PITS

This otherwise unremarkable hallway contains **eight pits full of refuse** which has been compulsively collected, broken down and sorted by the mundane bats and rats of the Halls. The pits are sorted by material: wood, metal, bone, fabrics, leathers, food-stuffs, glass, and liquids. Most items in the pits are barely recognisable.

nizable with rust and decay, but some useable recently-collected materials may be sitting on the top, and some magical treasures, being impervious to the march of time, may be underneath ten to twelve feet of garbage.

28. SOCIETY OF THE GOLDEN DOOR

The **air is icy cold** here. A Panurian wizard stands frozen in front of the **gilt-inlaid double doors** on the north wall (to room 37). The doors are cursed so that any who touch them have eternal bad luck (explained in large gold-leaf runes), and the wizard's globe of protection (glowing in his hand) has frozen him in place to thwart the effect. (It's hard to find good help.) With him are **two armored mercenaries and a lamp-bearer**, all frozen. Anything that comes within 10' of the globe is similarly frozen (as shown by a fringe of vermin frozen in place).

A **Grinvolt monk** hides in a corner of the ceiling, tucked into a hammock made from a stone-colored tarp spiked into place. Part of the original party, she learned Sitting Very Still from the Children of Orpk (room 62), and has been waiting stonily for three years for someone to free the wizard.

29. BROKEN HERMIT

This room is empty but filthy. Upon the floor in a corner, is a **hermit** sleeping in rags. If awakened, the recluse will weep and gibber quietly about loss, and those who have left her. If anyone tries to speak with this person, she will back away against a corner, and brandish the hilt of a broken dagger, wild-eyed. She will fight until dead with bare hands if antagonized.

30. MAGICAL STICK FIGURES

Steps lead down to what was once a prison for a mad goatfolk artist who had gorged herself on wizard flowers which allowed her **paintings** to come to life. Before being imprisoned her jailers had cut off her hand, and so she had to use her off-hand to paint the magical scenes. Unfortunately she could not paint with any realism and so the walls are covered with **stick figures in abstract landscapes**. It may be possible to enter these landscapes which exist in a Flatland dimension, however it is more likely that the party will meet a stick-figure Heelan who has stepped out of a 2-D desert, or a lonely Vinteralf who is invisible when they turn to the side

A rude graffito of a dying gnome was painted on the stairs, but it is not magical.

31. COLORFUL GALLERY

The walls of this room are festooned with now-faded **gesso paintings** featuring raucous crowds dancing gleefully around an enormous bronze face. Some of the streaks of color on these paintings are very old dried blood.

32. VICTIM OF TREACHERY

In the center of this room are **dessicated remains**, still clothed and covered in dried blood, lying undisturbed since death. Careful examination of the body will reveal a snapped-off dagger blade buried in his neck.

The walls of this room also once featured colorful **gesso paintings** centered around an enormous **bronze face**.

A particularly astute delver may notice that the old **dried bloodstain** seems to seep into a crack at the base of the southernmost wall.

33. AUTOMATED AMPHITHEATER

Within a wide semicircular recess, surrounded by broad steps where people may sit, there is a mechanical contrivance of bronze, sculpted to resemble a **giant woman's head**. This is the **Graceless Calliope** (see page 35). Her eyes are closed and lips pursed. Those who have such knowledge or are particularly perceptive may see that there is a **fire grate** within her mouth, and a funnel behind her, for filling a reservoir.

34. THE PILGRIM'S BRIDGE

This room features a **big pit** cutting it in half, above which seems to be a bridge. The bridge is actually an illusion and any careful inspection will reveal that fact, but as long as someone believe in the illusion they can use it without any problem. On the walls some **bas-reliefs** illustrate how sinners fall into the abyss and pure-hearted ones fly over it.

Actually the "fly over it" is a metaphor. A dangerous one since a **monster** recently made this pit his home and took the habit to catch anything flying over it with its sticky tongue. It can be spotted by careful adventurers as its red eyes glow in the dark.

The **secret door** on the north of the room is a more recent addition and is easy to spot from the inside as the bas-reliefs are poorly sculpted on this section. Coming from 24 however it's far more hard to figure.

35. THE BELL OF DEVOURING

Massive **rune-etched bells**, twice the size of a barrel, once hung 20' above the alcoves of this vaulted chamber. One by one, age and neglect brought them crashing down from their moorings. Now a single bell remains. Although time has robbed it of its shine, it appears intact. Its braided bell pull dangles 6' feet off the ground. Unfortunately, this bell is a **mimic**. Whoever tugs its "rope" will be yanked high into the air, headfirst into its gaping maw.

36. THE BELL OF SATIATION

A **single intact bell** remains in the southernmost alcove. This bell gleams from runes incised upon its surface. A pull dangles just out of reach. Whoever manages to sound this bell will feel fully refreshed instantly, as though they were well fed, rested, and at-peace. This bell can only be rung once per hour. Subsequent attempts cause the bell to only make a dull thudding noise.

The westernmost broken bell once opened a secret door leading to room 23. That door can be opened now by detecting the hidden door and destroying it.

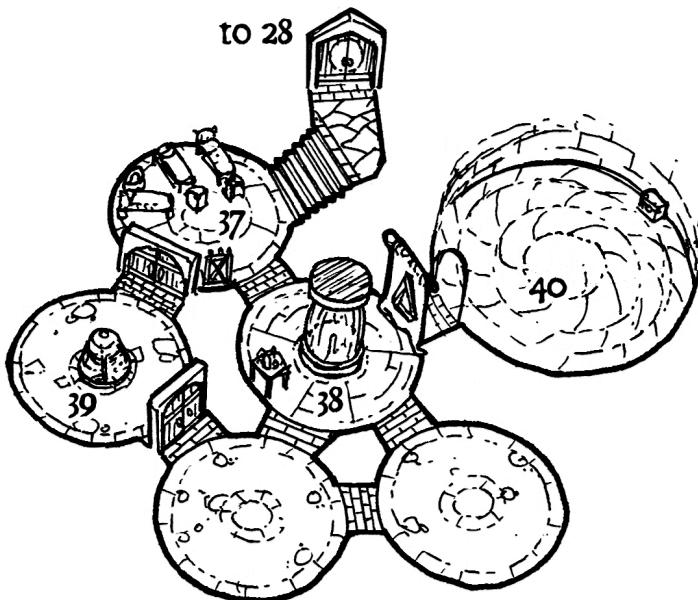
37. LABORATORY ANTECHAMBER

This room is the living quarters of those researchers whose laboratory, stockroom, and planetarium lie in the circular chambers beyond. There are bunks for four people and four large heavily-locked chests, one at the foot of each bunk. These contain coins, journals, and personal effects. Beside the door leading to 38, there are four coat racks, with aprons, gloves, and simple caps, all in white.

38. LABORATORY OF THE FABULOUS OCTOPOD

A **antiseptic-smelling** laboratory, filled with scientific equipment. A large, mottled-red **octopus** drifts inside a large, floor-to-ceiling **glass tank**. On each tentacle is a very gaudy ring. She offers a ring to the party if they help her escape the tank and assist her to the nearest open body of water. Each ring is a magic

to 28



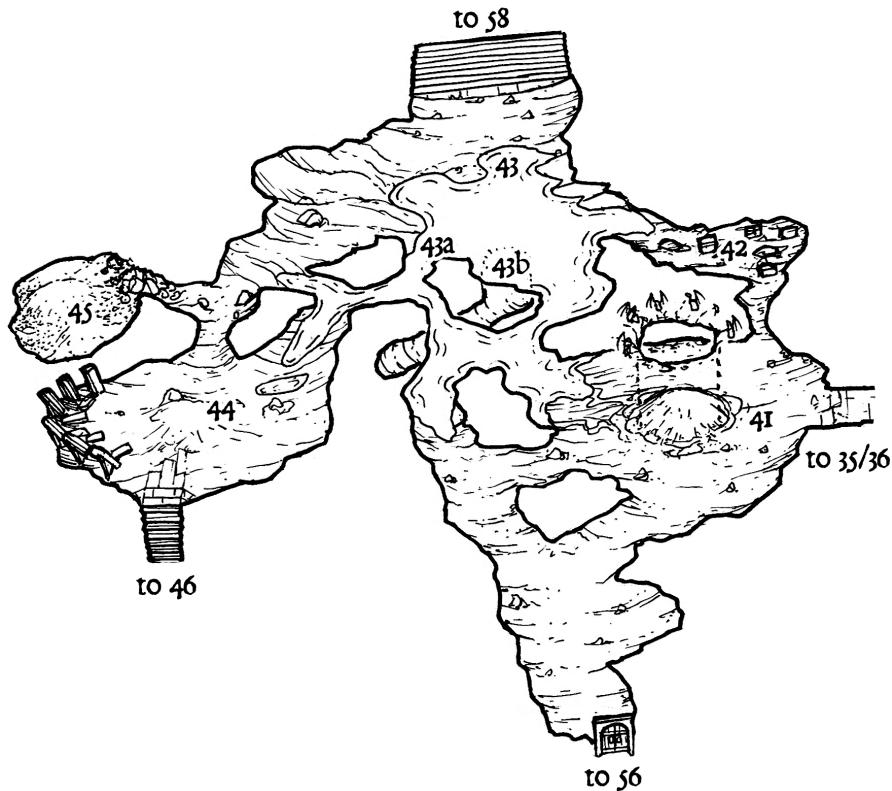
item (see page 38). The octopod (Salbevas) is an adjunct professor from Deep Sea University, and was stranded in the laboratory when the other scientists fled.

Salbevas can only communicate by writing with a black grease pencil onto the inner surface of the tank. On close inspection, the party may read previous notes -- now just mostly-erased smudges on the tank. The oldest and most-smudged notes are scientific equations and chemical formulas -- relics of the collaboration with the room's researchers. Her skin will change texture and color according to her moods, and how the conversation progresses with the party.

On a wall near the tank is a **large tapestry** of a Penrose Triangle -- behind which is a door to room 40. If the party is friendly and helpful toward her, the octopod will definitely point out the location to them.

39. PLANETARIUM

In the center of this room is a meter-wide **brass globe** or orb studded with tiny semiprecious stones, minuscule glass lenses, and simple pinprick holes. This is the **Spectroheliograph** (see



page 38). This hemispherical room has no other light sources, and the doors are behind heavy, black, **light-blocking curtains**.

40. ABANDONED NON-EUCLIDEAN STOREROOM

Built by whoever or whatever built area 38. Once entered, the room appears relatively small for a storeroom, only 30 feet or so in diameter. However, **space is bent** so that the closer you are the centre of the room, the larger it is – this looks as if the room were getting larger if you're inside this bubble, and looks as if your buddy is getting smaller if you're on the outside. There is a **treasure chest** on the far end of the room, which contains treasure of the GM's choosing and a Ring of Distant Skin (see page 37).

Brute-forcing your way by travelling through the bent space at the centre of the room takes a week to cross. You could also just stick to the walls, which haven't been enchanted. It takes only 30 seconds to circle the non-euclidean bubble.

41. BAT-WINGED HARPIES

A chorus of twelve **bat-winged harpies** roosts in a grotto in the ceiling of this chamber. A waist-high **pile of feces** and rotted fish parts on the floor conceals a **giant whip scorpion**. The chorus spends its time sleeping, babbling, and skimming for cave fish in the waterlogged tunnels. Once a day they join their voices in the most beautiful, heart-rending melody.

42. SCORPION HATCHLINGS

A **cave goat carcass** and its **scattered cargo** lie at the northern end of this chamber. If the carcass or surrounding cargo are disturbed a small swarm of **whip scorpion hatchlings** will attack. Crushed hatchlings emit an odor that will attract their mother from room 41.

The cargo includes eight days of well wrapped trail rations, three flasks of lamp oil, assorted dwarf-sized clothes, a pince-nez of examination, and 2d6 silver coins.

43. THE GLIMMERPOOL HERMIT

A painfully shy **hermit** camps amongst the **cave reeds** and accompanying **bog** that fill much of this cavern. The hermit fishes the room's waters in a **cave-reed boat**, avoiding visitors by paddling to adjoining rooms when possible.

The hermit was once apprenticed to a harpy-obsessed naturalist. Following his master's demise he realized an eternal truth: speaking of danger brings it. Instead, if cornered, he will offer nonspecific advice that, if followed, will defuse the dangers in one or more nearby rooms (e.g. "Keep clean!"). Usually placid, he will scratch and bite like a wildcat if taken towards room 60.

43A. DEEP-SHRIMP CROSSING

A **subterranean waterfall** links the upper and lower legs of a great deep-shrimp migratory path. Sentient, telepathic, and awkwardly introspective adult deep-shrimp migrate from the Darksea to surface waters where they meet their end in a generational spawning. Their brood, with infantile intelligence and sparkling psychic exuberance, return down the fall after their first molting. Many become trapped in the shallows, and the psychic light emanating from their decomposing carapaces give the Glimmerpool its name.

Visitors are greeted by:

d10	Greeting
1-2	d4 Adult deep-shrimp, climbing to the waterfall's mouth
3-4	3d12 juvenile deep-shrimp hopping around the pools.
5	D3 murk stars, surprised to find themselves in a cave.
6-10	Mist, and the sound of falling water.

43B. PEARLS OF WISDOM

If the pendulum in room 49 has been stopped the Glimmerpool will drain 10' to half empty a **long, narrow room**. Three **deep-shrimp monastics** guard this room, and the **piles of glimmering pearls** it contains. The pearls contain the psychically etched memories of the prospective deep-shrimp parents, left for the next generation's edification. While the monastics will guard these pearls with their lives, they will happily trade unetched pearls for help restarting the waterfall.

Two **stone-grated pipes**, obscured by **weeds**, are also exposed by the draining water. These 2' arched osmotic pipes feed the pools in rooms 10 and 26. Travellers who enter the pipes, even when drained, will find themselves drawn as though by an invisible current towards their grated terminus. The last half of the pipes remain flooded.

44. VAULT OF THE SANDPUFFER

There is a **dusting of sand** and several **copper coins** on the mosaic floor. The edge of the stagnant Glimmerpool lies to the west. Against the east wall are **six large sarcophagi** resting upright. Five are broken and looted. The sixth remains sealed. If opened, a furious **sandpuffer** emerges. It will immediately ingest sand from the floor and blast anyone nearby with relentless volleys until it dwindles. Then, it will sludge its way to room 45 to feed on the ensorcelled sandpit. If surfeited, it will coruscate madly and rampage the dungeon.

45. SANDPIT OF NEVER-LEAVE

A **rockslide** gives way into a deep seated chamber filled with **sand**. Buried here are bones, dried remains, and oddly shaped bits of metal and fiber that may have once been some sort of ancient garb or armor long decayed. It is not until much later, long after adventurers have left the chamber, that the sand covering

their clothes, their gear, and filling their boots begins to glow... as it swirls around them, forming long-fingered shapes that grab and claw to drag them back to the pit.

46. THE SHIMMERING POOL OF SACRIFICE

A **silvery pool** shimmers and ripples. **Fresh food** has apparently been tossed onto its stone rim, and the floor beside it.

Sacrificial victims from rooms 51-52 were once thrown into the pool, in exchange for blessings of food.

The pool is, in fact, a portal to a distant temple. On the other side, the faithful used to come in crowds, and the more victims were sacrificed and sent through the portal, the more food would be brought to be sent in return into this room.

Now, the far-side temple is almost completely abandoned. Sometimes, an old priest throws food through the portal just in case.

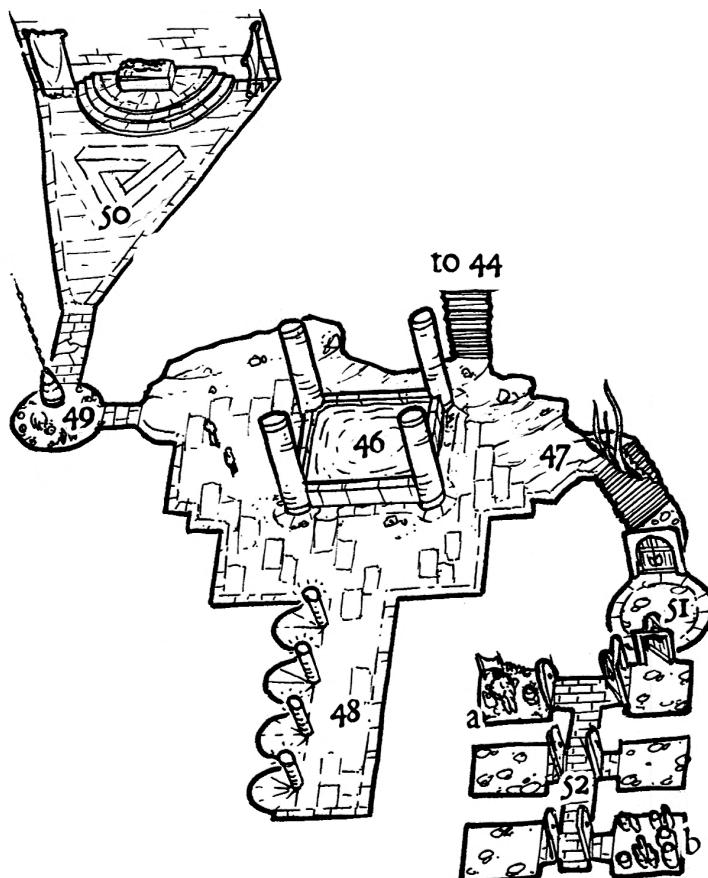
47. STAIRS GUARDED BY DUNGEON BARNACLE

On the floor at the top of the stairs here there is a strange **crack** in the stone, splitting two flat stone tablets that recede underneath the normal floor. This is a Dungeon Barnacle (see page 42), a deadly creature which lashes tentacles out at passers-by opportunistically before dragging the dead inside to be digested. If meaningfully harmed, it will recede its tentacles back inside, shutting the stone off in front of it. It can spit acid, but only if the stone in front of it is broken and its life properly threatened (it prefers to let prey leave than fight to the death).

48. THE WANDERING STONES

There are four **stones** here (see “The Wandering Stones” on page 39). They are each the size of a child’s head, but smooth and round and misshapen, worn by water or time or hands. Each stone wants to be carried to a specific destination and any person who lifts one will be compelled to bear it on their person until the stone’s purpose is complete. The stones will fit into a backpack or sack, but most are the perfect lumpen shape to be cradled in the crook of an arm.

Beneath the stones it is just possible to make out **glyphs** carved into the tops of the **basalt pillars** that support them. The glyphs, when seen all together, can teach a spell that aids travel.



49. THE GLUM PENDULUM

The circular room is full of **bones**. There is a large pendulum hanging from the ceiling that is rotating in a slow but devastating circular movement, a failure when trying to dodge it can be deadly. The pendulum powers some other mechanism of the dungeon. If someone decides to halt it in some way, the waterfall in area 43a will stop and the cave pool will drain, revealing an access to a secret area (43b). Stopping the pendulum also stops the water flowing to rooms 10 and 26.

50. SANCTUM OF THE FOUR-SIDED TRIANGLE

A preternaturally aged **priest** in insultingly simplistic robes lies on the **altar** atop the stairs at the south end of the room. Her name is Anell and she is worried about the contents of room 45.

Anell will happily explain the secret of the four-sided triangle to the least charismatic player, who will then start spotting the pattern everywhere.

51. THE JAILER'S VESTIBULE

Once the post of a dutiful jailer, this room now holds only his **bones** still seated behind her worm-eaten **desk**. Her bony hand still clutches a mug with the word “Deputy” scratched on the side. The inside of the mug is stained with an acrid brown resin. Her keys are noticeably absent. An **unpleasant smell** comes from the cells beyond.

52. OFT OVERLOOKED ORTIS

A **yeasty smell** mixed with the reek of unwashed body and filth fills this place. The two **cell doors** between here and room 51 stand open. The rest of the **cells** are closed with heavy iron bars and padlocked.

52A. ORTIS' CELL

In this cell stands a pale, filthy, nearly naked, and morbidly **obese man** singing to himself while tending an elaborate still that takes up most of the cell. The room is **swelteringly hot** from the fire under the still and **steam** rolls out of the room. The jailer's key is secreted on his person and opens all the padlocks in this area. He will attempt to scald, douse, or set aflame anyone who tries to take it.

52B. STASHED BREWS

Triple-padlocked, this room contains the product of the brewer's labors. Dozens of **clay jugs, barrels, buckets**, and at least one highly suspect **bedpan** hold a variety of liqueurs ranging from the sublime to the supremely toxic. See “Ortis' Brews” on page 36 for their effects.

53. CARRION ENTRANCE

The scents from room 54 below waft up to this room and to the rising corridor above. The scents draw vermin and larger things from above. In room 53 and in every 50 feet of corridor, make a check for things drawn by the scent.

d6 Encounter	
1-2	Nothing
3	4d4 regular rats
4	d4 giant rats
5	d4 lizards
6	Special encounter (see below)

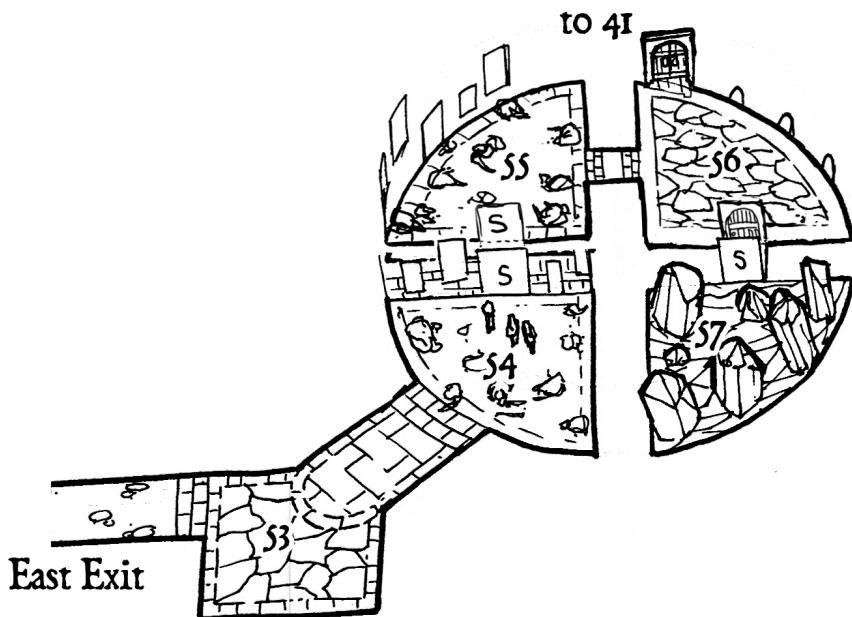
d6 Special Encounter	
1	1d4 ghouls
2	ghast
3	tentacled crawler (generally on the ceiling)
4	pudding (choose a color)
5	gelatinous cube
6	gibbering mouther

Most of these entities will see the PCs as something that stands between them and a good meal.

54. ROOM OF THE BLOOD ENTRANCE.

Those who come from room 53 are greeted by room that **smells of death** and the rustle of vermin moving around. The floor is littered with the **dead carcasses** of all manner of creatures, mostly vermin, but also the occasional humanoid or larger animal. The dead are in all stages of decay - fresh to broken skeletons picked clean. There are plenty of live vermin here enjoying the free meals as well.

The room itself has **outlines of doors** of every size engraved on the wall - large, small, overlapping, and even sideways (the door is rotated 90 degrees right or left). Engraved on the floor, but covered by the carcasses is a small **engraved circle**. Putting a drop of blood of a live creature into this circle will cause the door outlines to shuffle. If the death blood of any creature (no matter how big or small) is used in the circle, the secret door in the south wall will open. If the creature is already dead before the blood is put in the circle, then there is no effect. The secret door in the south wall is found at only $\frac{1}{2}$ the usual chance.



55. MIRROR OF THE BLOOD ENTRANCE

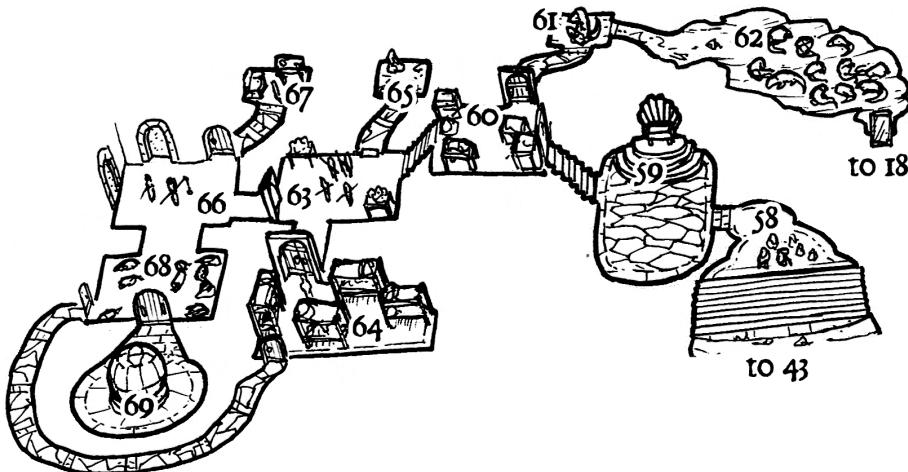
The floor is littered with the **dead carcasses** of all manner of creatures. It has **outlines of doors** of every size engraved on the wall - large, small, overlapping, sideways. Covered by the carcasses is a small **engraved circle**.

This room is an exact north-south inversion of room 54. The secret door is found at only $\frac{1}{2}$ the usual chance, but it can be opened from here in the same manner as from room 54. Whenever the secret door is opened, it will precisely mirror anything dead or inanimate (and not on a living person) that is in room 54 (opening the door "updates" this room, the objects appearing from thin air).

Bringing any dead or inanimate objects created by the room back through the secret door will cause the original in room 54 to vanish. The secret door seals after any blood in the circle dries.

56. DECONTAMINATION CHAMBER

Crossing the mid-point between any two doors of this brass-walled room will cause heavy **mechanical doors** to seal it shut. Hot water and steam will forcefully spray into it from pipes in the ceiling, scouring all surfaces clean, and draining through the fine-grated floor. An intense "dark" light then strobes, accompanied by a loud stuttering zapping sound, drying and sterilizing all



surfaces. A swarm of small **gnome automatons** then flood the room through **irising doors** in the wall, confiscating any items created by, and brought in from, room 55, and other select items (GM's call, or random). The doors then open.

57. UNICORNS!

This room, a pocket dimension, is filled with endlessly **refracting crystals** and an uncertain number of **ephemeral unicorns**. If travellers enter the room, the door quickly becomes lost amongst the reflections. While the unicorns can subsist on rainbow crystal refractions they crave mortal food. Unfortunately, if fed, the unicorns react badly, producing clouds of **rainbow sleeping gas**. Unconscious travellers will wake in the cell in room 30 minus their provisions. Enraged unicorns will use their mystic mastery to fling shards towards the hearts of any who attempt to break the crystals. Once speared, players can only express themselves through fairytale allegories.

58. LOST TRAVELLERS

A family of laconic **dwarves** and their **cave goats** are making camp here. They spilt their lantern oil fleeing the scorpion in room 42 and are stuck here until they can catch enough fish to refill their oil stores. The family entered the Untoward Halls through room 53, but will not volunteer knowledge of hazards without incentive.

They will vociferously demand the return of any cargo from room 42 that they notice other travellers carrying.

59. CACOPHONOUS ORGAN

A small **organ** stands on the dais: six iron pipes, badly rusted, emerge from a wooden frame that is bent and twisted by moisture and cave rot. It is powered by gravity: a large, lead weight can be hooked to either end of a chain wound around a brass flywheel. The weight is on the ground, but if hooked to the other end, the flywheel spins and pressing the keys will cause noise. The six huge ivory keys, each produce different effects. From left to right:

Key	Effect of Pressing Key
1	A peal of high-pitched harpy laughter, meant to attract curious harpies.
2	Cooing and hissing noises, harpy sleep noises meant to pacify them.
3	A random metal object within 20 paces of the organ glows red hot.
4	A terrible subsonic vibration rattles teeth and causes cave fish to surface and splash.
5	A blast of rust powder fills the air, perhaps blinding those near the organ.
6	A rapid chirping noise, made by Children of Orpk when they assert their territory.

60. NATURALIST'S ROOM

Both entrances to this room are **barricaded with wooden boxes**. Some contain remnants of expedition gear: frayed rope, pots of oil, lamps. Leather-wrapped bundles of rations have turned to dust and mouse droppings. A **desk** in the corner bears a mildew-eaten **book**. Inside are hundreds of hasty but lifelike sketches of the harpies of room 41, and a schematic for the organ in room 59. Inside the desk drawer is a pair Naturalist's Spectacles (see page 36).

61. THE UNNATURALIST

In the center of the room sits a **rock lizard**, dressed as the long-dead naturalist. It has stuffed itself into the naturalist's leather coat, breeches and boots, and it wears a long green scarf, the ends crusted with mud. Used **ink pots** surround it, as do **sketches** of harpies, rock lizards and cave crickets. The lizard talks in

the naturalist's voice. It is friendly to a fault, and desires nothing more to introduce visitors to other denizens of the caverns, dangerous or otherwise. It periodically wonders aloud where its spectacles are.

62. SILENT ORGY OF LIZARDS

Two dozen man-sized **rock lizards** are intertwined, all along the ceiling and floor of this chamber. These are the Children of Orpk, and they are all Sitting Very Still (see appendix) as they have done for years, making them seem like high relief sculptures more than living beings. Crunchy **eggshell fragments** litter the floor, and d12 **immature lizards** scamper in the crevices.

63. THE CHARITABLE SAFE HAVEN

Here stand **4 initiates** armed with staves. They wear sackcloth and don't look like fighters. They have **heaps of food and water** arranged on tables which they will gladly give in exchange for donations to their guild. They will accept promises for service in exchange for their wares. Every now and then they have magical items to give to the deserving but at what price? They may ask for donations of harpy wings and pseudoscion eggs all to further their aims. What are they—to help the weary traveller of course.

64. THE CHARITABLE SLEEPING ROOM

The room is lined with **bunk beds**. On one or two of these are **sleeping adventurers** with their gear safely stashed in nearby **lockers**. An **initiate** guards the door to make sure none of the patrons are disturbed.

65. THE MAD INITIATE

Solemn-faced **initiates** will enter this door from room 63 twice a day, always in pairs. Weeks ago, one of their number returned to the Safe Haven bearing signs of demonic possession. The Rites of Cleansing were performed, but the entity could not be driven away completely. When awake, the **poor wretch** spends his days in silent meditation. When he sleeps, the demon can seize control, causing him to shriek, thrash about, or spit curses in an inhuman tongue. The compassionate initiates enter the room to chain and unchain their brother to the wall... but as their Order dictates, they do not discuss their internal hardships with outsiders.

66. CARREG GATES

A dessicated **pseudoscion corpse** slumps next to one of two simple **clay-brick arches** that are built into the southern and eastern walls of this room. The ‘doorways’ of these arches are filled with still-wet clay. Roll on the Eastern Random Encounters table. The result emerges from one of the gates.

Built by the genderless and clay skinned carreg, these arches permit travel along the earth’s seams. To the uninitiated they remain ordinary clay.

67. FALSESMITH FORGE

Grame, a young **sculptor** of incredible skill who dubs herself “a falsesmith of great renown”, has gathered a great set of tools to patiently work on obscure forgeries. She has nearly finished a counterfeit pseudoscion egg and she will trade one of Salbevas’ rings for it (see room 38). She might lower her price if the PCs gift her with any tools she lacks.

68. HAUNTED ANTECHAMBER

Once the storefront from which access to the pseudoscion incubator was sold, this room is now a shattered mess. Thirteen **half-mummified corpses**, three human and ten pseudoscion, rest amongst the wreckage. A freshly **slain ricalu** keeps them company.

The chamber is haunted by the **conjoined half-souls** of unloved pseudo-scions. They will animate the room’s corpses and fling broken furniture at intruders, targetting those approaching the incubator (room 69) with particular fury. Pseudoscions can pass unharmed.

Quiet observation reveals an unlikely family of **chipmunks** living amidst the wreckage. They squeeze under doors to raid unwatched provisions in room 64.

69. PSEUDOSCION INCUBATOR

This room is dominated by a **spherical apparatus** partially sunk into the floor. Its white porcelain plating is layered over a pulsating, flesh-like substance that peeks through the cracks. Pressing one’s hand against a clearly-marked handprint on the apparatus causes a hidden barb to draw a drop of blood. The apparatus then uses the blood to fertilize one of the eggs in its belly. After ten minutes of rapid incubation, a pseudoscion is disgorged,

mewling and covered in artificial placenta (see appendix). The apparatus has one hundred eggs, and can fertilize one every hour.

UNUSUAL & MAGICAL ITEMS

ALCHEMICAL WONDERS

Within room 21, if the cupboards are jostled, one or more alchemical wonders will spill onto the person, causing a single random effect. These effects are never beneficial, though there may be beneficial components available to the skilled looter.

Ideas for effects include harm, slowness, sleep, paranoia, fear, uncontrollable laughter, blindness, deafness, weakness, or disease.

THE GRACELESS CALLIOPE

This is a massive bronze steam-driven calliope in the form of a sculpture of a woman's face. The musical mechanism was enchanted when it was created, so that its song would fill weary travellers with joy, but ages of neglect have taken toll on the mechanical workings of the device, and the enchantment now can only amplify the broken song within the hearts of those who listen. If the reservoir is filled with water and a fire made in her mouth, the sculpture will begin to hiss from the nose as the water boils. After 2d6 minutes, the eyelids will open, and at this time, whistles hidden within the sculpture will begin to operate automatically and play a broken, pathetic tune, leading any who hear it to become upset and unhappy. Particularly sensitive people may even become violent against their own companions.

ORTIS' BREWS

The qualities of of Otis' brews are highly variable based on the ingredients at hand, the state of his intoxication while brewing and chance. When drinking any of his draughts roll on this table to find the effects of that batch. Each container has 1d6 doses.

d6 Effect of Draught	
1	You almost swallow a large insect wing and a doll-sizedshoe with a curling toe. You have the power of flight for the next 2d12 hours, but when you attempt to speak only the tinkling of bells are heard.
2	You are afflicted with a temporary insanity and not so fleeting alcoholism.
3	You become fabulously drunk. When you sober up in 2d12 hours you are stricken by such a powerful hangover that you find it impossible to drink anything stronger than water for years to come.
4	You are literally blind drunk for the next 2d12 hours. But in the meantime you can see perfectly into the spirit world.
5	Ambrosia - this cask will bring a hefty price at any fine tavern.
6	This is certainly poisonous but is also a universal solvent. Any-one cautious enough to smell it will know better than to drink it.

NATURALIST'S SPECTACLES

Fine spectacles made of braided white metal, meant for capturing details quickly. They cause the wearer's eyes to rapidly flick back and forth between a subject directly in front of the wearer, and the wearer's lap. The alternating is rapid enough to be uncomfortable after a few minutes, but if the wearer holds pen and parchment, the alternating vision allows for very faithful capturing of detail.

PEARLS OF WISDOM

Usually consumed by juvenile deep-shrimp, these pearls each contain the collected memories of one adult deep-shrimp. If consumed by a non-shrimp, the pearl grants D6 days of identity crisis in addition to a life's worth of deep-shrimp wisdom. Each additional pearl consumed adds another D6 days of confusion, but no additional insights.

PINCE-NEZ OF EXAMINATION

These worn pince-nez, in a slightly battered case, allow their wearer to notice things about objects they are examining that would otherwise go unnoticed. Unfortunately, they only function on objects within 2'. Anything further away is blurred.

RARE PLANTS

In area 11, three plants can be found in special alcoves along the south and west walls. These plants are the Drakin Dreamroot, Dread Poppy, and Ostian Orchids.

Drakin Dreamroot is a fibrous plant that when ground into a powder and consumed like a tea, will instill the drinker with dreams that reveal brief glimpses of the future.

Dread Poppy is similar to regular poppy, but grown in Quicksilver infused soil and watered with Harpy Blood. It was used by the Cabal of Mages in area 20 to keep their victims Docile and suggestible enough to imbibe the chalice of Despair.

Ostian Orchids are a rare breed of orchid that can be used in place of many common spell components, making it an extremely valuable commodity on the Underground Road for spell casters.

THE RING OF DISTANT SKIN

Found in area 46. It resembles a small silver ring with a checkerboard pattern inlaid that circles around the flat outer and inner edges. When worn, the ring creates a small barrier of non-euclidean space around the bearer which makes them ever so slightly more distant from the world around them. It's up to you to determine the exact meaning of this, but I would recommend making the bearer harder to hit, but also make them have a harder time hitting enemies. They should also be marginally worse at catching or grabbing things hastily, and take a tiny bit of extra damage from falling.

THE RINGS OF THE FABULOUS OCTOPOD

Found in area 44. Salbevass the octopod has gaudy rings on her tentacles. Roll one at random as a ‘gift’ if the party helps her escape.

d6	Ring Effect
1	Ruby and gold. Engraved with the Deep Sea University coat of arms, and the year Salbevass graduated. “Go DSU Fightin’ Manatees!”
2-3	Turquoise and silver.
4	Amber and wood. Inclusion in the amber: two tiny lizards, locked in an embrace.
5	Quicksilver in a glass toroid. Activating the ring will transform the wearer into a puddle of mobile quicksilver. Effect is brief, and user will exhibit mercury poisoning effects (transient skin rashes, loss of hair/nails, itching as if insects under skin, swelling, sensitivity to light, memory loss) the more it is used.
6	Copper—encrusted with verdigris and small barnacles. Allows the octopod to travel short distances (10 minutes) on dry land. The octopod will not give this ring up voluntarily. If one of the party wears it, they’ll be surrounded in a bubble of seawater, and risk drowning.

THE SANDS OF NEVER-LEAVE

The sand from room 42 if controlled by a talented magician can be gathered in glass bottles. The magician can set an anchor point with one bottle of the sand, pouring out a half portion into another bottle which can then be used as a weapon to attempt to drag foes back to the anchor point via the most direct route.

SCARF OF WATER-BREATHING

This scarf, when wrapped around a user’s nose and mouth, allows regular breathing under water. It is a pleasant blue paisley.

SPECTROHELIOGRAPH

This is a meter-wide sphere, studded with tiny features such as glass lenses and semiprecious gemstones, small enough to be otherwise worthless. It is however constructed with stunning precision and accuracy. Beneath this globe is a round dish or pan,

polished to a gleaming brilliance. Any sufficiently-bright light source placed in the pan will cause the orb to shine maps and charts describing all of the heavens. A mundane fire of oil will slowly generate enough updraft of air to set these projections into accurate motion.

Any attempt to move or dislodge the delicate device will render it inoperable.

THE WANDERING STONES

Found in Area 65. These stones are smooth and rounded but misshapen, worn by water or time or hands. They are about the size of a child's head and quite heavy. The stone bearer will be unable to relinquish the stone until its purpose is met. Nor will they be able to grasp another stone while one is in their possession. These stones will take up a significant portion of inventory and weight, but give the bearer knowledge and motivation for potential future adventures.

What does this stone want? No two stones will share the same goal. Each stone will know how to reach its destination and can impart this to its bearer.

d8 What does the Stone Want?	
1	To be placed in a specific chamber within this dungeon
2	To be carried to the highest mountain peak. The stone will insist on continued travel until there is no higher point within sight.
3	To be presented to a dragon for inclusion in its hoard
4	To sit on a throne of power
5	To be enshrined in a temple of blackest stone.
6	To rest in the ashes of a thousand books
7	To travel in the belly of a leviathan.
8	To witness death and blood and terror, as much as possible

Each stone has a specific relationship with each other stone. No stone will have the same relationship with more than one stone (a stone cannot be averse to more than one other stone) and no two stones will have the same relationship with each other (two stones cannot both be averse to each other). Here are several possibilities:

d6 Relationship with Other Stone	
1-2	Aversion. This stone will refuse to allow its bearer to move toward the other stone.
3	Adoration. This stone will refuse to allow its bearer to move further away from the other stone.
4	Supremacy. This stone will refuse to allow its bearer to hold it lower than the other stone
5	Attendant. This stone will refuse to allow its bearer to walk before the bearer of the other stone.
6	Jealous. This stone will not want its bearer to share or give anything to the bearer of the other stone.

MONSTERS

APOCALYPSE LARVA

Fat white grubs (2-3' long) cling to cavern walls, sloshing with precious lichen oils. Passive, but if poked they burst, splashing anyone near with flaming oil.

CAVE SQUID

A cloud of black tentacles, hanging in the air like an inkdrop in water. They 'swim' through the air, fronds wafting on unseen currents.

Normally constricted to a mass 4-5' across, their tentacles stretch up to 12' if need be, and given time they can squeeze through gaps only a few inches wide. Highly resistant to crushing or piercing attacks.

Their venomous touch causes paralysis, searing pain, or control of whichever of the victim's limbs has been seized, depending on the squid's vile purpose.

They hunt alone, and act intelligently. Cave squid cannot see those Sitting Very Still (see page 46).

CAVE STITCHER

These large spider-like spawn of the demon Guguluin practice a gruesome form of sorcery, "stitching" victims' bodies into new shapes by severing and reattaching limbs. The final form determines the spell they cast.

Some victims die during the "ritual", while others survive to live on as puppets of the stitcher, ever available to produce the desired magical effect with a jerk of their silken tether.

CARREG

Genderless humanoids, with skin like supple clay. When healthy, they are cool and moist.

They have small mouths, slitted nostrils and no eyes or hair: unlike dradkin they are quite alien to the surface peoples. They "see" by means of air currents and ground vibrations, and are unaware of light.

DEEP-SHRIMP

Adult deep-shrimp are of a similar size to a large dog. While usually willing to communicate with land-creatures via their native telepathy, they will sometimes attack with their long crab-like pincers. Capable of breathing outside water, they can also 'hop' while on land, somewhat like fleas. Physical attacks are usually preceded by dazzling mental fireworks. Monastic deep-shrimp have honed these abilities further, and are often powerful mind-benders.

Juvenile deep-shrimp are largely harmless to human-sized creatures, and will use their telepathy to distract attackers before escaping. They lack their seniors' endurance on land, and will expire in minutes without water.

DRADKIN

To surface people, dradkin look fine-boned and delicate, with jerky and unsettling movements. The majority are albino, some yellowish with ruddy features.

Their eyes are small, and bright light hurts them. They are at home in darkness, but use tiny lamps or naked wicks when they can afford oil.

They have excellent hearing, which they supplement by placing their long fingers against the cavern walls.

They make no cloth, but wear skins made from their dead (a final gift), tailored with thread spun from hair, and make tools and buttons of the bones. Each of their garments is named after the giver, and precious to them.

DREAD REAVERS

The monsters in room 20 are semi-corporeal wraith-like creatures that are drawn to the warmth of mortal beings. These creatures are souls who have been twisted by the vile and illegal magics harnessed by the evil cabal of wizards. They will claw at mortals or try to suck the warmth out of them. Creatures without flesh or heat, such as constructs and undead will be ignored by a Dread Reaver.

DUNGEON BARNACLE/CIRRIPEDE

Dungeon Barnacles, or Cirripedes, are cave/underdark/underworld/underwhat have you creatures that ooze a mild form of acid. They use this acid to dig into stone and rock, where they shut

themselves off from the world with a stone gate. If something passes by, they open up this gate and attack it with tentacles, attempting to strangle or bash it to death, before dragging it inside where it can be digested (they dissolve food outside the body before absorbing nutrients through the skin).

If a Cirripede is killed and dragged out of its hole, it is up to the GM to describe what it looks like. Every Cirripede looks different, as they grow flesh reactively to what portions of stone are dissolved first (in many ways, they are more like plants than animals).

“Larval” Cirripedes are grown in clutches of eggs (worth a pretty penny to alchemists or wizards, if you feel like rewarding the players for the kill) in their parent’s folds. They are asexual, and upon birth drag themselves not too far away like octopi stranded on land, where they find soft stone and dissolve their way into it. Young Cirripedes eat rats, bats, and other little beasts – adult ones will sometimes survive for months slowly dissolving and eating the single corpse of something larger, like a Cave Troll or Giant Spider.

There is a Cirripede in area 66

FIRE BEETLES

The brief adult beetle (2') stage of the larva, they fly noisily on crystalline wings. They occasionally spurt small flames, which the observant can use to detect them.

JORN

Descended from giants (so they say), the Jorn are tall and immensely wide. Almost entirely blind, the long gray bristles on their faces and backs are so sensitive that they navigate freely in the dark.

MURK STARS

Long- armed starfish that glow a luminous orange, they exude a paralytic mucus they use to catch fish and other prey.

Murk stars have a limited telekinesis that lets them fashion protective bodies from found materials, and come ashore.

Siltbody murkers are slow-moving ambush hunters. Stronger stars fashion bodies of stone for use in war, and are immensely tough.

A rare few master both the wit and subtlety needed to shape fine humanoid bodies of clay. Many of these claybodied murkers live in the more welcoming humanoid underworld settlements. Their fifth arm resides in the ‘mouth’, curled up like a long, glowing tongue.

They wear clothes, and participate in society fully. They are mute, but communicate using a set of hand-signs, known to many of their neighbors.

PSEUDOSCION

The pseudoscions created by the apparatus in Room 63 are somewhere between homunculi and children. They appear as humanoids with black eyes, skin like clay, and a prehensile tentacle sprouting from each shoulder-blade. Their facial features bear an unmistakable resemblance to their blood “parent.” Pseudoscions start off as infants, but age at the rate of one year per hour - so after ten hours, a pseudoscion looks like a ten-year-old. They must eat an enormous meal of red meat at the five hour mark and every ten hours thereafter, or perish. It will die after 80 hours of old age. If the parent is around at the birth, the pseudoscion imprints and reacts much like a normal child. If born alone, the pseudoscion will hunt for its parent, as well as for food. If treated badly, the pseudoscion will be a relentless foe for its brief life. If treated like a son or daughter, the pseudoscion can be a useful ally, generally fighting loyally and ferociously once it is old enough to do so. It will go through a rebellious, questioning phase around 15 hours, and after 65 hours or so it will need to be taken care of in its old age.

RICALU

Ricalu goblins, while consistently ugly, otherwise vary in appearance considerably.

d6	Random Appearance
1	Heavy, short and hideous
2	Near-spherical torso and long, bony limbs
3	Very hairy, peg-like climbing nails
4	Tiny eyes, whip-like tongue
5	Sticky skin, a yeasty stink
6	Hairless, hunchbacked albino

Ricalu see perfectly in the dark, and cannot tolerate light. Hard work is expected in their society, and petty squabbles are unfortunately common amongst their number. Some tribes are so inbred that reproduction requires sorcerous conception and surgical extraction.

ROCK WORMS

One to two feet in length, these worms burrow through rock at a glacial pace. Flesh provides less resistance, and an unwary travelled can quickly vanish if caught in the path of a migrating knot.

SANDPUFFER

The Sandpuffer is a slurry of sand, mud, and sewage from a bygone age. It consumes sand greedily through its pores, growing larger with each grotesque intake. Anyone disturbing it will be blasted violently with a spout of sand strong enough to rend flesh from bone. After a volley, it will dwindle and retreat. Weapons do half damage to the Sandpuffer. Lightning turns it to glass. It is vulnerable to water when it dwindle, which will dissolve it. If dissolved, it bears a precious crystal gizzard.

TCHETH

Tcheth are human-sized, but long-limbed, lightly furred and with long, narrow skulls. Their flexible bones allow them to squeeze through gaps as small as a hand.

They are excellent climbers, but see poorly in the dark.

WHIP SCORPION

Nightmares of black chitin (5' long), they patrol incessantly, seeking sound or movement. Seizing prey with great claws, they then spray it strong acid from their stiff, whip-like tails.

They are perfect climbers, moving easily along walls and ceilings.

RITUALS & SKILLS

CHALICE OF DESPAIR

A meditation on the nature of cruelty provides the foundation for an alchemical procedure. Quickened silver and powdered agate are mixed into a serum of harpy's blood. After two days it solidifies. It re-liquifies d8 days later, at which point it is a vile poison. Anyone who drinks it becomes a dread reaver.

SITTING VERY STILL

The Children of Orpk have mastered sitting very still. In order of difficulty:

The **unnatural stillness** of those sitting very still hard is an aid to attempts to hide

Become as rock--the sitter takes on a stony appearance, and can remain so for years without aging. Time passes quickly for those who are sitting as rock.

Moving without moving--those who sit for a Very Long Time realize that all places are one. Sitting for d20 hours allows them to appear in any other place they have Sat Very Still.