

OC-3

A Labyrinth Lord
Adventure

DUNGEON MODULE OC-3

Labyrinth Lord
Compatible Product

TOMB OF THE FEATHERED MAGE

by Andy Solberg



AN ADVENTURE FOR CHARACTER LEVELS 6-8



The mission is simple: venture deep into the warren of tunnels the goblins call home, Find an ailing wizard's hiding place, and bring him back to the Owl-Folk in one piece.

But the goblins are looking for him too - it's a race against time!

"Tomb of the Feathered Mage" was created for use at OwlCon 35 in Houston, Texas.

LABYRINTH LORD

DUNGEON MODULE OC-3:

TOMB OF THE FEATHERED MAGE

PART 1: INTRODUCTION

This module was designed to be run at OwlCon 35, which was held at Rice University in Houston, Texas, on February 19 through 21 in 2016. This module is the third in a series, and the two adventures for OwlCon 33 and 34 were largely positively received. As of the writing of this introduction, approximately two months after the end of OwlCon 34, Dungeon Module OC-2 had been downloaded well over 300 times! The Labyrinth Lord platform is ideal for creating rich, detailed fantasy adventures within a throwback framework that doesn't overwhelm enjoyment of the game with a superabundance of rules.

This adventure is free to a good home. Feel welcome to download it, share it with friends, print off or photocopy portions of it for use in gameplay, and generally use/abuse it to suit your roleplaying needs. I ask only that you abide by three rules. **First**, share complete and unedited copies of this adventure, with all attributions intact. **Second**, do not profit from this adventure - if you share it, do not sell it or barter with it for something of value. **Third**, if you enjoy this adventure, please consider making a donation to the **Houston Food Bank**. The Houston Food Bank is a terrific charity; they warehouse food products and distribute them to food pantries and other charities that feed the hungry in the Houston area. Thus far they have helped serve over fifty million meals to people who are hungry, and they could use your support. If you can afford even a small donation, options for doing so can be found here:

<http://www.houstonfoodbank.org/donate/donate-money/>

If you plan to play in this module as a character, please **stop reading here**. The information in the rest of this module is for your Dungeon Master (DM) so that he or she may guide you and other players through the adventure. Knowing the details of this adventure will spoil the surprises and excitement of the game for everyone concerned.

THE SCOPE OF THE MODULE

In the first module in this series, the party investigated attacks upon a human settlement by owl-hybrid monsters. The trail led back to a ruined shrine, partially underground, populated by many sorts of strange creatures with an unnatural kinship to owls. A civil war between two strains of owl-headed humanoids had broken out, and this odd sanctuary - "Parliament" - was an important battleground. The party

joined the side of the Strigids against the hostile Tytonids, and they were victorious in keeping Parliament from becoming the staging ground for an invasion of the surface world.

In the second chapter of this story, the party journeyed through the Dark Rookery, the expansive cavernous homeland of the owl-creatures, to negotiate with the Strigid chiefs. A plan was set in motion wherein the party would recover lost Owl Rings, scattered throughout the Rookery during the chaos of a bloody coup, and use them to activate a teleportation device. This allowed the party, with Strigid assistance, to penetrate the innermost sanctum of the Tytonid leadership and assassinate the villainous individuals responsible for the intra-owl strife.

This third module will continue the story with the Tytonids and Strigids, allies once more, working to rebuild their society. A letter is discovered revealing that Ornoval, patriarch and creator of the owl races, was recently alive but in need of assistance, besieged by goblin-kind miles away through goblin-controlled tunnels. The party agrees to traverse the dangerous underground passages to seek out the ancient Dwarvish temple that now serves as Ornoval's tomb. They solve the puzzles and slay the guardians of that resting place, recover the body of Ornoval, and return it safely to his disciples in the Dark Rookery.

This module is designed for a party of five to seven characters between 6th and 8th levels. The average total levels of the party should be 39. Any mix of races and classes is acceptable, but it is essential that at least one character knows the Dwarvish language. If the players do not already have characters, they can use the pre-generated characters at the end of this module. If the party is weak, NPC characters may be used to bolster the strength of the group. The DM may also weaken, strengthen, or otherwise change the encounters in the module to create a fair and balanced adventuring experience.

This adventure is designed to be completed in a single six-hour tournament slot, requiring industrious play and fast pacing. It may also be broken up into multiple sessions for casual play. In tournament action, the DM must keep events moving quickly, holding the players to a minimum amount of downtime to rest and recover spells, and using random encounters sparingly. Note that the module is largely set in an

underground network of caves and tunnels populated by hostile creatures, and the few communities of allies within reach offer little opportunity for upgrading equipment or changing spells.

This module is part of an ongoing series of adventures. The first two adventures, **Dungeon Module OC-1: A Parliament of Owls** and **Dungeon Module OC-2: The Dark Rookery**, should ideally be played before this adventure. The events and background of this module lead directly into two subsequent dungeon modules named **OC-4: Warrens of the Night-Hunters**, and **OC-5: A Screech from Beyond**. A successful party may wish to continue adventuring in these locations.

NOTES FOR THE DUNGEON MASTER

This module, **Tomb of the Feathered Mage**, is a dungeon adventure in thirteen parts.

Part 1 is an introduction that outlines the adventure and gives the DM background information.

Part 2 describes an extensive warren of tunnels that the party must explore to accomplish their objectives.

Part 3 details an occupied city of Deep Delvers and their temple, which now serves as a great wizard's final resting place.

Part 4 provides random encounter tables for the underground tunnel area described in this adventure.

Part 5 describes what lies beyond this adventure, in **Dungeon Modules OC-4: Warrens of the Night-Hunters** and **OC-5: A Screech from Beyond**, and also provides suggestions for further development.

Part 6 outlines new monsters used in this module.

Part 7 details a new character class and the spells it uses.

Part 8 provides pre-generated player characters, should players need them. They can also be used as NPCs.

Part 9 is a tabulation of all combatants found in keyed areas of the adventure. This can be useful to keep handy during gameplay to avoid flipping between pages during combats.

Part 10 supplies the maps detailing the keyed areas of the adventure.

Part 11 supplies handouts that may be provided to the players for their use.

Part 12 is a listing of individuals to be credited and thanked.

Part 13 is an accounting of this product's Open Gaming License.

Before beginning the adventure, please read the module thoroughly to become familiar with all encounters and areas. The **DM's Background** explains the history of adventure. The **Players' Background** should be read to the players before the adventure begins. In the **Encounter Keys**, the encounter number matches the location of the encounter on the maps.

The boxed encounter information can be read aloud to the players at the right time. The DM must decide how much of the rest of the information should be told to players and how much should be kept secret. The DM may also add more details as desired, such as room dimensions, smells, sounds, tastes, feelings of hot and cold, and so on. Plan how monsters will react if the party does nothing; this is especially important for intelligent monsters.

Many of the monsters in this module are found in the rule book for **Labyrinth Lord**, Revised Edition (Fourth Release), September 2009, as published by Goblinoid Games. Additionally, for this adventure, supplemental information can be found in the **Advanced Edition Companion**, Copyright 2009 - 2010, as published by Goblinoid Games. As of the writing of this adventure, free PDFs of both ruleset documents, with all rules but without artwork, are available at www.goblinoidgames.com; PDFs or hard copies of the rules with artwork can be purchased at the same site. Complete information will be given for any new monsters. When monsters or non-player characters (NPCs) are described in the text, their details will be listed in the following order:

Name (Armor Class; Race; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per Attack; Save as Class and Level; Morale; and Alignment)

Armor Class = **AC**; Hit Dice = **HD**; Arachnomancer = **Ar**, Assassin = **A**, Cleric = **C**, Druid = **Dr**, Dwarf = **D**, Elf = **E**, Fighter = **F**, Gnome = **G**, Halfling = **H**, Half-Elf = **HE**, Half-Orc = **HO**, Human = **Hu**, Illusionist = **I**, Magic-User = **MU**, Monk = **Mk**, Paladin = **P**, Ranger = **R**, Thief = **T**; Level = a number; hit points = **hp**; Movement = **MV**; Number of Attacks = **#AT**; Damage = **D**; Save = **Save**; Morale = **ML**; Alignment = **AL**; Copper Pieces = **CP**; Silver Pieces = **SP**; Electrum Pieces = **EP**; Gold Pieces = **GP**; Platinum Pieces = **PP**; Labyrinth Lord Core Rules = **LL**; Advanced Edition Companion Rules = **AEC**.

Race/Class/Level is used for NPCs, while Hit Dice is used for all other monsters. Where race for an NPC is not listed, the default race is human. The first movement number listed is the distance that monster can move in a single round if it takes no other action; the following number in parentheses is the distance the monster can move and also act that round.

The DM should always give the player characters a reasonable chance for survival. The emphasis is on "reasonable." Although there should be a chance that an unlucky or foolhardy character will die, give the party the benefit of the doubt whenever possible. Everyone should co-operate to make the adventure as much fun as possible.

Sometimes a new player will want to join the party, or a player will want to replace a character that has been killed. The DM can always treat new characters as wandering adventurers exploring the above-ground wilderness area who venture down through the Parliament and wish to join forces. Characters could also have been members of an expedition that entered the Deepways from some other avenue.

DM's Background

THE DOOMED ERRAND OF ORNOVAEL

Many years before the great mage **Ornovael** founded the Dark Rookery, he was a wizard of ordinary abilities but extraordinary ambitions. His love for avians in general and owls in particular drew him to research as much as possible about all such life-forms, for he considered winged creatures to represent the pinnacle of creation. His industry at learning all there was to know about birds quickly exhausted all sources of lore in the world, but Ornovael's thirst for knowledge remained unquenched.

Ornovael turned to otherworldly sources of information. Through the use of forbidden rituals and powerful incantations, the wizard made contact with an intelligence native to another plane of existence - a bird-headed spirit calling itself **Garnomon**. Garnomon listened to Ornovael's requests for knowledge, and the two struck a bargain. Garnomon would grant Ornovael deep insight into the nature of avian-kind, to the point of allowing him to create and manipulate such life. In return, Ornovael would become Garnomon's agent in this world.

Ornovael soon learned that Garnomon was a spirit with a network of allies and informants across a multitude of universes. Garnomon was engaged in a war with its great enemy, **N'Kaa the Feaster**, a powerful demoniac toad-being with its own multiverse-spanning ambitions. Across many ages and a thousand worlds, the two beings fought each other - N'Kaa seeking dominion over as many dimensions as possible, and Garnomon laboring to tear down N'kaa's works, for while Garnomon had its own mysterious agendas, conquest was not among them. In return for granting Ornovael lore and power that would advance him beyond the abilities of his peers, the wizard would be obliged to act as Garnomon's tool for blunting N'Kaa's plots.

Garnomon kept its end of the bargain, and Ornovael's power grew. It was therefore no accident that when it came time for Ornovael to look for a suitable place to conduct his experiments into adding avian qualities to non-avian life, he chose to found his Dark Rookery in a series of caverns that were sacred to N'Kaa and its goblinoid servants. N'Kaa had been cultivating the goblins and growing armies it could use to

conquer the surface world; Ornovael's intrusion into goblin territory threw these plans into disarray. When the Tytonids and Strigids became a formidable enough force to threaten to penetrate deeper into the goblin caves, N'Kaa was forced to delay its ambition to rule both above and below ground.

Meanwhile, in the Dark Rookery's laboratories, Ornovael's researches into hybridizing avian life-forms made great advances. Using a potent magical tool provided by Garnomon, the **Essential Dust**, Ornovael and his Tytonid servants were able to make many powerful living beings with partial owl-natures. But even as this work progressed, Ornovael always kept an ear out for news of the goblins, and a watchful eye looking for opportunities to further frustrate N'Kaa's plans.

An opportunity came one day in the form of secret emissaries from another race inhabiting the deepest underground caverns - cousins of dwarves known as **Deep Delvers**. These creatures were natural enemies of goblins, and under the guidance of their goddess **Kharmaram**, they were a thorn in the side of a portion of the goblin territory many miles distant from the Dark Rookery. But the Deep Delvers were not numerous or powerful in magic, and the goblins were slowly forcing them back toward their home city. The Deep Delvers came to see Ornovael to propose an alliance, and request the wizard's help in defeating the goblins.

Ornovael took stock of the society he had built in the Dark Rookery. The dual culture of the Tytonids and Strigids was thriving; the Owl-City of Athena was built and growing; the research was showing progress and needed very little of Ornovael's day-to-day attention. Ornovael judged that his owl-men would be able to stand on their own without him, so he made plans to leave them for as long as necessary to give aid to the Deep Delvers. It was not in Ornovael's nature to share any more of his thoughts and feelings than necessary, so without telling anybody of his plans other than **Zavatasha**, his closest henchman, Ornovael set his affairs in order and then quietly slipped away.

Ornovael and Zavatasha, originally an extra-planar ally of Garnomon's, traveled to the Deep Delvers' city and made headquarters there. From there they worked with their Dwarvish allies to make war with the goblin forces opposing them. For many months and years, while the Owl-City of Athena adjusted to life under the rule of Shazzek-Ra and then Haffek-Du, Ornovael helped the Deep Delvers drive N'Kaa's armies back from their city, forcing the goblins to fight incursions into their territory on multiple fronts.

But then disaster struck. One arcane lesson Garnomon taught to Ornovael was the trick of secreting a person's soul in a magical object far removed from the body; while this would

not grant immortality, it could at least stave off the effects of aging, hunger, and thirst, and certain magical attacks. Ornovael had placed his soul in a lantern and hidden it in a well-defended vault on another dimension. Unfortunately, N'Kaa had recruited its own wizard, and this practitioner of the magical arts devised a method for tracking Ornovael's soul-emanations back to their source. N'Kaa's agents penetrated Ornovael's vault and gained control of his soul object. Ornovael collapsed into a comatose state like a marionette with its strings cut.

Simultaneously, N'Kaa's goblins staged a full assault on the Deep Delvers. With Ornovael's magical support removed, the defenses of the Deep Delver city could not stand against a coordinated assault by goblin troops attacking from all sides. The outer defenses of the city were penetrated, and the slaughter of the Deep Delvers began.

Zavatasha was with Ornovael when he collapsed, and she saw few good options as the goblins advanced into the city. She had no magical means for escape, and the goblins had left no physical retreat available either - particularly when burdened with Ornovael's limp body. Zavatasha withdrew into the Temple of Kharmaram, hoping to hide there until an opportunity to get away presented itself. She was also able to get out a hasty message, a note tied to the leg of a trained bat. This call for help was intended to be received by the Tytonids, who Zavatasha hoped would send aid as quickly as possible.

The message did get through to the Tytonids, but unfortunately it was received by those agents that N'Kaa had infiltrated into the Tower of Tytonid Lore. These traitors now knew precisely where Ornovael and Zavatasha could be found within the Deep Delver city! They immediately sent word back to the goblins, who tasked their forces with figuring out how to penetrate the Temple of Kharmaram so they could capture the body of Ornovael. N'Kaa greatly desired to take the wizard alive, for he would be much less useful as a corpse than as a live servant.

The goblins tried their best to figure out how to enter the temple. Unfortunately, Kharmaram was a goddess who favored cunning and the solving of puzzles and riddles, and entering her temple was the first task given to priestly aspirants; none of the goblins could figure out how to enter the temple save for **Erbilg**, a self-serving assassin who found that getting into the place was easier than getting out. The rest of the goblins arrayed themselves around the temple, half-heartedly attempting to enter while waiting for new instructions.

Meanwhile, Zavatasha found herself inside the temple with the small cadre of panicked Deep Delver priests who managed to retreat there. When Erbিলg infiltrated the Temple a short time

later, he killed off the few remaining Deep Delvers, but Zavatasha was able to barricade herself and the body of Ornovael inside the crypt. Since then she has conducted a solitary defensive action against Erbিলg, loyally protecting her master's body, hoping that someday help will arrive.

Players' Background

A month ago your band of adventurers pursued owl-headed monstrosities into a ruined shrine named Parliament. You have since befriended a race of owl humanoids, the Strigids, searched for treasure in their enormous cavern homeland called the Dark Rookery, and assisted your allies in throwing down the tyrant ruler of the Tytonids, the Strigids' sister race.

The Dark Rookery has enjoyed a fortnight's peace. In the owl city of Athena, Strigids and Tytonids are once more cooperating to rebuild their joint civilization and reforge the bonds of friendship. All should be well, yet you know some new trouble is afoot when you are roused from sleep by an urgent summons from Chitti-Zurr, the Leader-in-Peace of the Strigid people.

"Noble surface-world allies," implores the Strigid wise-woman, "the debt owed to you by the Dark Rookery can never be repaid. Yet we must once again ask for your assistance in a matter we are ill-suited to resolve on our own. We have been reviewing the records and notes of our old enemy Haffek-Du, and we have uncovered a shocking treachery."

A Tytonid takes up the tale: Ikkik-Thuf, irascible librarian of the Tower of Lore, and an important figure in the new Tytonid leadership. "As you know, years before Haffek-Du came to power, our creator Ornovael disappeared. He told nobody where he was going, or even why he was leaving; it was not the way of Ornovael to needlessly explain himself. He simply left and expected us to carry on his research, and this we did. As far as any of us knew, nobody had any news of Ornovael, or knew if he yet lived, for the past twenty years.

"However, in going through Haffek-Du's personal archives, we found a rather damning letter," continues Ikkik-Thuf. "We believe it to be genuine: a request for help from Zavatasha, Ornovael's henchman, claiming that her master is very sick and in dire need of help." He hands the letter to the party for their inspection. "The marginalia suggests that not only was no assistance provided, but more than likely Zavatasha and Ornovael were betrayed to the goblins. We believe this letter is some six months old."

Provide the players with a copy of **Handout #1** found in **Part 11**.

Ikkik-Thuf and Chitti-Zurr are worried and outraged. They are upset by the very idea that any of Ornovael's children, Strigid or Tytonid, would ignore a request to help their creator. They previously understood the degree to which Haffek-Du hated and mistrusted humanity, but they had no idea this extended to Ornovael as well.

The owl-people know very little about what the letter is talking about. They know that the goblin peoples still live in the tunnels generally east of the Dark Rookery, and have some kind of large city back there somewhere, but they have not ventured far outside their caves. They know goblins to be cunning foes, fond of traps and ambushes, and well-suited to fighting in dark tunnels. The Tytonids and Strigids have engaged in a policy of defending their home-cave without aggressively pushing into goblin territory, and so they are not sure what lies beyond the lands lit by the Sunslug.

They are aware that there are other races living in the tunnels beyond the Dark Rookery - the maze of extensive underground passages called the Deepways. Early in the process of colonizing and fortifying the Dark Rookery, the owl-people and Ornovael were visited by a deputation of **Deep Delvers**. The Deep Delvers are close cousins of Dwarves; they are a short, broad-shouldered race with white hair that covers most of their bodies. The Deep Delvers made peaceful overtures to Ornovael's people and told them they lived back in the Deepways in a city of their own, where they fought against the goblins who were newcomers to this region. The two sides made promises of peaceful coexistence and friendship with each other, but the Deep Delvers were uncomfortable with the light intensity in the Dark Rookery and soon left. The Deep Delvers never came again.

The only large known entrance to the Deepways is in the southeastern corner of the Dark Rookery. Haffek-Du's laxity in homeland defense allowed the goblins to build a fortress there; that strongpoint may have been destroyed by the party if they adventured in **Dungeon Module OC-2: The Dark Rookery**; otherwise, it has been sacked by the owl-folk in the weeks since the two races reunited. Either way, the ruins of that fortification are now guarded over by Ippip-Yee, a friend of the adventurers from **Dungeon Module OC-1: A Parliament of Owls**, and he watches over the tunnel that leads back into unknown goblin territory. Goblins are constantly making and filling in smaller tunnels - indeed, it is a necessary chore of Strigid patrols to seek out goblin incursions into the Dark Rookery through narrow excavations - but these lead nowhere, because goblins always collapse tunnels that might be followed back to their lairs.

Chitti-Zurr appeals to the party: please help us by entering the Deepways, seeking out the city of the Deep Delvers and the hiding place of Ornovael and Zavataasha, ascertaining their

fates, and returning them to the Dark Rookery if possible. The owl-people are brave and capable, but they are not explorers and feel uncomfortable outside their native environment; they know the party to be both deadly and effective, and think they have the best chance of penetrating goblin territory to accomplish this mission.

The Strigids know very little about the Deepways. They know that a network of tunnels stretches for miles underground. These passageways are controlled by the goblin-kind, who use them to unknown purpose. It is believed that the goblins have a substantial population, and may even have a city that rivals the Owl-City of Athena, but captured goblins have given up very little information. Chitti-Zurr suggests that the party proceed to Ippip-Yee's watchpost; if there is any additional information available regarding what may be found in those dark tunnels, it will come from him.

Chitti-Zurr hopes to prevail upon the party's friendship with the owl-folk, and also their sense of adventure, but she is a practical Strigid and knows that risks must be balanced by reward. If the party asks for assistance, Chitti-Zurr will happily volunteer to provide the party with up to 200 GP book value of ordinary adventuring equipment. Most items found in the **Labyrinth Lord** and **Advanced Edition Companion** rules can be made by the Strigids, but no mounts that can navigate the Deepways are available, and Strigid craftsmen do not know how to make armor other than shields. The Tytonid potion-making laboratories are also working, and they can afford to give each party member a single potion, which can be chosen from the following options: **Climbing**, **Healing**, **Invisibility**, or **Water Breathing**. If pressed for additional reward, Ikkik-Thuf will promise to give the party a **Wand of Summoning** with 12 charges that was found in Ornovael's effects, but he will only surrender the wand once the party returns with Ornovael or with news of his fate.

Party members who carefully inspect **Handout #1** may find themselves puzzled by Zavataasha's cryptic language in the last few lines. Chitti-Zurr will admit that she has no idea what Zavataasha meant by 'First Principals,' but she will observe that Zavataasha and Shazzek-Ra had a friendly relationship, and were fond of playing word games with each other. A close review of the letter will reveal that the first letter of each line spells the word 'Miasmagoria,' which is an important password for bypassing the Tests of Kharmaram in **Part 3**. Zavataasha hid the password in her message because she was uncertain whether her message-bat would get through, and she did not want to unwittingly provide the goblins with the means to enter Kharmaram's temple.

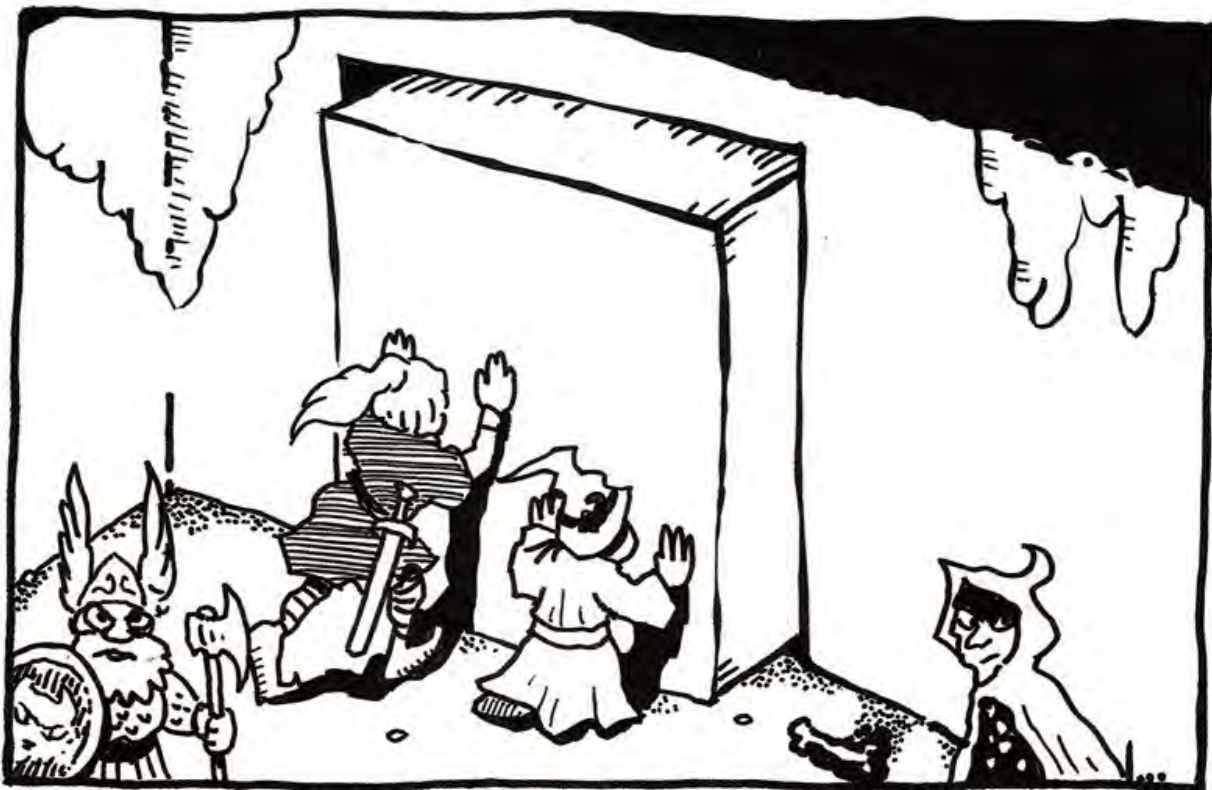
If the party agrees to take on this mission, they are quickly outfitted by the owl people and sent on their way to meet with Ippip-Yee. Life in the Dark Rookery is returning to normalcy,

and movement in the overgrown wilderness is easier now that many of the most dangerous inhabitants have been killed or relocated. Travel down the river by raft is speedy and comfortable. The goblin-fortress lies largely in ruins, but Ippip-Yee and his mixed contingent of Strigids and Tytonids have fortified the rubble enough to be able to defend the choke-point effectively.

Ippip-Yee greets the party warmly. When he learns of their mission, he soberly shares what he knows. He and his patrols have traveled several miles down the Deepways passage, and judging from the movement of air, he believes it to be open. Why the goblins haven't collapsed the tunnel is a mystery to him; he theorizes that they mean to use it to stage a full-scale invasion of the Dark Rookery soon. Ippip-Yee has found traces of goblin footprints in the tunnel, suggesting that their spies are keeping a watch upon his watchpost, but they have made no attacks on his picket. Ippip-Yee has little additional

information to convey, but he shares something his Strigids found in the ruins of the fortress: a piece of slate carved with lines and pictograms. Provide the players with a copy of **Handout #2** found in **Part 11**. Ippip-Yee can confirm that the icons are similar to goblin graffiti that has been found elsewhere; goblins don't have a written language but use crude pictures to indicate meaning. Ippip-Yee has had no luck at translating the runes, but he suspects that it may be some kind of a goblin map, and he hopes the party will find a use for it.

Ippip-Yee advises the party that he and his troops are under strict instructions to defend their outpost at all costs, and they cannot leave except when relieved. They will not be able to provide assistance to the party once they enter the Deepways. Ippip-Yee wishes his friends the best of luck as they enter the goblin passages through the bowels of the earth.



PART 2: THE DEEPWAYS

A HISTORY OF THE DEEPWAYS

Many centuries ago, the Deep Delvers were the dominant race living deep underground. Well-adapted to life in a lightless environment, and wise in the ways of tunneling and metalworking, these relatives of Dwarves built strong cities and perfected the art of making war underground. Other races lived in the caves deep below the surface world as well, but none could challenge the supremacy of the Deep Delvers.

Initially a series of natural fissures and caves linked the various vaults of the underground together, but travel through these passages was slow and uncomfortable. The Deep Delvers wanted to be able to travel easily among their cities, and they were also fond of trade, for many of the other beings that lived below ground had access to resources that the Dwarves did not. They therefore embarked on a major project, spanning many generations, to widen the tunnels into vast highways that ran for hundreds of miles deep underground. Thus was born the Deepways, greatest creation of the Deep Delvers, and also the engine of their destruction.

Among the races living underground were goblins and their kin. Like the Deep Delvers, they had considerable craft in digging through stone and making clever devices, but their cunning could not compare to that of the Deep Delvers. Their dwelling places joined onto the Deepways, and goblins wished to use them to make mischief, but they were never organized enough or sufficiently determined to pose a serious threat. The goblins made occasional raids and engaged in the odd bit of trade, but generally did little more than make nuisances of themselves.

Then the worship of N'Kaa the Feaster came to goblin-kind. The society of goblins was transformed. Under the leadership of a succession of hobgoblin priest-kings, vast armies were raised and armed. Open war between the goblin nation and the Deep Delvers broke out. As recently as two centuries ago, the goblins began to expand their territory, using the Deepways as conduits to move troops and material through the underground. The Deep Delvers still had tremendous cunning, but they were not numerous, while the goblins' numbers seemed countless. Slowly but surely, the Deep Delvers were pushed back; one by one their underground cities were destroyed.

At last only the Vault of Kharmaram, the Deep Delvers' forge goddess, stood against the goblins. It was here that Ornovaal and Zavatasha came to the aid of the failing Deep Delver race. Ultimately their efforts were in vain; the goblin peoples successfully destroyed even that city, killing or enslaving the last few Deep Delvers. That race is now effectively extinct,

and nothing opposes goblin dominion over the Deepways and the caverns they link together.

Meanwhile, the goblins have acquired their own taste for trade. Their caravans now ply the Deepways, carrying wares and making bargains with reluctant trading partners. The goblins have little patience for tunnel maintenance and even less interest in keeping the Deepways safe from monstrous threats; the highways have become somewhat dangerous to travel, a risk that goblin merchants consider one of the hazards of doing business.

But the goblins do not know all the secrets of the Deepways. The Deep Delvers were a cautious people, fond of creating secret bolt-holes and stashes of supplies that might be useful in an emergency. They also made a point of creating smaller, hidden passageways subtly connecting their larger, more overt tunnels, giving them ways to move around that other races knew nothing about. These resources of the Deep Delvers are still there to be found and used, for those who know where to look.

ANATOMY OF THE DEEPWAYS

This particular region of the world's underground is a large sedimentary uplift. Classical cave formations riddle limestone and gypsum formations, carved by a rich aquifer system with plenty of flowing and seeping water. Local regions of sandstone and volcanic rock exist as well, but these are in the minority. The Deep Delvers began work on the Deepways within an underground world full of natural voids, waterways and passages. These have been widened, reinforced and graded to allow easy transit.

A typical Deepways thoroughfare, known as a major passage or primary tunnel, varies in width from 20' to 30'. The ceiling generally arches overhead to a height of 15' to 20'. In sections that were worked from a natural cave-tunnel, stalactites and stalagmites are common, as are other cave features such as soda straws, gypsum flowers, flowstones and the like. In other tunnel sections that were carved through the rock, the walls and ceiling are smooth and show signs of skillful toolwork and clever engineering. The floors of the tunnels are either smooth stone or are bedded with crushed gravel. The major passages are usually level, but may exhibit a slope of up to 2%.

Major passages commonly have many small side passages. These are usually 5' to 10' wide and usually dead-end quickly. These blind alleys may have once been more extensive passages that were filled in, or they may have been false starts, or perhaps were created as bolt-holes for travelers to rest

inside. Every mile of major passage has dozens of such openings on either side, and searching them all exhaustively would result in exceedingly slow progress. A typical adventuring party can move one mile an hour down a major tunnel, but if they search all the side passages, it will require four hours to travel one mile.

Water is not hard to find in major passages; many of them were created from underground riverbeds. Small streams may sometimes run along one side or another of a tunnel, but this is rare; more common is for a rivulet to cross the passage, or for overhead seepage to drip into pools that drain away to lower levels. The water found in these tunnels is generally very fresh, having been filtered through many layers of rock and sediment. The widest rivers have stone bridges crossing them; these are usually intact but show signs of wear and tear, as goblin-kind are not known for their diligence in maintenance. Almost without exception, underground rivers are not navigable.

Most of the major passages are well ventilated. Natural air currents draw air along the passages, and there is usually a breeze blowing constantly in one direction. Numerous cracks and small clefts exist in the rock, too small for a halfling to climb through, but extensive enough to sometimes reach the surface world, admitting fresh air. Rivers may sometimes suck air in or out of a region. Despite the breathable air, however, many tunnels smell dank and musty. Temperature usually remains cool and comfortable regardless of the climate in the world above.

Life abounds in the major passages of the Deepways. Many species of fungi grow here, most of it harmless, ranging in size from button-sized lichens to huge toadstools that tower over the party. Oozes smear the walls, much of it faintly phosphorescent. Fish, often blind, live in pools and streams. Lizards, snakes, bats, and rats are common, especially near bodies of water, and there are many species of insects, spiders, and centipedes crawling everywhere. If one were to stand still in a major passage and listen, the music of crickets and the chirp of bats would quickly crowd out of the other sounds of the underground, such as dripping water and the groaning of rocks overhead.

In addition to creating the major passages, the Deep Delvers created a number of smaller and more secret ways. Known as minor or secondary passages, these tunnels differ from the larger, more comfortable thoroughfares. Whereas major passages were designed for ease of use, minor passages were built for quiet and secret travel, with a minimum of disruption to the spaces traversed.

Minor passages typically vary in width from 10' to 20'. Ceilings are highly irregular, varying from only 5' high up to

20'. Stalactites and other cave features are commonplace, and the floors have not been graded, sometimes leading to difficult climbs in sections. Occasionally a minor passage requires ascending or descending through a sinkhole, wading through partially submerged sections, or walking along narrow and hazardous ledges. Side-passages abound here, just as in the major passages, and sometimes lead to entire small cave systems. Speed of travel through such a tunnel is never better than a rate of two hours per mile.

Minor passages have much of the life found in major tunnels, but in greater abundance, as foot traffic is less common and wild animals less shy. Larger predators are more common here than in the more traveled tunnels - enormous white constrictor snakes, spiders of frightening size, and other things that swim and crawl infest these smaller byways. Water is readily found here, too, but it is more likely to represent inconvenient and uncomfortable obstacles to progress. Some regions of poorly traveled minor passages can be quite stuffy, but even the most stale air is seldom dangerous.

Where a minor passage branches from a major passage, the entrance to the tunnel is usually not obvious. It may be cunningly hidden in one of the dead-end side corridors, or may even be covered with a cleverly worked boulder that must be rolled aside. Either way, the chance for finding such a passage is similar to the chance for finding secret doors, and requires an active search on the part of the would-be finder. Such activity will necessarily slow travel as described above.

DEEPWAYS DENIZENS

Initially, the Deep Delvers were the dominant race of the Deepways. Close cousins to the Dwarves of the surface world, the Delvers were short in stature but broad across the shoulders, they had pale skin and dead white hair, and the beards of the men grew so profusely as to essentially cover their faces. They had incredible ability to see in the dark (120' infravision) but were very sensitive to bright light. Deep Delvers built a culture around home cities, each of which had its own god or goddess patron and featured the very best of their craftsmanship, for good workmanship to the Deep Delvers was a form of divine devotion.

Unfortunately, the Deep Delvers are now extinct, having been systematically eradicated by goblin-kind; only their restless spirits and their enduring handiwork linger in a few places. The chief beneficiaries of this vacuum have been the associated races of goblins. Under the patronage of N'Kaa the Feaster, hobgoblins dominate the other races. Goblins are weaker and less brave, and are treated as slaves by the hobgoblins. Bugbears, who are strong as well as cunning, are treated better, but they are few in number and cannot attain the level of accomplishment that the most capable hobgoblins

can achieve. Other associated races, such as throggrin and **Tongueless** (see **Part 6**) are used within goblin society as specialists and shock troops.

Hobgoblins are highly organized and militaristic. At the top of the hierarchy is a king, but this ruler owes his position to N'Kaa, so an advisory council of priests holds the true power. The king directs a series of chiefs, who are rulers of a region of the Deepways and have almost complete autonomy. The chiefs are also advised by priests of N'Kaa, who stay in communication with one another and dispense the will of their toad-god. The chiefs in turn control platoon-sized units of goblinoids, each managed by a lieutenant. Some hobgoblins have the ability to progress in one or more character classes, and these often become chiefs or important advisors.

The hobgoblins use the Deepways to trade with other races. Because there are many dangers inherent to that environment, and also because they are xenophobic and fear incursions, they send regular patrols through the tunnels. Some patrols are geared toward combat, and their goal is to seek out and destroy anything that might be hostile; other patrols are stealthier, and their duty is to give warning to nearby goblin settlements that there are nearby threats. To hobgoblins, cowardice is a serious offense, and few will report retreating from a fight to their chief - they are more likely to regroup and attack again when the time seems ideal.

Another race that lives in the Deepways are the morlocks. These sightless, wicked creatures are usually attacked on general principle by hobgoblins, so they keep secret and hidden lairs off the beaten path. Morlocks craft nothing and do not trade; other intelligent races of the underground consider them to be pests and parasites.

A portion of the Deepways connects to a region of the underground where Gnomes have their delves. The Gnomish homeland is beyond the scope of this adventure, but Gnomes have been known to traverse the Deepways. They are unlikely to be encountered in the tunnels shown on the maps, however, because Gnomes do not feel safe traveling so deep into goblin territory. However, they are regular, if grudging, trading partners of the goblins.

Other races have been known to live in the tunnels. **Spider Kings**, detailed in **Part 6**, live in a fragile state of peace with the goblins, but might break the truce at any time. Various sorts of intelligent undead have been known to appreciate the Deepways tunnels, far from the light of day of the surface world. Kobolds make their warrens in a different part of the underground world, but some have been known to venture into goblin territory. And of course, hardy explorers from the surface races might be found in the Deepways at any time.

DEEPWAYS ENCOUNTERS

Refer to the **Deepways Map** found in **Part 10**. This map shows the passages that the party is likely to explore in the course of this adventure. Starting at the Dark Rookery, the party must traverse a series of major and minor passages to reach area **10**, the Vault of Kharmaram. The map details the length of each segment of passage as well as what type of passage it is. Major passage junctions are obvious, but connections with minor passages must be found as secret doors.

Part 10 provides several pages of Deepways tunnel geomorphs. These sections of tunnel may be used by the DM to stage encounters, and may be reversed or altered to allow them to be used multiple times. Separate pages are provided for the larger, better-graded major tunnels, and the narrower, less-comfortable minor tunnels.

Fixed encounter areas **1** through **10** are marked on the Deepways Map. For each such encounter area, a map is provided in **Part 10**, and keyed information is found in the section to follow. Further detail of area **10** is found in **Part 3**.

There are two kinds of random encounters in the Deepways: Wandering monsters must be checked for on an hourly basis. Additionally, the typical configuration of the Deepways is sometimes interrupted by unusual terrain, and this must be checked for every mile of travel (meaning that no checks are made if the party remains in one place). For more details and tables describing these encounter types, refer to **Part 4**.

Several places shown on the Deepways Map lead to areas beyond the scope of this adventure. The City of the Goblins in particular is a dangerous place, full of fanatical goblins and well-defended. If the party moves in that direction, they should encounter regular and increasingly strong goblin patrols until they arrive at the impregnable walls of the city. Should an unwise party attempt a direct assault on the fastness of the Goblin King, they deserve whatever fate you choose to give them. Several other tunnels lead to unexplored areas of the underground; the DM can rule that these tunnels continue on indefinitely, or can block them off with cave-ins, or can provide their own encounter areas to supplement this adventure.

The major passage leaving the Dark Rookery begins by following a stream, but the watercourse soon splits from the tunnel. The first encounter area is five miles beyond.

Keyed Adventuring Areas

1. TONGUELESS WATCHPOST

For this encounter, refer to the area **1** map in **Part 10**.

After the fall of the goblin fort in the Dark Rookery, the hobgoblins had a decision to make regarding the defense of their Deepways territory. On the one hand, they could collapse the major tunnel, making it difficult for the owl-folk to pursue them. On the other hand, the tunnels were used for trade by the goblins, and they were reluctant to damage them. Additionally, they hoped to eventually retake the territory they had lost, and as the Tytonids and Strigids showed little interest in leaving their great cavern, they saw little chance of a serious invasion.

Their solution was to develop a relatively small, relatively quiet watchpost - an inobvious fortified location where they could attack invaders from ambush, and where a small force could hold the tunnel for a time if necessary while sending a warning ahead to the Goblin King. The goblins chose to locate their fortress adjacent to a large natural cave used by normal bats to roost.

Within this encounter are lettered area descriptions as follows:

1A. As the party approaches the entrance to the cave, read the following description.

The passage opens into a natural cavern, large enough that light sources cannot reach the far side. The floor slopes away toward the center of the room, where it is some 15' lower than it is around the perimeter. The ceiling rises out of sight of what is visible at the level of the entrance. The sound of trickling water can be heard, as can the rustling and twittering of a large colony of bats.

The cave is about 50' across. The floor is studded with numerous stalagmites, while a similar number of stalactites hang from the ceiling 40' overhead. On the north side of the room, a small waterfall drops down a natural chimney, collects into a shallow stream, and drains down a crack in the rock at the low point of the floor. Along the south wall of the cave is a grandiose-scaled stone throne atop a natural-appearing pedestal. A 10'-wide tunnel exits the far side of the cavern, seeming to slope upward steeply.

A colony of several thousand bats lives in this room. They enter and leave by way of the chimney, which steadily rises hundreds of feet until it opens onto the outside world. The bats have lived in this room for many generations, and thick layers of guano cover much of the floor, especially in the lowest parts. The bats have grown used to the relative darkness of this roosting spot, and they become disturbed if

bright light is brought into the cave. Light as bright as a torch or a **Light** spell will agitate the bats, and they will begin wheeling overhead and screeching. If a truly bright light source is brought into the room, such as that shed by a **Continual Light** spell, then the panicked bats will swarm throughout the room, effectively blinding adventurers and causing them to drop whatever they are holding unless they pass a Dexterity check. The bats do not attack, but the noise made by the bat colony alerts the intelligent creatures in the rest of this complex.

1B. This enormous throne is easily eight feet across and just as tall. Sitting on the throne is what appears to be the skeleton of some kind of giant owl-headed humanoid, but limestone drippings seem to be in the process of encapsulating the corpse in sheets of stone. There appears to be some kind of sword resting on the giant's lap.

This throne and the skeleton are a trap placed here by the goblins. The skeleton is not made of bone; it is cunningly carved from stone, as is the 'sword.' If any weight greater than 50 pounds is placed on the throne's pedestal, spring-loaded pistons violently tip the throne toward the weight, tumbling several thousand pounds of stone statuary upon the intruder. This causes 2d6 hp damage to any within 10' of the triggering individual, unless they make a saving throw vs. Petrification. This also makes a lot of noise, which agitates the bats and warns the hobgoblins. There is no treasure here.

1C. The tunnel ahead rises at a steep slope into the darkness; it is about 10' wide and 15' high. This passage was designed to be a deathtrap – a gauntlet of hidden traps intended to be used in the following order:

- The tongueless at **1D** first drop stalactites on those passing underneath. They follow with arrows if intruders are still seen.
- Initially the pit trap into **1E** is locked closed.
- The tongueless at **1F** drop their large boulder, which rolls down and crushes those climbing upward. The locked pit at **1E** will not open when the boulder rolls over it.
- Once the big boulder is past, the pit trap into **1E** is activated, causing any who step on it to fall. Tongueless are waiting in the pit to attack.
- If anybody crosses the pit trap at **1E**, the tongueless at **1F** drop marbles, potentially causing intruders to slip backward into the pit at **1E**. They follow with arrows if intruders are still seen.
- The pit trap at **1G** is always activated for those who get that far. Tongueless waiting in this pit will attack any who fall.

These defenses are operated by alerted defenders. If the bats or the collapsing throne have not raised the alarm and intruders are quiet, the defenders at **1D**, **1E**, and **1F** are not watchful, and those defenses are not used. The pit trap at **1G** always works automatically, however.

Where the tunnel at **1C** enters the bat cave, an observant Dwarf or Gnome character will notice that many of the stalagmites are subtly different; they have been snapped away during practice rolls of the boulder, but replaced with plaster copies so as to not give away the game. Similarly, while the tunnel has stalagmites and stalactites from **1G** onward, the passage from **1C** to **1F** has stalactites only.

1D. This narrow room is about 25' above the level of the Deepways passage below. The room is occupied by four tongueless guards, fanatical devotees of N'Kaa dedicated to suicidal defense of their toad-god's holy places. The tongueless (AC 6; HD 2; hp 9; MV 120'(40'); #AT 2; D 1d3 (bite) and 1d6+1 (spear) or 1d6 (bow); Save F2; ML 10; AL C) are new monsters described in **Part 6**.

The floor of this room is riddled with many narrow and irregular holes which look down on the roof of the tunnel. From below, the holes are hidden among the stalactites and therefore cannot be seen, but from above they afford an excellent view of Deepways traffic. Additionally, stout ropes pass up through a handful of holes, and knots keep them from slipping back down; these suspend a dozen heavy and sharpened stalactites.

If the party has remained quiet, the tongueless guards are not alerted. They spend most of their time leaning against the walls in monastic contemplation of their god's dreadful majesty, and usually keep no watch on the tunnel below. If, they are forewarned, however, then they watch the tunnel. If they see targets, one of them rings a bell suspended on a wall, which alerts the rest of the complex that intruders are present. The other three attack by cutting the knots on one of the stalactites, which fall and attack as 3 HD creatures and do 3d6 hp damage on a successful hit. These four guards will continue to attack in this manner until they run out of stalactites, at which point they will fire shortbows through the observation holes. Tongueless who are attacked through the holes from below receive a -4 bonus to armor class. Should the rest of the complex be attacked, the guards will take up their spears and move to the defense.

There is no treasure in this room.

1E. This narrow room's floor is about 20' below the level of the passageway above. A hinged 8' x 8' pit-trap drops victims onto the floor of this room, where they take 2d6 hp damage. The four tongueless in this room (AC 6; HD 2; hp 9; MV 120'(40'); #AT 2; D 1d3 (bite) and 1d8+1 (axe); Save F2; ML

10; AL C) will then attack, but may be surprised if an alarm has not been raised.

Even if an alarm is raised, the tongueless ready their weapons and wait. The pit's lid is normally locked closed, but the tongueless have access to a lever that unlocks it. When they hear the big boulder at **1F** roll overhead, they unlock the pit trap. These guards also have a bell they can ring when intruders fall into the pit.

There is a small secret door in the east wall. If the tongueless find themselves exposed and in an untenable position, they will retreat through the secret door and join their brethren in **1G**. They have no treasure.

1F. This room is about 20' above the level of the passage below. An 8' diameter round hole in the floor of the room opens directly through the ceiling of the tunnel. A canvas screen painted to blend in with the cave roof mostly covers this opening; gaps around this screen allow the guards in this room to see intruders in the passage below.

These four tongueless guards (AC 6; HD 2; hp 9; MV 120'(40'); #AT 2; D 1d3 (bite) and 1d6+1 (spear) or 1d6 (bow); Save F2; ML 10; AL C) generally do not keep watch, but they are alerted if the bats make noise or if other tongueless raise the alarm. If they see intruders climbing the slope under their position, they will roll an enormous 8' diameter boulder, carefully worked to be essentially spherical, until it drops down the hole and rips through the canvas. The boulder will crush anybody directly under it for 4d6 hp (save vs. Petrification for half damage). The boulder then rolls downhill at a rate of 150' per round. If it strikes anybody on the slope or in the bat cave, it will do 4d6 hp (save vs. Petrification for half damage) and knock anybody who fails their save 1d4 x 10' back down the slope.

The guards then attack anybody they see in the tunnel with their bows. If the alarm at **1E** is raised, indicating their pit has opened, and the tongueless in this room see targets below them, two of them will tip barrels full of glass beads into the hole. These beads will not cause any damage, but for one round, anybody on the slope who attempts to move must make a Dexterity check or slip on the marbles and slide into the pit at **1E**.

If alarms are raised from inside the complex, the tongueless will switch to using spears and will move to repel intruders. They have no treasure.

1G. In this area of the passageway, stalagmites and stalactites narrow the corridor to a width of about 5'. A hidden, hinged trapdoor fills this gap; it is about 8' long and drops 20' to the floor of a narrow room very similar to **1E**. There are four tongueless in this room (AC 6; HD 2; hp 9; MV 120'(40');

#AT 2; D 1d3 (bite) and 1d8+1 (axe); Save F2; ML 10; AL C) who will ring a bell to raise an alarm and then attack any intruders. The fall to the floor of the room does 2d6 hp damage.

A secret door conceals a sloping corridor leading from **1E**, and although tongueless from that location may retreat here, cornered tongueless in this room will not retreat in that direction. Instead, they use a secret door in the north wall. This door leads to vertical shaft 40' tall. An iron pole runs vertically up this shaft, secured at the top and bottom, and 3'-long iron spokes jut from this hub in haphazard directions and vertical spacing. This makes this pole into something of a staircase with irregular footing; the tongueless in this area can navigate this hazard easily, climbing it in a single round, but adventurers must either climb slowly, not more than 10' per round, or make Dexterity checks to avoid falling.

There is no treasure in this area.

1H. As the slope of the Deepways passage levels off, a secret entrance to the goblin fort is concealed behind a cluster of stalagmites. It can be found as a secret door with normal chances of location. All areas beyond this door are not natural caverns, but have been methodically tunneled out by hobgoblins. There is no light inside this complex.

1I. The goblins keep a troll (AC 4; HD 6+3; hp 30; MV 120'(40'); #AT 3; D 1d6 (2 claws) and 1d10 (bite); Save F6; ML 10; AL C) penned in this side-cave as a guard animal. They do not feed it; it is crazed with starvation but still hideously strong and vicious. The troll has an iron collar around its neck, and a chain attached to this passes through a hole in the wall. This leads up to a hand-crank in area **1J**, where several of the tongueless can reel in the chain to pull the troll back into its cave if they need to go in and out of the door. Usually, however, the troll has enough slack on the chain to leave its cave; it cannot climb the stair or exit the secret door, however.

This cave has been liberally soiled by the troll and smells hideous. The bones of an insufficiently alert hobgoblin can be found here, gnawed almost to splinters; a thorough search of the filth will reveal a golden brooch worth 200 GP if fastidiously cleaned up.

1J. This cave is somewhat larger than the other spaces in this complex; the roof arches 12' overhead. In addition to housing 'nests' of fungal bedding for six off-duty tongueless (AC 6; HD 2; hp 9; MV 120'(40'); #AT 2; D 1d3 (bite) and 1d8+1 (axe); Save F2; ML 10; AL C), this room has a hand-crank to reel in the troll at **1I**, and a large gong along the north wall. If intruders reach this location, a tongueless will strike the gong, and all other tongueless will then converge on this spot. If an alarm has been raised elsewhere in the complex, these guards

will be awake and ready; however, if no alarm has been given, they will be asleep. There is no treasure here.

1K. This room is unlike others in this complex in that it is secured by a sturdy door with a lock; the key is held by the Master in **1L**.

The process of transforming a hobgoblin into a tongueless is traumatic, and not all aspirants survive the experience with their sanity intact. Instability among the tongueless is common, and occasionally one will simply snap and go berserk. When this happens, their brethren lock it up in here, and eventually a priest of N'Kaa will come to take him away for sacrifice.

There is currently a single insane tongueless in this room; it stands out of sight behind the door and savagely attacks the first thing that steps into its room. This unfortunate creature (AC 6; HD 4; hp 18; MV 120'(40'); #AT 3; D 1d3 (bite) and 1d4+1 (2 claws); Save F4; ML 12; AL C) is unarmed but attacks with teeth and claws until dead. It has no treasure.

1L. This is the lair of **The Master**, an exceptional tongueless who rules this fort. He remains in his spartan cell, deep in meditation to N'Kaa, relying on his troops to destroy intruders even if alarms are sounded in areas **1D** through **1G**. However, if the gong is rung at **1J**, the Master rouses himself and comes to investigate in one round.

The Master (AC 1; HD 7; hp 34; MV 210'(70'); #AT 1 + 3/2; D 1d3 (bite) and 2d8 (fists); Save Mk7; ML 11; AL C) has the abilities of a 7th level Monk. He shuns the use of weapons, but he enjoys the protection of a **Ring of Protection +1** and a **Periapt of Wound Closure**. Additionally, his metal jaws are made of silver; if one turn is taken to unscrew them from his skull, this novelty item could fetch 350 GP in a large city. The Master carries the key to **1K** on a thong around his neck.

1M. This small room has a heavy woven mat, 5' x 5', spread in the middle of the floor. A long pole with a pincer-apparatus leans against the wall to the right of the entrance; to the left is a shallow ledge containing a mortar and pestle. A narrow exit from the far side of the room leads to a cleft where a small spring dribbles out of a crack in the wall; the water soaks away through the sandy floor.

Tongueless have lost the ability to chew; as a result, they are limited on the kinds of food they can eat. This room is their food supply. Under the mat is an 8'-deep pit filled with organic refuse, which the tongueless use as a habitat for 20 giant centipedes (AC 9; HD 1d4 hp; hp 3; MV 60'(20'); #AT 1; D poison; Save F0; ML 7; AL N). The tongueless peel up one end of the mat, fish around in the pit with the pincer-pole, bring up a centipede, smash its body with the mortar and

pestle, and feast on the mashed remains. If the mat is incautiously removed, the centipedes will come boiling out.

The spring serves as the watchpost's water supply and latrine. Buried under a few inches of sand is a long-forgotten silver ring worth 25 GP.

1N. This small chamber is dominated by a bulky idol of N'Kaa, the fanged toad-god of the goblins. It is made of a polished dark stone with curious red flecks in it; it is about 5' tall and squats against the far wall of the room, seeming to hover possessively over a hand-beaten silver bowl worth 75 GP.

This shrine is sacred to the tongueless, and they will fight without checking morale if intruders enter this space. The bowl contains treasure that has been sacrificed to N'Kaa: A small ingot of mithril, currency used by the Deep Delvers, worth 200 GP; a collection of 82 reddish-gold coins, the **bloodgold** that serves as currency to the goblins, but spends as ordinary GP in the surface world; a silver dagger worth 25 GP; an onyx statuette of an owlbear worth 150 GP; and a pair of brass goggles with crystal lenses. These are **Eyes of the Night**, magical goggles that were given as gifts by the Deep Delvers to visitors in their lightless realms. These goggles grant infravision 60' to those who have no ability to see in the dark; for wearers who already have infravision, the range of their sight is extended by 60'.

The bowl of treasure is trapped. N'Kaa happily accepts more treasure, but if the weight in the bowl is reduced, even by a single coin, a gout of black smoke pours out of the idol's mouth, filling the entire room. All within this cloud must make a saving throw vs. Poison or fall into a comatose sleep for six hours. Sleepers cannot be awakened by normal means, although a **Neutralize Poison** spell will do the trick. Those who sleep are tortured by horrible nightmares of being paralyzed while a creature lurking in the darkness draws closer and closer.

2. FISHER-VATOR

For this encounter, refer to the area **2** map in **Part 10**.

This encounter area occurs in a location where the Deepways tunnel changes elevation by about 30'. When the Deep Delvers originally created these caverns, there was a clever mechanical lift allowing for an easy ascent and descent. Shortly after the goblins took control of the Deepways, however, there was a major earthquake and the elevator was destroyed.

Ever interested in finding creative new ways to avoid work, the goblins devised a new method to get up and down instead of rebuilding the elevator. Using the bats found in **2B** or **2D** as bait, the goblins have harnessed two cave fishers located in **2G**

to provide the power necessary to climb the shaft in relative safety.

The original Deep Delver craftsman who built the lift created a secret emergency cache of valuables and supplies at the top of the shaft. It is still there, and even the goblins know nothing about it.

Within this encounter are lettered area descriptions as follows:

2A. When the party enters this cave, read the following description:

The passage narrows, but then opens up onto a cavern approximately 30' across. It obviously was naturally formed, with plenty of stalactites only about 10' overhead, but the cave walls show signs of being worked. There is a single narrow exit in the south wall. Additionally, a shaft rises through the ceiling along the east wall; it is roughly 10' across and is too smooth to be natural.

On the floor below the shaft opening is a chalk circle in the floor, of the same approximate size and shape as the shaft above. Heaped within this circle is a pile of spongy-looking fungal matter 4' high. Scattered in and among the fungus are what look like sticks and fragile white bones.

The cave fishers in **2G** constantly watch down the shaft looking for food. The chalk outline marks the area within the fishers' field of view; if anybody ventures inside the circle, they risk being attacked by a filament. The cave fishers fire their filaments as 6 HD creatures; if a filament hits, it does no damage but adheres to the target. The glue is very strong and the bond can only be severed by washing it with alcohol for a turn. The filament can also be severed, but only with edged magical weapons that hit AC 1, and 8 hp of damage must be done to cut through the very tough cord. A target that is struck will be reeled in by the cave fishers; they will rise to the level of **2C** in two rounds and up to **2G** in three, at which point the cave fishers will attack with their claws. If a target is missed, the cave fisher must spend a round reeling its filament back in before firing again. The two cave fishers never attack the same target with their filaments.

The usual method used by the goblins to ascend the shaft is to get a caged bat from **2B** and step into the circle with the cage held above their heads. A cave fisher will shoot the cage with its filament and reel it in; the goblins hang onto the cage handles and are drawn upward. When they reach the level of **2C**, they swing horizontally and jump off, allowing the cave fisher to draw up the caged bat. The fishers make short work of the cage with their claws, eat the bat, and then drop the bones and shards of wicker down to collect in a pile at the bottom. For the return journey, the goblins take caged bats

from **2D**, hold them into the shaft until the cave fishers take the bait, and then jump down onto the spongy fungal matter while the fishers are reeling in their prizes. This jump causes no damage.

Buried in this landing heap, along with numerous small bat bones and cage fragments, are the remains of a goblin who was a little too slow on the dismount and was devoured by the cave fishers. This goblin had a pair of golden incisors set into its gleaming white skull, which are worth 30 GP. Clearing away the entire pile of fungus reveals a recess in the floor with several broken iron gears and axles set into the rock; this is the remains of the mechanical lift that was here before the goblins took over.

2B. This irregularly worked cave has shelves along the walls holding 20 cages. Each cage is about 1' on a side and contains a single harmless bat. One side of the cage has two looped handles ideal for grasping. The goblins feed and water the bats infrequently. The use of the cages is explained in the description for **2A**.

A small cage-making workshop has been set up in the western half of the room. Goblin expeditions are often sent to area **1** for a fresh supply of bats. Strands of fungus hang along the walls; these are drying out and can be made into wicker in several days.

2C. The shaft rises 30' from **2A** to a ledge at this location. The chimney rises another 20' from here to area **2G**.

A dozen man-sized bundles hang from the ceiling of this corridor. Each bundle contains a dead, desiccated humanoid corpse, carefully wrapped in webbing and dangling from the roof by a thick tether of spidersilk. The goblins traded with the Spider Kings in area **4** for this food supply - the mummified bodies decompose slowly, and the goblins find the dried flesh delicious. There are seven goblins, two Gnomes, two morlocks, and a single Dwarf here. The Dwarf is unusual; it has fine white hair all over its body, and its beard seems to take up most of its face. These are the remains of a Deep Delver. The Spider Kings removed all magic and obvious valuables from these corpses before enshrouding them, but the Deep Delver has a pouch of **Dammelfrond** around his neck. This curious-smelling tobacco is actually fungal in nature and has strange and powerful effects on the nervous systems of those who smoke it. For twelve hours after inhalation of a dose, the user feels dizzy and is at -2 to hit. However, the effects of pain are greatly dampened; the smoker takes only half damage from weapon and natural attacks. **Dammelfrond** is addictive, and if more than one bowl is smoked per week, the user must save vs. Poison or experience the -2 penalty even when the positive effects of the fungus have worn off.

This addiction can be cured by use of a **Neutralize Poison** spell. There are three doses here.

There are six hobgoblins in this room. Two hobgoblins (AC 6; HD 1+1; hp 6; MV 90'(30'); #AT 1; D 1d8 (axe) or 1d6 (short bow); Save F1; ML 8; AL C) are nominally on watch near the ledge, but their attention is only attracted to **2A** if loud noises are made, or if the cave fishers attack. The remaining four rest along the walls and are ready for combat in a single round. The hobgoblins attack with bows at range for as long as possible, switching to axes only when intruders reach the ledge. They warn their leaders at **2D** and **2E** as soon as they can.

Each hobgoblin has 1d4 pieces of bloodgold.

2D. There are 20 more bat cages strewn around this alcove; they are identical to those found in **2B**. This is also the lair of **Skobborth**, the hobgoblin lieutenant. Skobborth stands over 7' tall and is enormously fat; he also has a foul temper, and hence his subordinates are reluctant to summon him unless an attack is imminent. Skobborth (AC 4; HD 4; hp 21; MV 90'(30'); #AT 1; D 1d8+2 (longsword) or 1d6 (javelin); Save F4; ML 9; AL C) tends to command from the rear, sending his troops at **2C** and **2H** ahead of him to fight as long as possible; however, he greatly fears **Hrag-Thoth** in **2E** and will not show cowardice to his leader. If Hrag-Thoth dies, however, Skobborth has no qualms about fleeing to survive another day.

Skobborth has no left hand, so he keeps his **Shield +1** strapped to that arm, and fights with his **Longsword +1** held in his other hand. Skobborth also has four javelins. He is jealous of those who have more hands than he, so he has decorated his personal space with hands lopped from the corpses of hundreds of humanoids. One of them, a delicate hand belonging to a female elf, still wears a fawn-colored kid glove - a magical **Glove of the Mint**. The wearer of this item can make a fist, concentrate for one minute, and open their fingers to find a single platinum piece. This coin is real and persists forever, but this power may only be used once per week. Additionally, the teeth of the user take on a platinum color for a week after using this power. Skobborth has no idea that the glove is magical. He also has a sack of 52 pieces of bloodgold concealed behind one of the bat cages.

2E. Every surface of this side cave has been covered in intricately woven webs. Elegant furnishings, including a large canopied bed, many tapestries and rugs, comfortable chairs, and an elaborate brass hookah are all woven into the matrix.

This is the private domain of **Hrag-Thoth**, leader of the hobgoblins guarding the fisher-vator complex. He is an **Arachnomancer**, a caster of arcane magics related to spiders and other arachnids. More details on Arachnomancers and their magic can be found in **Part 7**. Hrag-Thoth has had many

dealings with the Spider Kings in area **4**, and has gained much magical power as a result. It is also Hrag-Thoth's ability to communicate with the cave fishers that allows this complex to function for its intended purpose.

Hrag-Thoth (AC 4; Ar7; hp 31; MV 120'(40'); #AT 1; D 1d6+1 (staff); Save M7; ML 12; AL C) knows the following Arachnomancer spells:

1st level: Chitin Armor, Detect Magic, Entangling Strand, Swing (7 uses available)

2nd level: Burning Strand, Speak with Spiders, Spider Swarm (6 uses available)

3rd level: Cone of Poison (3 uses available)

Hrag-Thoth is a tall, skinny hobgoblin with a pinched look to his mouth; he is already beginning to develop a spider's mouth-parts that will be fully formed when he reaches the 8th level of experience. He wears a headdress made from the exoskeleton of a giant black widow spider, and robes woven from spider silk with the same markings (these are of high quality and are worth 240 GP). Every day Hrag-Thoth casts **Chitin Armor** on himself and refreshes it as needed; this is factored into his statistics above. He carries a **Staff of the Tick**, a +1 magical weapon that heals the wielder for 1d4 hp when it draws blood from an enemy. He also wears a **Cloak of Protection +1** and carries a scroll with the spells **Web** and **Dispel Magic**. He also has a purse with 34 pieces of bloodgold, and two small ingots of mithril worth 200 GP each.

Hrag-Thoth has three crab spider companions (AC7; HD 2; hp 9 each; MV 120'(40'); #AT 1; D 1d8 + poison; Save F1; ML 7; AL N) who remain by his side at all times. They are well-trained to attack their master's enemies, but Hrag-Thoth must cast **Speak with Spiders** to deliver more elaborate commands.

Concealed within the webbed ceiling canopy of his room (and easily retrieved by his spider companions) are a collection of four bolts of spider-silk, each one with tiny crabbed needlepoint runes picked out in glowing thread. These are Hrag-Thoth's spellbooks, provided by the Spider Kings, which must be studied every day to refresh his spell abilities. A chest is also securely wrapped in webbing behind the bed; it takes at least a turn to extricate this from its wrappings. The chest contains a small sack of ten tiny rubies worth 100 GP each, and a collection of potions: **Extra-Healing**, **Heroism**, **Treasure Finding**, and **Undead Control**. These are intended to be a future gift to the Spider Kings.

Hrag-Thoth defends this complex to the death, but will use his inherent spider-climbing ability, as well as his **Swing** spell, to move effectively around the caves. If he is killed, his spider

companions will flee through the tunnels back to the Spider Kings at area **4**, and will report to them what they witnessed.

2F. A major passage extends generally east here. Two hobgoblins stand watch here (AC 6; HD 1+1; hp 6; MV 90'(30'); #AT 1; D 1d8 (axe) or 1d6 (short bow); Save F1; ML 8; AL C) and give the alert if any intruders are seen. The goblins also keep three giant gecko lizards in this location. The geckos wear leather harnesses and are snubbed closely to rings set into the tunnel wall. These lizards (AC 5; HD 3+1; hp 15 each; MV 120'(40'); #AT 1; D 1d8; Save F2; ML 7; AL N) are used as beasts of burden and will obey the commands of any goblinoid, but they will savagely bite any other creature that releases them.

The hobgoblins each have 1d4 pieces of bloodgold, but otherwise there is no treasure here.

2G. At the top of the shaft, 20' above the level of **2C**, the chimney opens up onto ledges to the east and west. Two cave fishers make this area their lair, one resting on each ledge. Cave fishers are monsters originally introduced in **TSR AD&D Module A-4** and were adapted for Labyrinth Lord in the megadungeon **Barrowmaze** by Greg Gillespie; those interested in old school adventures should obtain both products for more information.

The cave fishers (AC 5; HD 3; hp 14 each; MV 15' (5'); #AT 2; D 1d4+3/1d4+3; Save F3; ML 9; AL N) lurk on their ledges with only their heads hanging over the shaft; they are effectively AC 1 until opponents are within melee range. The cave fishers attack until dead, having been instructed by Hrag-Thoth to do so. Cave fishers rarely sleep and do not move much; each one's body is half-buried in the bones of the countless bats they have consumed. There is no treasure here.

A jagged stub of rusting steel protrudes from the roof of the shaft, providing another clue that this place once housed an ancient Deep Delver construction. The walls of the ledges have clearly been partially worked, and there is a cunningly hidden secret door at the back of the east ledge that can be found by ordinary means and with the usual probabilities for detection.

2H. The secret door from **2G** is only about 4' tall and just as wide; a human must crouch to navigate this cramped passage. The tunnel winds back about 20' to a small cave barely 6' tall - the location of an emergency cache of goods. The Deep Delvers were fond of creating such hidey-holes; they were very cautious and very conscious of the many hazards of the Deepways. The goblins are unaware of this room, as are the cave fishers, and the dust in this place suggests that nobody has been here for decades.

Numerous boxes and barrels contain foodstuffs and water, all having gone to rot and contamination long ago. Additionally, there are several bales of cloth and silks that once upon a time would have been valuable as trade goods, but the years have not been kind, and these are so moth-eaten as to be useless. However, a box contains six warhammers and six axes stored in a coating of oil, as well as a functional heavy crossbow and 50 bolts. A rotting sack holds six small mithril ingots worth 200 GP each, as well as a golden belt of fine craftsmanship worth 800 GP. Three clay pots are empty, but a fourth contains two potions of **Healing** and one of **Gaseous Form**. A suit of plate armor sized for a Dwarf slumps against the back wall. Finally, a pair of lensed spectacles hangs from a peg. These are magical **Eyes of the Night**, and these are identical to those described in area **1N**.

This room is guarded by a construct built by the Deep Delvers: a **Chain Snake**. These new monsters are further described in **Part 6**. The chain snake (AC 4; HD 6; hp 27; MV 90'(30'); #AT 2; D 3d4 (bite) and 2d6 (constrict); Save F6; ML 12; AL N) remains motionless, looking like a pile of rusty chains and scrap iron in the middle of the room. It attacks when opponents are distracted with the treasure in the room.

3. THE DROWNING GOBLIN

For this encounter, refer to the area **3** map in **Part 10**.

Long ago, when the Deep Delvers first created the Deepways, they tunneled into a cavern hundreds of feet across. The cave had been created by an underground river making a sharp bend; the fast-moving currents created vortices that scoured out the channel into an ever-widening gyre. The result was a lake with a rapid circulation pattern and a very deep bottom, but sandy beaches where the water slowed down.

The Deep Delvers built a series of arched stone bridges to allow travelers to navigate this cavern in speed and comfort. Eventually, however, the goblins took over this section of the Deepways, and took charge of the cave. The king of the goblins at the time had just ascended to the throne by drowning his greatest rival; as a dark joke on a colossal scale, the king chose to build a mostly-underwater statue in this spot to memorialize his hated foe.

The goblins have not been diligent about maintenance or security, however, and a powerful monster has taken up residence in the cave near the bridges, which have fallen into disrepair. The goblins have chosen to circumvent the problem by crossing the lake using boats, but even that passage is not without its perils.

Within this encounter are lettered area descriptions as follows:

3A. When the party first enters the cavern, read the following description:

The tunnel floor becomes sandy, and soon sounds of gurgling water and chirping bats comes from up ahead. The passageway suddenly opens up onto a vast cave. You are standing on a beach made of black sand, which descends to dark lake-water; the far side of the cave cannot be seen. Likewise, the ceiling rapidly rises to more than 50' overhead and disappears from view.

The walls of the cave curve off to the left and right. To the left, the beach ends and several long canoes can be seen floating in the water, tugging against stakes that moor them to the sand. To the right, a swiftly flowing underground river empties into the lake, and the arch of a stone bridge seems to cross it.

A careful examination of this sandy beach will reveal the footprints of many goblins. These footprints mainly move between the Deepways tunnel and the boats to the left. Only rarely does a goblin go toward the bridge.

The three boats are of several different sizes, accommodating between two and four passengers each. They are in good repair and have paddles inside them. Even adventurers unskilled in the use of watercraft can clumsily handle these boats when traveling in a clockwise path around the lake. Moving counter-clockwise is another matter; the currents are too powerful to paddle against.

The bridge is made of closely fitted slabs of basaltic stone and is about 20' wide, with a low stone parapet on both sides. The span of the bridge is about 70' long and rises to 15' above the level of the river below. The bridge is solidly built and safe to travel across. From the top of the arch the underground river can be studied closely. The water moves rapidly; countless jagged rocks and submerged ceilings of the river's course makes this waterway entirely unnavigable even if the powerful current can be countered.

3B. The first bridge arches down to a narrow strip of beach beyond the river and is supported by a broad stone plinth. A second, much larger arched bridge uses the same plinth as a foundation, arcing over a long span and touching down on a small island over 150' away. The arch of this bridge rises to 35' in height, and this single span's integrity should be of concern to Dwarvish or Gnomish characters, but the Deep Delvers built well, and this section of bridge is also perfectly safe.

From the top of the arch, the party will have a better view of the second foundation of the arch at **3C**. The small island in the middle of the bay is just a support for a plinth that rises

15' above the water's surface; another arch can be seen departing from the far side of the island. The plinth itself is in very poor repair; a massive crack down the middle has caused the space between the two bridges to heave up, and in places fragments of the stone are calving into the water; even a character unfamiliar with stone construction can see that walking on this surface would be very dangerous. However, some kind of a scaffold has been built around the island, and it appears possible that one can carefully cross this arch, climb down the scaffold to the water's edge, pick one's way around the island to the far side, and climb up again to reach the next section of bridge.

The damage to the plinth is an elaborate illusion created by the **Owl of the Deep** that lairs at **3D**. This phantasm is so well-crafted that no saving throw is allowed unless a character attempts to physically touch the apparently unstable upheaval of rocks in the middle of the plinth. The Owl of the Deep wants characters to voluntarily climb down to the edge of the water so that it can easily attack without exposing itself.

3C. The island and the plinth are perfectly real, as is the scaffold that shrouds it. It is only the destruction in the middle of the island that is illusory. The scaffold was originally erected by Deep Delvers many years ago to repair some minor stonework damage, and was still in place when the goblins took over, so it remains to this day. The scaffold has plenty of handholds, and it is a safe and easy climb even for armored characters down to the level of the water.

The island is surrounded by a ledge about 4' wide that skirts the entire perimeter, only 2' above the lapping waters of the dark lake. The Owl of the Deep (AC 5; HD 10; hp 45; MV Swim 60'(20') or Fly 30'(10'); #AT 3 (2 claws and 1 bite); D 2d4 (claw) or 1d6 (bite); Save M10; ML 8; AL C) lurks about 30' away and just below the water, invisible even with infravision. This new monster is described in **Part 6**. When the maximum number of characters can be affected, it surfaces and fires its central eye's blinding ray. It then uses its other eyes to paralyze as many opponents as possible before closing in to attack with its claws and bite. If the Owl of the Deep is reduced to 10 hp or fewer, it will submerge and retreat to its lair at **3D**.

The Owl of the Deep was created by the Tytonids many years ago, but it escaped from the laboratory and washed down-river to this lake. It considers the lake to be its domain (although it only bothers the goblins when other food is scarce) and will not willingly abandon its home, even upon threat of death.

3D. About 10' below the water's surface level is an opening, about 15' wide, leading to a submerged tunnel. This passage runs about 30' to the south and east, sloping upward as it goes, until it reaches a 30' x 50' natural cavern. This space

has an air pocket, and the southern half of the cave is above the water line - a sandy black beach strewn with bones of all sizes. The Owl of the Deep lurks here when it is not hunting fish or larger prey.

The cave's occupant is fond of treasure, and it has collected a substantial amount of it over the years. One mostly intact sea chest is filled with coins and gems. There are 397 CP, 713 SP, 415 GP, and 57 PP of surface minted coins, plus 239 bloodgold coins. There are also a scattering of 47 gems of 50 GP value, 11 gems of 100 GP value, and a single lustrous blue pearl worth 1800 GP. Another box with a missing lid contains platters, silverware, bowls, candlesticks, and figurines, all made of various precious metals and jumbled together. The entire collection is worth 840 GP, but one innocuous looking statuette, a bronze griffon, is actually a **Figurine of Wondrous Power**.

The Owl of the Deep has heaped weapons and armor in a pile at the back of the cave, as these items have no value to it; most of them are waterlogged and rusted or warped beyond use. However, there is a suit of **Splint Mail +2** sized for an Elf and a suit of **Scale Mail +1** sized for a Dwarf; both are still in good condition. Partially buried in the sand is a **Short Sword +1**, and on top of the heap is a gleaming light crossbow. This weapon is a **Twin Strike Crossbow**, a +2 magical weapon whose bolts split into two missiles when fired, both using the same to-hit roll to target one opponent.

The Owl of the Deep is aware of the value of potions. Three of them are embedded in the sand near the waterline; these potions are **Healing**, **Invulnerability**, and **Plant Control**. If the Owl retreats here after fighting the party, it may drink some of these potions as required.

A formerly beautiful wedding dress has been pinned to the wall. The velvet material is ruined, but 100 GP of gold and silver thread can be picked out of it. Also, in a hidden fold of the train are two items: a scroll tube containing Illusionist spells of **Massmorph** and **Greater Invisibility**, and a folding fan with the property of causing a **Gust of Wind**, as the Magic-User spell, three times per day.

3E. The third arching bridge ends at a stone plinth on a narrow strip of sandy beach jutting out into the lake. A fourth bridge crosses the river here, flowing just as swiftly out of the lake as the river at **3A** did flowing in. This watercourse is also impassable.

There is nothing of interest to be found here. This beach is sufficiently isolated from **3F** that the party can safely rest here (provided the Owl of the Deep has been dealt with), and as long as no light or noises are made, the goblins are unlikely to discover or disturb them.

3F. The beach in this location is similar to that found at **3A**, with many goblin tracks going from a collection of boats tied up along the north side to a Deepways major passage exiting to the east. There is no treasure here.

3G. If the party rows boats out into the lake, they will encounter a strange sight. At the center of the lake's circulating currents, an enormous statuary hand rises out of the water, grasping upward 25' overhead. A brightly colored blossom 6' across sits in the crook of the upturned hand, resting in a large birds-nest of fungal strands, some of which are long enough to hang down and trail in the water. The whole thing gives the impression of a person holding a handful of cooked spaghetti aloft.



The blossom and fungal matter is a symbiotic monster: a **Strander**, which is described in **Part 6**. The strander (AC 4 and 8; HD 8; hp 36 (fungal body) and hp 16 (blossom); MV Fly 120'(40') (blossom only); #AT 6 (fungal strands); D 1d8 each; Save F8; ML 12; AL N) waits for the party to approach within 60', then the blossom begins pulsing with a soft, strobing light. This has a hypnotic effect, which may lure victims within reach of the creature's grasping strands. If creatures seem able to resist the attraction of its light, or if the party attacks with ranged weapons, the blossom will separate

from the strands and fly close enough to attack with its lightning bolt. The strander fights to the death and has no treasure.

When close to the arm of the statue, adventurers with bright light will be able to see there is more of the construction below the water line, and the 15'-wide moon-face of a goblin is visible only 10' underwater. Its expression is panic-stricken, and its mouth is open in terror, with great bubbles continuously rolling out and churning the water's surface above. If an adventurer swims down through the cold water to the statue's mouth, they will find it opens onto a 5'-deep recess occupied by many harmless white cave fish. At the back of this underwater cave is a crystal decanter that is the source of the bubbles; surprising amounts of air are continuously being ejected from this container. Its stopper lies nearby. This is a magical **Jug of Air**; when stoppered it is inert, but when opened it ejects 1000 cubic feet of breathable air every turn.

3H. Upon approaching the north end of the lake, the party will hear the creaking and groaning of boards. A wrecked boat can be seen, foundering and fetched up against the jagged stalagmites that jut up near the cave walls.

The vessel is about 25' feet long and is nothing more than an oversized canoe whose battered bow is stuck on the rocks, and whose covered stern sags down into the water. It has been here for three weeks; an enterprising human merchant used to ply these waters trading on behalf of the goblins, but he ran afoul of a group of lacedons, or aquatic ghouls, who recently moved into the area. The merchant and his crew have all been eaten, and now the lacedons use the wreck as their base of operations.

When the party approaches within 30' of the wreck, three lacedons (AC 6; HD 2; hp 9 each; MV Swim 90'(30'); #AT 3 (2 claws, 1 bite); D 1d3 (claws) and 1d3 (bite) + paralysis; Save F2, ML 9; AL C) swim out from the wreck and approach the boats from below. If they gain surprise, the lacedons will each attempt to overturn a boat, which they can do by hitting a target of AC 4. Characters in the water can only swim at half their movement rate; those in plate armor will sink and must remove their armor or drown. Only spears, tridents, and short stabbing weapons are effective in the water; all other weapons are useless.

The leader of the lacedons is a ghast (AC 4; HD 4; hp 18; MV Swim 150'(50'); #AT 3 (2 claws, 1 bite); D 1d4 (claws) and 1d8 (bite) + paralysis; Save F4; ML 9; AL C) who is tremendously fat and lazy; it never leaves the submerged half of the boat unless an intruder boards the vessel, relying instead on its ghoul-pack to do its hunting for it.

The boat's contents are entirely picked-over and ruined. However, while nothing remains of the boat's owner, his inedible equipment is heaped at the boat's sunken stern. The merchant had a sword, a **Quicksilver Rapier +1**, with the property that a wielder using it to attack will go first in any round regardless of initiative rolls. There are also 36 pieces of bloodgold and 81 GP from the surface world, loose on the boat's bottom (the ghaſt ate the merchant's money pouch) and a thin piece of slate with raised markings on it. Provide players with a copy of **Handout #3** found in **Part 11**. The words on this plate are written in a curious dialect of Dwarvish - the language of the Deep Delvers. This is in fact a map that clever merchants used to traverse the Deepways after the goblins took over the tunnels, but before the fall of the Vault of Kharmaram. Adventurers may find it useful to help chart their course through the underground.

4. SPIDER KINGS

For this encounter, refer to the area **4** map in **Part 10**.

Spider kings are a race of intelligent arachnids that are detailed in **Part 6**. Although they appear similar to other giant spiders, they are both highly magical and telepathically aware. Spider kings can share senses with ordinary and giant spiders, and can issue commands to them as well; this allows communal swarms of spiders to coordinate and act intelligently.

The spider kings moved into the Deepways after the goblins assumed control of the tunnels. They are nominally allied with the goblins, and frequently cooperate with them (see area **3**). They are also interested in trade, and allow safe passage through the tunnel regions they control in exchange for payment. However, spider kings are opportunistic and untrustworthy, and more than one incautious traveler has met their end cocooned in a spider king's web.

This encounter area occurs at a bend in a Deepways major tunnel. The spider kings have arranged this intersection to bar merchants from passing unless they pay a toll, and only then will they be led safely through a warren of spiders to continue their journey. The spiders will observe travelers constantly, however, and will ambush them at any sign of weakness.

Within this encounter are lettered area descriptions as follows:

4A. When the party first approaches this spider-infested warren, read the following description:

Strands of gossamer fibers, silken and pale white, are seen haphazardly adorning the walls and ceiling of the passage. The appearance of these threads is very much like that of spider silk, but these appear to be afterthoughts or cast-aside remnants - no webbed structure can be seen capable of capturing prey.

On either wall of the passage, small side chambers are seen. These are little more than alcoves, ranging from 4' to 8' across, and never deeper than 15'. The silken threads are more common inside these rooms, but who or what created them cannot be seen. Some of the alcoves, and the threads inside them, seem to have been thoroughly blackened by fire.

Up ahead, a barrier blocks the way. It appears to be made out of this same web-stuff, but it is tightly woven and opaque, blocking the entire passage vertically from floor to roof.

The side alcoves are the abandoned lairs of giant trapdoor spiders. No spiders are found here; after a merchant band of Gnomes burned out a few of the lairs (in vengeance for the kidnapping of some of their traveling companions), the spider kings relocated them inside the warren for more protection. All these side chambers are empty.

The blockage of the passage ahead is actually just a curtain of dense webbing, well fastened at the roof but unattached at the walls and floors. This material is not sticky and can be easily pushed aside, but it does block vision. Many of these curtains are found throughout the spider king warrens, and are useful in keeping intruders from being able to see too far ahead.

4B. Beyond the curtain, the passage opens upon a chamber 60' across and arching 25' overhead. This room is a four-way intersection; four 20' tunnels exit the room, each seeming identical to the others, and all shrouded by curtains a short way in. The walls and ceiling of the chamber are covered with a layer of webbing 4" thick. In contrast, the floor is clean and well-swept, still somewhat irregular, but polished and devoid of webbing, sand, or grit.

Resting on the floor in the center of the room is a large earthenware platter, some 4' across. Treasure is heaped inside it - 62 SP, 102 GP plus 184 more pieces of bloodgold, 14 PP, 6 gems worth 50 GP each, and a small bundle of 12 **Arrows +1**. Above this bowl, four giant crab spiders hang from the ceiling. These spiders (AC 7; HD 2; hp 9 each; MV 120'(40'); #AT 1; D 1d8 + poison; Save F1, ML 7; AL N) watch the entrance to this place, and the spider kings see what they see and control their movements.

If the spiders see intruders, they do not attack. Instead, they run down the walls, one taking up position at each of the three exits from the room, and the fourth seeming to caress the treasure bowl. The standard arrangement, which is known by merchants who frequent the area but which the party must intuit, is for travelers to place sufficient treasure in the bowl to allow for safe passage, and then the spiders (at the direction of the spider kings) lead them through the warren in safety. A typical amount of treasure is 5 GP, or an equivalent value, per person. If this amount of treasure, or a single obviously

magical item of any sort, is placed in the bowl, then the spiders examine it closely and then gesture for the party to follow them. The spiders will lead the adventurers around the blocked passages at **4C**, through the spider hulk room at **4F**, and out to the passage leaving the complex to the southeast.

If the party attempts to take any of the treasure, the spiders attack at once, and the entire complex of spiders mobilizes to repel intruders. If the party leaves too little treasure for their numbers, the spider observing the bowl seems to become agitated and holds up a piece of bloodgold, then tosses it into the bowl emphatically. If the party still doesn't get the message, the spiders advance warningly, and attack if the party doesn't leave.

If party leaves much more treasure than is usual - multiple magical items, or large amounts of gold - the spider kings become intrigued and plot an ambush of the party. This is mostly likely to happen when the party passes through area **4F**. The spider kings also become interested if the party openly displays the ability to cast spells; ambitious spider kings stand to gain in power if they can devour a Magic-User's brain.

Beyond this room, the passage walls and ceilings are entirely shrouded in webbing, and these conceal multiple occupied giant trapdoor spider lairs. Giant trapdoor spiders are identical to giant black widow spiders in the **LL** rules, but their poison paralyzes for 1d6 turns instead of killing, and they have the ability to surprise opponents on a roll of 1, 2, or 3 on a d6 when they emerge from their lairs. The doors of their lairs are found as typical secret doors. The trapdoor spiders (AC 6; HD 3; hp 14 each; MV 60'(20'); #AT 1; D 2d6 + poison; Save F2; ML 8; AL N) will not attack if the party is led past them by the crab spiders, although they may ominously peek out of their trapdoors as the adventurers pass by. There is no treasure in any of their lairs.

4C. There are two such locations in the warren. In each location, the spiders have spun webs from floor to ceiling in multiple overlapping sheets. These webs look like the curtains that hang elsewhere in the lair, but touching the material will reveal that it is very sticky, and the layers of webbing are ten or more feet deep. Touching this webbing requires a Strength check to get loose, or the assistance of untrapped friends. Even with fire and swords, these walls of webbing will take at least 12 turns to clear out. Any attempt to do so will be detected by the spiders, if they are not already aware of the party, and they will immediately mobilize to attack. There is no treasure here.

4D. This web-shrouded and multi-lobed cave is the literal nerve center of the spider warren, as it is the lair of the pair of spider kings who coordinate the actions of their subordinate arachnids. The brash young upstart, **Crooked-Mandible**, lives

in the alcove to the north, while his elder and matriarch, **Ate-Her-Own-Mother**, dwells in the spur to the east.

Crooked-Mandible (AC 8; HD 6; hp 27; MV 60'(20'); #AT 1; D 1d6 + poison; Save M6, ML 8; AL C) is a relatively young spider king. He was sent to this place by his spider elders to assist the aging Ate-Her-Own-Mother, but also to assess if her infirmities have made her weak, in which case he is to devour her and assume leadership of the complex. Thus far his cunning superior has eluded Crooked-Mandible's attempts to wrest control. He knows the following Magic-User spells, which he casts at 5th level:

1st level: Burning Hands, Magic Missile

2nd level: Darkness Globe, Ray of Enfeeblement

3rd level: Fire Ball

Ate-Her-Own-Mother (AC 8; HD 8; hp 36; MV 0'; #AT 1; D 1d6 + poison; Save M8; ML 8; AL C) is quite old and feeble; her furry exoskeleton has turned bone-white, her eyes are glazed over and no longer function, and her legs have shriveled away to the point where they no longer will carry her weight. Her ruined body still houses an agile mind, however, and her mastery of spiders and magic make up for her physical disabilities. She can certainly still bite if any intruder is so rash as to approach within her reach! Ate-Her-Own-Mother knows the following Magic-User spells, which she casts at 7th level:

1st level: Charm Person, Enlarge, Shield

2nd level: Invisibility (already used), **Scare**

3rd level: Dispel Magic, Fly

4th level: Polymorph Others

The two spider kings are attended at all times by six giant tarantulas (AC 5; HD 4; hp 18; MV 120'(40'); #AT 1; D 1d8 + poison; Save F2; ML 8; AL N). There is also a single crab spider (AC 7; HD 2; hp 9; MV 120'(40'); #AT 1; D 1d8 + poison; Save F1; ML 7; AL N) that remains on the ceiling of the room and serves as Ate-Her-Own-Mother's eyes and ears. Every day the spider king casts **Invisibility** on this crab spider, and it remains motionless on the ceiling even if there is a fight, only moving to the attack if Ate-Her-Own-Mother is threatened directly.

Twenty-four silk-shrouded bundles hang from the ceiling of the large central room, carefully tended by the tarantulas. These are the bodies of humanoids, mummified and paralyzed by tarantula poison, then bitten by the spider kings until their internal organs turn to jelly. This is the food supply for the

spider warren, but the spider kings sometimes sell any extra corpses they may collect, as the goblins consider the liquefied flesh to be a delicacy. There are a mixture of goblins, morlocks, and gnomes here, with a sprinkling of surface humanoid races. All are very dead and have no treasure.

In the event that intruders enter this area, Crooked-Mandible emerges from his curtain and, using telepathy, angrily announces that the party will soon join the larder before ordering his spiders to attack. He hangs back, using offensive spells as long as possible before joining melee. In contrast, Ate-Her-Own-Mother remains hidden in her alcove, and in fact her curtain is indistinguishable from the eastern wall of the room unless it is directly interacted with. Ate-Her-Own-Mother will cast **Fly** on herself, and then will use the senses of her subordinate spiders to use support spells such as **Charm Person** or **Dispel Magic**, cast through the curtain so as to not directly reveal her presence. She also summons the other spiders in the warren to come to the defense. Only if the situation is dire will she emerge, casting **Shield** and **Polymorph Others** before attacking with her wand.

Crooked Mandible has a silken scroll of Magic-User spells **Interposing Hand** and **Cloudkill**, and will use these in combat if pressed. Ate-Her-Own-Mother has a **Wand of Lightning** with 9 charges. Additionally, there is one more bundle hanging up in the alcove of Ate-Her-Own-Mother, and it is wriggling slightly. This is a paralyzed female Elf, Gardilaria: (Elf F/M 4/4, hp 19, S15 I13 W6 D10 C13 Ch9, AL L). Gardilaria was captured by goblins several weeks ago while adventuring on the surface; they traded her to the spider kings, and Ate-Her-Own-Mother is preparing to devour her brain. If the party leaves, the next time they return the spider king will have attained the 8th level of Magic-User spell-casting ability. Gardilaria is very ill but within a day will recover fully from the effects of the paralytic poison; if offered the opportunity, she will gratefully join the party's adventure as a loyal follower.

4E. A version of a trapdoor spider's secret door is here, concealing the entrance to the spider kings' cache of treasure. Spider kings are not inherently interested in coins and trinkets, but they understand trade, and magic very much intrigues them. In particular, the spider kings would love to learn the secrets of brewing magical potions, and are always interested in acquiring more for study.

The spider kings do not use chests or other such containers, but instead wrap their goods in tight, 3'-diameter webbed balls. These can easily be cut open with a blade. The contents of these treasure balls are as follows:

- **Ball #1:** 591 GP in surface coinage, 830 pieces of bloodgold, and 2 ingots of mithril worth 200 GP each.

- **Ball #2:** A collection of potions, each individually wrapped in webs to prevent breakage. The potions are **Healing** (x2), **Extra-Healing**, **Poison**, **Treasure Finding**, **Oil of Slipperiness**, and **Human Control (Elves)**.
- **Ball #3:** A loose jumble of jewelry and small precious objects made of copper, silver, and gold. Most of the objects are worth very little, but in aggregate the collection is worth 700 GP. Mixed in with the non-magical items are a **Necklace of Adaptation** and a **Medallion of Thoughts**.
- **Ball #4:** A **Wand of Trap Detection** (9 charges), **Gauntlets of Ogre Power**, a silver salt-shaker (worth 100 GP) containing four pinches of **Dust of Disappearance**, and a **Mace of Unity**. This powerful +2 weapon has the special property that if minimum damage is rolled, the actual damage done is maximum - but the target takes on a minor physical resemblance to the wielder, and vice versa. These changes are permanent. Changed features might be taking on a goblin's slightly pointed ears, or a mild sharpening of one's teeth, for instance. Individual hits will not change the wielder much, but anybody who goes to war against goblins will end up looking very goblin-like ...

Loose on the floor in the back of the room are the personal effects of Gardilaria in **4D**. In addition to a collection of adventuring gear, she has an Elf-sized suit of **Chainmail +1**, a **Spear +1**, a silver dagger, a potion of **Speed**, and a spellbook containing the Magic-User spells **Charm Person**, **Detect Magic**, **Light**, **Read Magic**, **Arcane Lock**, **Detect Invisible**, and **Web**.

4F. The corridor flares out into a cave over 50' wide, partially naturally formed and with a sandy floor. Moisture seeps up through the sand here, making this place perpetually soggy.

Lurking against the east wall of the cave is the corpse of a monstrous spider; it stands ten feet tall and is very hairy. It is difficult to tell that the spider is not alive, as its exoskeleton is intact; it appears at first glimpse like a motionless spider.

This spider hulk is effectively a zombie, having been animated by Ate-Her-Own-Mother using a scroll of **Animate Dead**. The spider hulk (AC 8; HD 10; hp 45; MV 60' (20'); #AT 1; D 1d12; Save F5; ML 12; AL N) is filled with numerous small spiders the size of a gold piece, and when mentally ordered by the spider kings, these smaller creatures motivate the spider hulk to attack. At the same time, hordes of the spiders emerge from the corpse and swarm adventurers, effectively attacking as two separate castings of the spell **Insect Swarm**. If the spider hulk is destroyed, the spider swarms disperse.

There is no treasure here.

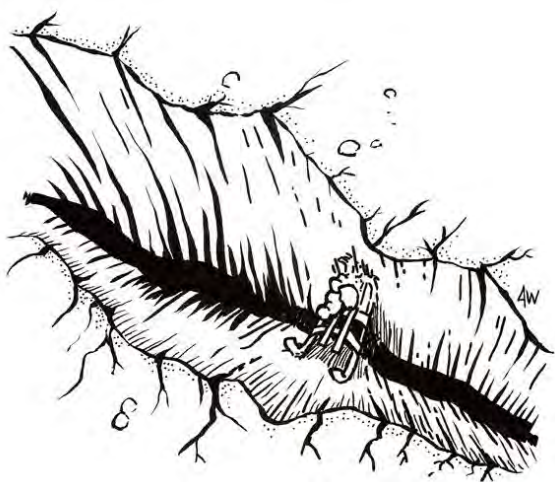
5. ICE FISSURE

For this encounter, refer to the area 5 map in **Part 10**.

The Deep Delvers were responsible for linking together caverns and passages to create the Deepways, but they were far from the first beings to take up residence in the underground world. Whole civilizations have risen and fallen through the ages, and although they are long gone, some few traces of their presence remain, although often there is little evidence to glean regarding who these ancestral underground dwellers were.

This cave houses one such artefact: an enormous archway, fully one hundred feet across, made of some unknown sort of bluish rune-carved stone. This arch is a planar gate, a one-way portal that leads from the Elemental Plane of Ice. This strange plane of existence is tremendously cold, inhospitable to most life familiar to the characters, but nevertheless home to many sorts of creatures that love ice, and snow, and the absence of sun. No hints remain behind regarding who built this gate or to what purpose.

The gate is located on the southwest end of natural void in the rock hundreds of yards across. A glacier slowly emerges from the gateway, flows down a slope in the cavern to the northeast, and drops down an enormous sinkhole to a lower series of caves. Lifeforms that appreciate the cold have taken up residence here, having either migrated through the gate or come from more local climates. The resourceful Deep Delvers chose to make this cavern yet another node on their Deepways network, and the goblins and other merchants routinely travel through it still - but there is danger here, and those who cross the ice fissure must be wary.



Within this encounter are lettered area descriptions as follows:

5A. When the party approaches the entrance to the ice fissure, read the following description:

Normally the tunnels of the Deepways are dark, illuminated only by the light you have brought, or by the occasional phosphorescence of fungi. However, up ahead a faint blue glow suffuses down the passage. The temperature of the tunnel you are in drops precipitously, and then the crunch of snow can be heard and felt beneath your feet.

The tunnel opens up into a vast cavern hundreds of feet across, and over a thousand feet long. The extents of the space can be seen because the ground appears to be an enormous sheet of ice - a glacier, riddled with cracks and crevasses, glowing faintly blue.

The level of the ice is some 30' below the floor of the tunnel; a steep, frost-coated stair is carved from the rock and descends to the glacier below. Pinned to the walls of the tunnel are a dozen or more inexpertly tanned white furs, perhaps placed here as a warning.

The roof of the cavern overhead arches as high as 200' above the center of the ice, and many icicles hang down from above. The temperature in the entire cavern is well below freezing; a cold wind blows through the portal from the Elemental Plane of Ice, and it carries flurries of snow and sleet with it as it vents to the north down the ice gyre at **5L**. Gusts of snow arise unpredictably, and at such times visibility is no better than 10', but when the weather calms down, one can see clear across the cavern.

The climb down the cave wall to the surface of the glacier appears dangerous, because the coating of ice on the stone steps makes them potentially treacherous to the incautious, but travelers who take their time do not expose themselves to risk. Those who move at half their speed have no chances of slipping; otherwise, characters must make a Dexterity check (Thieves may roll a Climb Walls check if they prefer) to avoid falling from the stair. The drop from the tunnel's lip does 3d6 hp damage.

The glacier's surface slopes generally downward toward the northeast. A dusting of snow and ice crystals covers a fairly slick sheet of ice. Here, too, characters must move at half speed or risk losing their footing. Slipping on the ice causes no damage, but those who fall will find themselves sliding uncontrollably to the northeast at a rate of 30' per round unless characters are roped together. Every round a character is allowed a Dexterity check to arrest their slide; those with ice axes in their hands make this check with a +4 advantage.

Cracks and crevasses have formed in the glacier's surface. These vary in breadth from a hand-span to 10' or more wide;

those who fall into the larger cracks will drop up to 50' and take 5d6 hp damage before the narrowing walls arrest their fall. Even then, the unfortunate characters will wedge in the crack and require assistance of others to get loose and climb out. Ice axes allow a +10% bonus to a thief's Climb Walls ability when used in crevasses.

From the top of the cliff-stair, a number of tunnel exits can be seen in the walls of the cavern, 20' to 40' above the ice. None look particularly different from the others; it is up to the characters to establish which cave may represent an exit from the ice fissure. One cave to the extreme northeast glows with an intense and sickly green glow that makes all observers uncomfortable.

The furs pinned to the walls of the tunnel are **Owlverine** pelts. Owlverines are detailed in **Part 6**; they are the most aggressive predators in the ice fissure, and goblins periodically send patrols to reduce their numbers. One fur on the east wall covers an alcove that holds a stash of supplies useful to glacier-traversing merchants: four ice-axes (these are one-handed weapons that do 1d4 hp damage), six heavy fur cloaks that allow a +2 saving throw versus cold-based attacks (but are too warm to wear in normal temperature conditions), and two 50' coils of rope.

5B. This 20'-wide tunnel is reached by climbing a 40' stone stair similar to the one found at **5A**. More owlverine pelts line the walls, and one of them conceals another cache of ice equipment, also identical to **5A**. The tunnel continues on into the Deepways.

5C. Each of these two 20'-wide tunnels is reached by climbing a 30' stone stair similar to the one found at **5A**. These used to be tunnels leading into the Deepways, but 50' back from the ice fissure cavern, a collapse has blocked each passageway entirely. No amount of clearing will reveal an open tunnel, and each turn of digging there is a 1 in 6 chance that an unstable ceiling will collapse, doing 3d6 hp damage to all in the passage (save vs. Petrification for half damage).

5D. This 10'-wide tunnel is reached by climbing 20' up a sheer cliff wall; a few iron spikes can be seen driven into cracks in the stone, but these have mostly rusted away and will not hold weight. Thieves can climb this surface at the usual chances.

The tunnel leads to a shallow cave that clearly was once used as a camp. The remains of a fire can be found in a hollow in the center of the cave, and bricks of some kind of dried fungus appear to have been used as fuel. Nobody has been here for months, perhaps years.

Buried in the ashes of the fire is an old smoking pipe. The stem has sheared away, making it useless, but the shank and

bowl are carved from a whale's tusk and are very well crafted. The pipe, if repaired, could fetch 90 GP. The bowl of the pipe is still stuffed with a fungal analog of tobacco, and this is still dry. This stuff is called dammelfrond and is commonly used in the Deepways; this substance is describe in area **2C**. There is a single dose in the pipe.

5E. This 10' tunnel is reached by climbing a jumble of ice blocks; a Dexterity check (or Climb Walls ability) is required to ascend to the passage. This leads to a 30'-deep cave that is used as a lair by a pack of six owlverines. The owlverines (AC 6; HD 4; hp 18 each; MV 180'(60'); #AT 3 (2 claws, 1 bite); D 1d4 (claws) and 1d8 (bite); Save F4; ML 11; AL N) have excellent senses of hearing, and if parties crossing the ice make noise louder than quiet talking, the pack will hear them and come to stalk their prey. Owlverines also have excellent scent ability and can track prey even when visibility is poor. Their vision is weak, however, and entirely quiet prey is hard for them to target.

The owlverines were more escaped experiments of the Tytonids; they are very well suited to the environment of the ice fissure, and are successfully breeding. There is a clutch of four eggs the size of bowling balls at the back of the cave; these will not be ready to hatch for weeks. The lair is also full of bones and owl pellets - the feeding habits of owlverines are truly disgusting - and the shredded remnants of unlucky goblins can be found here as well. Industrious treasure-finders can collect a total of 42 pieces of bloodgold from this place, and will also find a strange piece of jewelry - a kind of golden stick-pin in a vaguely serpentine shape. This is a goblin tongue-piercing, used to make a tongue more toad-like for N'Kaa's faithful, and is worth 140 GP in precious metals.

5F. This 20'-wide cave entrance is reached by climbing a 40'-tall rope ladder that is spiked in place at the top. The ropes are covered with ice, but the ladder is safe.

The entrance leads 30' back to a shallow cave that appears to have been used as a campsite. However, this is a trap set by the goblins, who stop by from time to time to see if they have caught any prey. The center of the cave is a 6'-diameter fire pit filled with blackened ashes, but the hilt of a sword is visible sticking out of the mess. Anybody who touches this hilt triggers an enormous spring-loaded bear trap that rises out of the ashes to snap shut on the victim's arm; this does 4d6 hp damage (no save), and its jaws can only be opened by two people simultaneously making strength checks; the trapped person cannot help. The bear trap is chained to the floor below the ashes; the 'sword' is just a snapped-off hilt, and there is no treasure here.

5G. This 10' wide tunnel is reached by climbing a 20' stair similar to the one at **5A**. Once at the level of tunnel, it can be

seen that an unnaturally smooth sheet of vertical ice blocks off this tunnel about 10' back from the top of the stair. This was originally created by a **Wall of Ice** spell, but something about its proximity of the portal to the Elemental Plane of Ice has made the spell permanent.

The wall is about one foot thick and has been here long enough that it is no longer translucent, as it has been repeatedly etched by whirling particles of windborne ice. This ice may be chipped away or melted; 120 hp of damage are necessary to make a hole, but most weapons do half damage; only ice axes, blunt weapons and fire do normal damage. Once a hole is made, the entire wall collapses, revealing that the 30'-diameter cave beyond is full of 20 skeletons (AC 7; HD 1; hp 5 each; MV 60'(20'); #AT 1; D 1d6; Save F1; ML 12; AL C), which were trapped here long ago by an evil cleric for some unknown purpose. They have no treasure.

5H. This 30'-wide tunnel glows with a venomous green light that seems to flicker for some unknown reason. It has a hypnotic effect, and when any creature approaches within 500', it must make a saving throw vs. Spells or have a **Suggestion** implanted in its mind that it must climb to reach the cave. Those who wish to travel to the cave must cross the ice gyre at **5L**, then climb a jumbled pile of ice and rock. Dexterity checks or a Thief's Climb Walls ability are required to make this ascent. A roaring sound can be heard coming from the tunnel.

The passage leads back 50' to a worked stone cavern 40' across. Four torch cressets hold iron rods whose tips seem to burn with an eerie green flame; these are the result of **Continual Light** spells and do not actually cause fire damage. The inhabitant of this place is a flesh golem, its skin faintly translucent and glowing from within with an intense green fire. The flesh golem (AC9; HD 9; hp 40; MV 90'(30'); #AT 2; D 2d8/2d8; Save F9; ML 12; AL N) implacably attacks all who enter its cave.

An intruder is already present. A large polar bear (AC 6; HD 6; hp 23 out of 36; MV 120'(40'); #AT 3 (2 claws, 1 bite); D 1d3 (claws) and 1d6 (bite); Save F3; ML 8; AL N) was attracted by the green glow, and it is locked in a fight to the death with the flesh golem, but the bear's natural weapons are incapable of damaging the construct. If the party defeats the flesh golem and expects gratitude from the injured and bewildered bear, they are sorely mistaken; the foul-tempered beast will turn and attack its saviors. The only exception to this might be that a Druid or Ranger may attempt to influence the bear's reaction; if they can achieve a 6 or lower on a reaction check, the bear will leave in peace.

Against the back wall of the cave is a bronze statue of some kind of fire demon; it has a stricken look on its face, and the

hilt of a two-handed sword juts from its chest. This is a real sword, a **Frost Brand**, and it can be only be removed once the flesh golem is destroyed. When this sword glows, it glows with the same green light seen on the torches and golem.

5I. The portal to the Elemental Plane of Ice stands here. The rime-encrusted blue stone of the archway bears runes that Magic-Users may recognize as pertaining to creating passages between planes of existence. An opalescent pale blue opaque material fills the archway; it is entirely resistant to passage from the side of the ice fissure, but anything on the other side can move through freely. It is intensely cold near the arch; those who approach within 10' will take 1d6 hp cold damage every round, and those who unwisely touch the blue stone of the archway will take 2d6, no save, regardless of magical protections.

A group of ice toads lurks on the other side of the gate, trying to decide whether to hop through. The approach of any character within 60' makes their minds up; the five ice toads (AC 4; HD 5; hp 23 each; MV 90'(30'); #AT 1; D 3d4; Save F5; ML 7; AL N) leap through the opalescent material (which is quite transparent from the other side) and immediately attack. They have no treasure.

5J. A very wide crevasse runs laterally down the length of the glacier; it is 15' wide in many places, and the only really safe way to cross it is to go around it. Jumping can be attempted, but this would require a running start (necessitating Dexterity checks to avoid slipping) followed by a successful Strength check to reach the other side. Those who fall into the crevasse will fall 60', take 6d6 hp, and become trapped.

Near the midpoint of the length of the crevasse, exploratory characters may look down into the depths and see an ice sledge, fully packed and wedged between the two sides. It is 20' down from the glacier's surface and is securely lodged in the ice. This sledge was used by merchants who ran afoul of the owlverines; no other remains of these unfortunate travelers can be found.

Intrepid parties can climb down to investigate the ice sledge and its contents. The sledge is carefully packed, secured with cords and furs, and any attempt to incautiously loose the cords risks spilling the contents into the depths below, never to be recovered. A Thief may use their Pick Pockets or Find and Remove Traps abilities to safely open the bundle. The sledge contains many packets of spices, well preserved by the cold and worth 1200 GP in a major city. There is also a bottle of exceptionally fine wine worth 175 GP, a pair of silken slippers sewn with seed pearls worth 150 GP, a box of sterling silver service worth 50 GP, an **Arrow of Direction**, a **Pearl of Power** (1st level), and a **Tome of Communication**. This magical book must be read uninterrupted for a full week to gain the benefit

of its powers. The reader must choose two languages spoken by any sort of intelligent creature, and at the end of the week the reader will permanently understand those languages. The ink on the pages disappears as the words are read, meaning only one creature can benefit from reading this book.

Finally, at the bottom of the sledge is a thin piece of slate with raised markings upon it. Provide players with a copy of **Handout #3** found in **Part 11**. The words on this plate are written in a curious dialect of Dwarvish - the language of the Deep Delvers. This is in fact a map that clever merchants used to traverse the Deepways after the goblins took over the tunnels, but before the fall of the Vault of Kharmaram. Adventurers may find it useful to help chart their course through the underground.

5K. A dome of ice thrusts up from the otherwise smooth surface of the glacier; it is 200' across but only about 10' in elevation, and jagged cracks crisscross the surface. This is the lair of a sizable remorhaz, or ice worm, which came through the gate several days ago and is preparing to molt before looking for new prey. The remorhaz (AC 0/2/4; HD 10; hp 45; MV 120'(40'); #AT 1; D 6d6; Save F10; ML 10; AL N) can feel footsteps on the ice of the dome; it will ravenously erupt from the center of the dome and charge to the attack. The 32'-long remorhaz has a deadly swallow attack.

If the remorhaz is defeated and allowed to cool down, it can be cut open. At one point it swallowed a large amount of gold, which melted in its gut but could not be digested; once it is allowed to cool, it turns into a lump worth 890 GP. Additionally, it once ate a Druid whose equipment was destroyed by the worm's interior fires, except for his **Staff of Forest Fires**. This magical item is a +1 weapon, and it has 9 charges. One charge spent can cast **Heat Metal** on any creature hit with the staff; one charge spent can also cast **Produce Flame**. Two charges used will cast **Flash Fire**. This item is usable by Clerics or Druids.

5L. The northeastern knuckle of the cavern lies above a huge sinkhole. The glacier drops down into a lower series of caves here, whirling in slow motion like water going down a drain. The ice is choppy and broken here, interrupted by many crevasses and cracks that make traveling across this portion of the cave very hazardous indeed. Every turn of travel, all characters must make Dexterity checks or fall through a thin sheet of ice into a crack ranging from 10' to 40' deep. No character will be able to move faster than 30' per round.

A character capable of turning to gaseous form may be able to travel down the sinkhole and discover a series of caverns, partially submerged in glacial meltwater. Further development of these areas is left for the dungeon master.

6. THE GOLD WORKS

For this encounter, refer to the area 6 map in **Part 10**.

Bloodgold is the coin of the goblin realm, and the source of bloodgold is the mine and foundry complex that goblins call The Gold Works. Using slave labor, generations of goblins have extracted gold from the mines, used acid and other exotic substances to purify it, and thrown the bodies of spent slaves into the molten metal to give it its characteristic red coloration. The Gold Works is one of the sources of power of the goblin kingdom.

Chief **Gurrokt** has been placed in charge of The Gold Works by the Goblin King himself. The position is a powerful one, and gives Gurrokt much status, but he is expected to meet or exceed production goals or lay his head on the chopping block. Chief Gurrokt was therefore understandably concerned when seams of poisonous gas began leaking into the mines, making them completely unusable. It was only by securing the services of a renegade Gnomish alchemist that Gurrokt was able to deliver adequate amounts of bloodgold to keep himself alive. Chief Gurrokt is on edge, however; if the Goblin King learns the truth about the Gold Works' new operation, he is worried that he will be judged a failure, and then execution would be the least of his worries.

Within this encounter are lettered area descriptions as follows:

6A. When the party first approaches the entry cavern, read the following description:

The passage opens up onto a mostly unworked natural cavern, about 30' wide and 80' long. The uneven floor is at least 40' below the entrance, full of sharp stalagmites and jagged outcroppings. The ceiling is equally rough and 20' overhead.

A bridge spans the cavern. A shaky-looking suspension of planks and ropes is anchored at the mouth of the tunnel on the near side of the cavern, and flush against the surface of the far wall. There the bridge terminates in front of a sturdy-looking door.

A careful examination of the far side of the wall reveals two things: First, there is a peep-hole set in the middle of the door. Second, the ropes that hold up the suspension bridge do not actually anchor on the far wall; they pass through narrow holes in the surface of the rock and disappear from sight.

In fact, the ropes holding up the bridge pass through the wall and tie into knots in room **6B**. The hobgoblins there are supposed to keep an eye on the bridge at all times by using the peephole, but the hobgoblins are too lazy to do this, relying instead on the fact that if any significant weight is placed on the bridge, the ropes creak. The goblin watchers

are supposed to cut the ropes if any significant threat approaches the door. The fall to the floor below will do 5d6 hp damage.

The door is very sturdy, and is one chance in six more difficult to force than a typical door. It has a lock, and this can be picked with the usual chances for success.

6B. This watchpost is guarded by ten hobgoblins (AC 6; HD 1+1; hp 6; MV 90'(30'); #AT 1; D 1d8 (axe) or 1d6 (shortbow); Save F1; ML 8; AL C), four goblins (AC 6; HD 1-1; hp 4; MV 60'(20'); #AT 1; D 1d6 (handaxe); Save F0; ML 7; AL C), and a single hobgoblin sergeant (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d8+1 (axe) or 1d6 (shortbow); Save F4; ML 9; AL C) who has the key to the door. They do not keep an especially close watch on the bridge at **6A**, in part because they are engaged in their favorite sport: forcing small animals to fight each other.

The hobgoblins have created a 10'-diameter ring of sandbags in the middle of the room to serve as their pit. In this pit they have placed a fire beetle (AC 4; HD 1+2; hp 7; MV 120'(40'); #AT 1; D 2d4; Save F1; ML 7; AL N) and a vampiric giant bat with clipped wings (AC 6; HD 2; hp 9; MV 60'(20'); #AT 1; D 1d4 + paralysis; Save F1; ML 8; AL N). The goblins are currently attempting to induce the miserable creatures to fight by prodding them with wires they have heated in a banked fire along the south wall of the room. If released from the pit, the bat and the beetle will attack goblinoid targets before all others.

Despite their distraction, the goblins will hear the creak of the ropes if anybody attempts to cross the bridge. They will ready missile weapons, and the sergeant will look through the peephole. If he believes the door will be compromised, he will authorize the goblins to cut the bridge ropes and then throw the door open. The hobgoblins will attack with missile weapons as long as possible; if melee reaches the room, the goblins will join in the defense. Each hobgoblin has 1d4 pieces of bloodgold, except for the sergeant, who has 12. Goblins are not allowed to keep treasure.

Along the north wall of the room is a large brass gong and a hammer. If more than half the hobgoblins are killed, a goblin or hobgoblin will ring this gong once, alerting the rest of the complex that this room requires defense (the guards at **6J** ring their gong twice). Reinforcements will arrive in 2 rounds from **6E**, in 3 rounds from **6P**, and in 4 rounds from **6J**. Chief Gurrokt will arrive from **6L** in 6 rounds. No other creatures will leave their rooms.

Beyond this room, most of the passages in this complex are 20' wide and arch to 15' tall in the center. Passages are generally unlit, but each occupied room maintains a brazier of

glowing coals - goblins don't need light to see by, but they love fire and will stare at it and play with it endlessly.

6C. This is a reasonably well-appointed kitchen with a huge fireplace, many tables and chopping blocks, and pots and kitchen implements of sorts arrayed around the room with no particular organization. There are also many racks of spices and condiments - one thing Chief Gurrokt won't tolerate is flavorless food.

This kitchen is the domain of **Spazzichur**, an elderly goblin matron who doubles as both the cook and the priestess of N'Kaa. Spazzichur is chopping up a rotting arm and throwing the pieces into a stew pot to make her famous Zombie Stew. When she needs meat, Spazzichur calls forth a single zombie from **6D** and makes stew out of it. She makes separate batches of stew for each squad of hobgoblins. Most of the time, she casts **Purify Food and Drink** on the stew before serving it; this makes it palatable (if not tasty). When the supply of zombies is low, however, she serves the stew 'as is'. The goblins and hobgoblins who consume it fall ill within four hours and die within a day, coming back as more zombies for the stewpot.

Spazzichur (AC 5; HD 5; hp 23; MV 60'(20'); #AT 1; D 1d4+1 (machete); Save C5; ML 9; AL C) may be a mere goblin, but she is very crafty and is feared by all the goblinoids in the complex. If threatened by adventurers, she will cower and claim, in broken Common, to be a simple and harmless old goblin crone who means no harm, and will even help guide the party if they will spare her life. This is a lie, of course; she will cheerfully betray any gullible adventurers to the closest goblin detachment, or she may just open the door to **6D** and stand back.

In the event that a fight breaks out, Spazzichur will rely on her spells, which she casts as a 5th level Cleric:

1st level: Purify Food & Drink (x3)

2nd level: Hold Person, Resist Fire

3rd level: Striking

Spazzichur is likely to cast **Resist Fire** on herself, then run into the fireplace and tip over a cauldron of boiling oil. This will spill all over the kitchen, doing 2d6 hp fire damage to all within 15' (save vs. Breath Attacks for half). While the goblin stands in the fire, those who wish to engage her in melee combat will take 1d6 hp fire damage.

Spazzichur has a single potion of **Healing** hidden in the folds of her apron for emergencies. Her treasure is in area **6M**.

6D. There are 14 zombies in this room. The zombies (AC 8; AC 2; hp 9 each; MV 120'(40'); #AT 1; D 1d8; Save F1; ML 12; AL C) continuously press against both doors into the room; if either door is opened (and no evil cleric is there to command them), the zombies emerge and attack anything they see. Because they do not discriminate regarding who to attack, they are not usually used by the goblins for defense. However, if the situation looks dire, a goblin might throw open the door to the hall and run.

6E. Each of these two barracks rooms serves as quarters for a goblin squad, consisting of ten hobgoblins (AC 6; HD 1+1; hp 6; MV 90'(30'); #AT 1; D 1d8 (axe) or 1d6 (shortbow); Save F1; ML 8; AL C), four goblins (AC 6; HD 1-1; hp 4; MV 60'(20'); #AT 1; D 1d6 (handaxe); Save F0; ML 7; AL C), and a single hobgoblin sergeant (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d8+1 (axe) or 1d6 (shortbow); Save F4; ML 9; AL C). The hobgoblins have cots to sleep on, and the goblins have heaps of rags. These squads alternate shifts with the guards at **6A** and **6J**.

The troops here are resting. It takes them a round to take up arms and ready themselves if the alarm is sounded, or if intruders surprise them. Each hobgoblin has 1d4 pieces of bloodgold, except for the sergeant, who has 12. Goblins are not allowed to keep treasure.

6F. This large room is irregularly worked, with a ceiling 20' overhead. Cart tracks exit the room through two tunnels which are braced with beams; these have the appearance of mining tunnels. A track turntable is set into the floor. The tracks terminate alongside a large handcrank-operated winch mechanism suspended above a rectangular shaft dropping through the floor level. Several blocky shapes along the walls near the winch turn out to be mining carts, stored upside down. This room appears abandoned.

There is a layer of dust covering everything here, and the winch and cart axles have clearly not been greased in a long time. The winch used to raise and lower a platform to reach a lower series of mining tunnels, but the platform has fallen away, leaving a frayed rope wound around the mechanism. The mining operations here have been shut down for months owing to the buildup of dangerous gas in the mine shafts.

The tunnels, both the two exiting this room to the southeast and the ones at the bottom of the 120'-deep shaft, have dangerous levels of a colorless, odorless gas. Once a creature that breathes air has been in any mining tunnel for a turn, they must make a saving throw versus Poison or lose 1d6 hp. They must make another save every turn that they are exposed to the gas. The tunnels run for miles and are a twisting labyrinth of passages in which an incautious explorer can easily lose one's way.

The mining tunnels are empty, except for abandoned rusting mining equipment and the occasional heap of bones of a goblin or slave that died from the gas. If a Dwarf or Gnome takes the time to look, they can still locate gold-producing ore. Every turn they can find 10 GP worth of ore, but this weighs 100 lbs and must be processed in order to purify the precious metal. Additionally, every turn spent in the mining tunnels there is a 1 in 6 chance of encountering a **Xowl**, a new monster detailed in **Part 6**. These creatures are unaffected by the poison gas and are happy to pick through the mines looking for the odd gemstone without anybody disturbing them. The xowls (AC 0; HD 7; hp 32; MV 90'(30'); #AT 4 (3 claws, 1 bite); D 1d3 (claws) and 4d4 (bite); Save F7; ML 10; AL N) are not inherently hostile, but they are ravenous for gemstones and will eagerly attack any character carrying some. These creatures were created by the Tytonid Magic-Users, but their ability to phase through rock made them impossible to contain, so they escaped and are now breeding freely in the wild. Each xowl has consumed a lot of gold-producing ore in the course of their search for gems, and their unique digestive system has accumulated pure gold nuggets worth 1d4 x 100 GP.

6G. This room is the quarters of the hobgoblin jailers. Slave-handling and torturing are respected professions in the goblin set, and the two individuals who live here have a great deal of status.

Torrglut is the slave-master. He is enormously fat and strong, and he carries a **Man-catcher +1**, a magical polearm. This weapon does 1d4+1 hp damage, but a humanoid hit by this weapon must make a Dexterity check or have their neck caught in a spiked vise. Escaping the vise is not easy, requiring a Force Doors or Find and Remove Traps check. Any creature caught in the man-catcher must allow Torrglut to move them where he wants, or they will take an automatic 2d6 hp damage each round. Torrglut (AC 5; HD 5; hp 23; MV 90'(30'); #AT 1; D 1d4+2; Save F5; ML 10; AL C) will attempt to use his man-catcher to trap an opponent and drag them into a cage (Torrglut knows the secret of releasing the vise), then attack another target.

Siffrok is the torturer. He is small and quick, and he carries a **Rapier +1**. Siffrok knows the secrets of extracting the maximum suffering from a humanoid. With every successful attack, he can choose one of the following three effects:

- Cause his opponent to bleed 1 hp per round for 6 rounds unless healed.
- Cause his opponent to save vs. Paralysis or be unable to take an action for 1 round.
- Reduce his opponent's movement rate to 0 for 3 rounds.

Siffrok (AC 4; HD 5; hp 23; MV 120'(40'); #AT 1; D 1d6+1; Save F5; ML 10; AL C) will take up a 15' bullwhip if opponents stay out of range; with this weapon he only does 1d3 hit points but can inflict his special attack damage as well.

The room is full of racks, iron maidens, stocks, bastinados, and other more cruel and exotic instruments of torture. Torrglut and Siffrok are inseparable friends and consummate professionals, eating and sleeping in this room in order to keep watchful eyes on their charges in rooms **6H** and **6I**. If either hobgoblin is killed, the other will go berserk with rage, attacking at +2 to hit and damage for the rest of the combat.

Torrglut and Siffrok have pooled their treasure. Hidden at the bottom of a chest full of manacles and ball-gags is a sack containing 461 pieces of bloodgold, an ingot of mithril worth 200 GP, and a jar of **Ointment of Healing** (5 doses). The keys to the cells hang on a hook.

6H. Each of these rooms contains 7 to 10 emaciated slaves. They are all 0 level humans, Elves, Dwarves, and Halflings, with the occasional orc. They live in terrible squalor, but Torrglut and Siffrok know just how much neglect and horror can be visited on their subjects without killing them.

These slaves all wish to be free, but are very weak and cannot defend themselves. Only escorting them back to the safety of the Dark Rookery will spare their lives. The slaves are grateful if they are rescued, but none of them have the ability to provide the party with a reward.

6I. This cell is behind two locked doors. Suspended in a rig of straps, collars, and chains is a male human who, despite his emaciation, seems inappropriately cheerful. This is **Darligan Jimmy**, a legendary Thief, rogue, and escapologist from the surface world.

Darligan Jimmy (H T11, hp 43, S13 I13 W11 D18 C13 Ch17, AL N) found himself owing large sums of money to several criminal organizations, so several months ago he chose to join an adventuring expedition that took them deep underground. The rest of his party was killed or lost, and Darligan Jimmy wound up here. He has given Torrglut fits by escaping any cell he's locked up in, hence the elaborate rig to keep him imprisoned. As it is, these means of securing the slippery man have not been effective; Darligan Jimmy has escaped several times and has concealed a crude set of thieves' tools and a dagger under a loose rock in the corner of his cell. He has been stymied by not knowing how to survive the dark tunnels of the Deepways, however, and so he has remained put until a workable escape plan presents itself.

Darligan Jimmy will gratefully join a party, and although he is not especially brave, he will lend his skills to their benefit if properly equipped. However, he is something of a sociopath

and has no qualms about stealing from his rescuers. Darligan Jimmy carefully cases the party, identifying small valuable objects; when the opportunity presents itself for a clean getaway, he steals as much of value as he can and disappears.

Any Thief character can make an Intelligence check to realize that Darligan Jimmy is wanted by the underworld. If he is returned alive to a major city, several Thieves' Guilds will make good on paying a reward of 5,000 GP.

6J. This exit from the complex has two portcullises made of wrought iron bars. They are spaced 40' apart and are controlled by hand-cranked winches on the left and right walls of the guardroom.

This nexus is guarded by a squad consisting of ten hobgoblins (AC 6; HD 1+1; hp 6; MV 90'(30'); #AT 1; D 1d8 (axe) or 1d6 (shortbow); Save F1; ML 8; AL C), four goblins (AC 6; HD 1-1; hp 4; MV 60'(20'); #AT 1; D 1d6 (handaxe); Save F0; ML 7; AL C), and a single hobgoblin sergeant (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d8+1 (axe) or 1d6 (shortbow); Save F4; ML 9; AL C). Their orders are to verbally challenge any who approach the outer portcullis, allow through any who pass the initial challenge, but inspect them carefully between the two gates before letting them in. The bars provide no cover from goblin arrows if they choose to attack.

One property of the portcullises is that only one may be opened at a time; if one gate is opened, no amount of force will lift the second. The goblins have a brazier of coals and a warning gong; if the gong is rung, reinforcements will arrive from area **6P** in 3 rounds, from **6B** in 4 rounds, and from **6E** in 5 rounds. Chief Gurrokt will appear in 6 rounds. No other creatures will leave their rooms.

The goblins spend their time engaged in a contest of slapping each other in the face; the hobgoblins offer critiques and judge the contest. They are reasonably alert, however, and will notice obvious intruders and investigate loud noises. Each hobgoblin has 1d4 pieces of bloodgold, except for the sergeant, who has 12. Goblins are not allowed to keep treasure.

6K. This room is plainly some kind of a metallurgy workshop. A huge clay vat in the northeast corner contains *aqua regia*, a powerful acid that irritates the mucus membranes of anybody in the room. Next to it, a huge crucible is melting a lump of gold with a curiously red tinge. In the center of the room are two large, flat tables, each of which has a thin sheet of reddish gold metal lying on top of it.

This room is the place where bloodgold is made into sheets and struck into coinage. *Aqua regia* is used to reduce the gold into a reasonably pure powder, which is melted in the retort

and cooled in sheets of gold. The sheets are then laid on the tables, which can be triggered to magically stamp out coins.

This room is occupied by Gurrokt's two assistants, who are hobgoblin sergeants (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d6+1 (hammer); Save F4; ML 9; AL C). One of these hobgoblins will smash the *aqua regia* vat with his hammer, flooding the room with acid; everybody in the room (including the hobgoblins, who didn't think this through) must save vs. Breath Attacks or take 2d6 hp acid damage. The hobgoblins attempt to lure combatants to jump up on the coin stamping tables; if they do, the hobgoblins pull a lever and an unseen magical force smashes the victim down on the table, doing 3d6 damage and leaving many tiny round imprints on their exposed flesh, each of which bears an image of the face of the Goblin King.

The corpse of a slave lies slumped in the corner nearest the retort; the hobgoblins were about to throw his body into the crucible to tinge the gold red. The gold in the retort will require a full day to cool, but is worth 274 GP. There is another 80 GP of scrap gold lying around the place, and there are 200 pieces of recently minted bloodgold lying in a bin where they were being inspected for defects. Finally, a dull gray bar leaning against the west wall is a powerful permanent magnet; it is useful for removing **Goldsand** (see **Part 4**).

6L. The door to this room is locked, as it is Chief Gurrokt's private sanctum. The chief spends most of his time here alone, worrying over production levels and writing letters to the Goblin King, but at present he has a visitor: his accomplice in gold production, the Gnomish alchemist and Illusionist **Planisaarvik**.

Years ago, when Gurrokt was an ambitious sub-commander, he used a potion of **Human Control** (gnomes) to defraud Planisaarvik, a merchant, out of goods that did not belong to him. The charm wore off eventually, but the damage was done; Planisaarvik's reputation was potentially destroyed. Gurrokt made a deal with the Gnome to loan him a portion of his wares back, but he used the deception to extort Planisaarvik's assistance in future schemes. Eventually the Gnome realized that he could make much more money by collaborating with the hobgoblin, a relationship that has made him feel deeply uncomfortable numerous times, but which he tolerates in the interest of greed.

When the mines began to fill with poison gas, Gurrokt summoned Planisaarvik and asked if there was an alchemical solution to the problem. The gnome could find no way to eliminate the gas or cure its effects, but while drinking together, he happened to mention a scheme he had thought of for creating gold by converting a petrifying gaze attack into a gaze that turns creatures into gold. Gurrokt seized upon

this, and hastily set up a laboratory for Planisaarvik to create a device that could accomplish this. Planisaarvik surprised himself by successfully creating **Goldeneyes**, a set of magical goggles that is worn by the basilisk at **6O**.

Gurrokt has been able to keep the Goblin King off his back with the preliminary runs of bloodgold coins, but production is still too low. He is meeting with Planisaarvik to see if there is a way to increase output, possibly by bringing in another basilisk, or somehow increasing the appetite of the one they have.

Gurrokt (AC 2; HD 6; hp 30; MV 90'(30'); #AT 1; D 1d8+3; Save F6; ML 11; AL C) wears a suit of **Plate Armor +1** and fights with a **Longsword +2**. While awake he keeps a **Pale Lavender Ioun Stone** in orbit around his head; this magical item absorbs all magical spells of 4th level or below that are cast directly at Gurrokt, but it can only absorb 7 more levels worth of spells before it turns grey and becomes useless. Gurrokt charges directly to the attack while shouting for help from his assistants. He wears a gold ring with an opal set into it worth 240 GP, and he carries 32 pieces of bloodgold in a pouch. He also has a flask at his belt containing a magical potion that, when sprinkled over a man-sized amount of gold, turns it to flesh, and restores it to life if it is still intact; there are three doses.

Planisaarvik (AC 7; G I7; hp 17; MV 120'(40'); #AT 1; D 1d4; Save I7; ML 7; AL N) is very much a coward, but he realizes that if his aid to the goblins becomes known in the Gnome community, he might as well be dead; he therefore fights until his morale breaks, at which point he will throw himself on the ground and sue for mercy. Planisaarvik wears a **Ring of Telekinesis** and has a scroll of Illusionist spells of **Confusion** and **Summon Shadow**. The alchemist also carries two flasks of potent acid, which deal 1d8 hp damage for two rounds for any targets struck directly. He knows the following spells, which he casts as a 7th level Illusionist:

1st level: Color Spray, Light, Phantasmal Force

2nd level: Deafness, Blur

3rd level: Fear, Rope Trick

If he has an opportunity to slip away, Planisaarvik will use his **Rope Trick** spell to hide. He carries 17 PP, which are commonly used as currency by the Gnomes, and he has a diamond chip set into one of his teeth; this can fetch 100 GP.

Gurrokt's sanctum and office is a mess; parchment and records are strewn everywhere, as are clothing and heaps of furs used for bedding. On a shelf above the door is a set of three nesting dolls that seem to depict kobolds; they are made of rare wood and are of very fine workmanship, and the set

can be sold for 220 GP. Careful examination of the dolls reveals that the innermost doll is holding up seven fingers, the middle one holds up two, and the largest doll holds up four fingers; this is the combination to the lock at **6Q**.

6M. This room is The Gold Works' Temple of N'Kaa. Along the western end of the room is a 2' tall retaining wall holding in a murky pond. A statue of an enormous devil-toad, its surface glistening with slime, appears to be half-submerged in the brown water. A water-logged offering bowl wallows just in front of the statue's black eyes. The bowl contains 559 pieces of bloodgold, 54 pieces of quartz worth 1 GP each, a pair of silver spoons worth 4 GP, and a fragile crystal goblet worth 80 GP.

This pond is the only source of water for the complex. To draw water safely from the pool, one must approach with the holy symbol of N'Kaa raised. If any creature approaches within 10' without doing so, the toad-idol opens its mouth and spits a glob of green slime (AC N/A; HD 2; hp 9; MV 3'(1); #AT 1; D digest; Save F1; ML 12; AL N) which attacks with the usual chances to hit.

The temple is tended by two hobgoblin underpriests (AC 5; HD 3; hp 14 each; MV 90'(30'); #AT 1; D 1d8 (morningstars); Save C3; ML 9; AL C) who can each cast the following spells as 3rd level Clerics: **Command**, **Cause Fear**, **Hold Person**. They have 12 pieces of bloodgold each.

6N. This room is the home to ten morlocks (AC 8; HD 1; hp 5 each; MV 120'(40'); #AT 1; D 1d6 (spear); Save F1; ML 9; AL C), who are the caretakers of the basilisk in **6O**. The morlocks in this part of the Deepways are completely blind, but their hearing is so sensitive that they can 'see' as if they had 120' infravision. The basilisk's gaze attack cannot affect the morlocks, so they are ideal keepers. Each morlock has 1d3 pieces of bloodgold.

The door on the far side of the room is barred from this side, and there is a large bell on a ledge next to it. The production of gold works as follows: four morlocks go to **6G** and ask Torrglut for two slaves. Torrglut selects two from **6H**, and the morlocks lead them back to **6N**. One of the slaves is butchered. The bell next to the door is rung; the basilisk has been conditioned to retreat as far as possible into **6O** and wait. The morlocks open the door (ready with spears in case the basilisk is being obstinate) and push both the live and the dead slave through the door, then bar it behind them. Smelling blood, the basilisk comes to find the slaves, eats the dead one, turns the living one into gold, and then retreats to its lair to sleep it off. The morlocks open the door again, use a pushcart to remove the heavy statue, and bring it to **6K** for processing.

There is a handcart and one gold statue in this room - a terrified Elf cowering on the floor. It weighs 600 pounds and is worth 6,000 GP. If this elf is turned back to flesh, he reveals that his name is **Yellenin**, and he is an important diplomat for an Elvish court. Should he be returned safely to the surface world, Yellenin will ensure that the party is rewarded. Three weeks after he reaches safety, a courier will deliver a bundle to the location they designate; in the package are six 100 GP pearls, 24 **Arrows +1**, 4 **Arrows +3**, and a set of **Elven Cloak and Boots**.

6O. This stinking cavern is the lair of a basilisk (AC 4; HD 6+1; hp 28; MV 60'(20'); #AT 2 (bite, gaze); D 1d10 (bite) and aurify (gaze); Save F6; ML 9; AL N) wearing a huge pair of goggles. These are **Goldeneyes**, a pair of magical goggles 3' wide that can turn any petrification gaze attack into aurification. If the wearer has no such attack, the goggles do nothing. The goggles could conceivably be adapted to fit a humanoid creature, such as a medusa or a human wearing **Eyes of Petrification**, but such matters are beyond the scope of this adventure.

The basilisk is only hungry about once a week. If it's not hungry, it refuses to turn slaves to gold, and therefore Gurrokt's production of bloodgold is not up to his expectations, or those of the Goblin King. The basilisk has no treasure.

6P. A detachment of 6 bugbears (AC 5; HD 3+1; hp 15 each; MV 90'(30'); #AT 1; D 1d10+1 (poleaxe); Save F3; ML 9; AL C) call this area home. They are the designated guards of the vault that holds Gurrokt's bloodgold, and they are instructed to never leave. However, if an alarm is sounded elsewhere in the complex, they move to the defense. Each bugbear has 2d4 pieces of bloodgold.

The vault door is a massive iron affair that cannot be forced open. It has no lock, but it has three dials - a small one above a medium sized one above a large one - each one with a setting for the digits 0 through 9. There is also a large handwheel. To open the vault door, one must set the combination and turn the wheel; this process takes one minute per try. The combination of '724' is found in Gurrokt's room. A **Knock** spell or **Chime of Opening** will only solve one of the three wheels; separate Pick Locks checks are required to crack each dial by mundane means, and if any check fails, the entire attempt fails.

6Q. Heaped in the center of this vault are 31 sacks; each one contains 200 pieces of bloodgold. There is also the head of a beautiful Elvish maiden, now turned to gold, that Gurrokt planned to present to the goblin king as a special gift. It can be sold as a work of art for 400 GP, provided the buyer doesn't know about its provenance.

7. ONE HUNDRED STAIRS

For this encounter, refer to the area **7** map in **Part 10**.

This encounter occurs within a cavern where there is a 150' change in elevation of the Deepways tunnel. The original Deep Delver stair zigzagged across the western side of the cavern, but when they began to fight with the goblins for control of the passages, the stair was destroyed in a delaying action. The goblins have rebuilt the stair with defense in mind.

A few months ago, during the final destruction of the Vault of Kharmaram, a Deep Delver priestess fled to this location. Trapped, she climbed up inside an enormous statue to hide, and her remains are still there.

Within this encounter are lettered area descriptions as follows:

7A. When the party first stands on the entry platform of the cavern, read the following description:

The passageway opens up into a large and dark cave - a cave so enormous that the far wall cannot be seen. The party stands upon a platform that juts 15' out into the room. To the left, a stair descends toward a distantly seen wall, but straight ahead and to the right, the flat surface drops off sharply into darkness. Some distance to the right and down, a faintly visible form looms in the darkness. It looks like a humanoid, but it must be of gargantuan size.

The party stands on a ledge that is 150' above the lowest level of the cave. This ledge represents the top level of a winding switchback stair that descends, via 100 steep steps each 18" tall, to the floor of the cave. If the light level in the cave is improved, an enormous statue of a grinning goblin, its hands seemingly clasped in prayer, can be seen off to the right at **7B**. The switchbacks lead to platforms against the north wall of the cave at the 120' and 60' mark, and platforms that jut out into the middle of the room at 90' and 30'. Many stalactites hang from the ceiling, which is some 40' overhead. Numerous bats and crickets chirp here, filling the room with sound.

Each one of the 100 steps is a pressure plate that triggers a bell concealed inside the goblin statue. The topmost stair rings a very high-pitched, tinkling chime, and each successive step drops by a half-tone until the bottom step is a deep, resonant gong. Only the 59th step makes no noise at all.

A separate Find and Remove Traps check must be made to disable each step; this is a lengthy process. If the party takes their time in this room, every turn there is a 1 in 6 chance that a hobgoblin will take a stroll to **7C** and notice the party. Likewise, loud noises will alert the guards even if bells do not ring.

7B. The statue is 80' tall and made of metal; the skin of the goblin is made of dull bronze. Although the goblin's hands are folded prayerfully, the expression on its face is mocking, as if concealing a private joke.

The statue is hollow; the bronze plates that make up its exterior surface are bolted on to a steel skeleton that supports the weight of the construction. There is a small hatch at the left ankle of the goblin that allows access to the statue's interior; ladders ascend each leg, join at a catwalk at waist-height, and then a single ladder rises up through the chest and to the head. The bells rung by the stairs hang from the skeleton in various places within the statue's cavity; the wires that trigger the bells run parallel to the ladders and disappear through a hole in the floor.

The bell associated with step #59 is one of the most difficult to access; to reach it, one must climb up into the chest and then crawl along a ledge into the right arm of the goblin. There, stuffed up against the bell and preventing it from ringing, is the dessicated corpse of a Dwarf. This is the remains of a Deep Delver priestess. Dying of poison, and hounded by goblins on all sides, she climbed up into the statue to hide and her remains were never found. Hidden under the massive white mane of hair is a mithril amulet on a chain; it is shaped like an anvil with hammer and tongs resting atop it. This is the holy symbol of Kharmaram, and although it is not magical, it may prove useful in **Part 3**. The dead priestess also had a non-magical suit of plate mail sized for a dwarf, a **War Hammer +2**, **Dwarven Thrower**, a heavy crossbow and 14 **Bolts +1**, and a set of **Eyes of the Night**, which is a magical item described in area **1N**. The priest also had two ingots of mithril worth 200 GP each, and a pouch of 35 PP.

7C. Against the south wall of the cave is a platform that is 40' long and less than 10' wide. It is about 100' feet above the level of the floor. Although the top of the stairs at **7A** is above this platform, it is heavily screened by stalactites and stalagmites, and hence cannot be seen from the vantage of the steps.

This is an archery platform. Barrels of arrows are concealed behind cave formations. Additionally, there are two large levers at each end of the platform. Both do the same thing if pulled: they transform all 100 of the steps into slides. The steps are steep enough that anybody on them will slide down (harmlessly) to the next platform. The levers also unlock the door to **7F**.

The secret doors to **7D** are only 4' tall and are screened by the same cover that conceals the platform. If alerted by the bells or other noise, the goblins will quietly take up position on the ledge and wait for a good opportunity to spring their trap. The goblins look for a chance to divide the party, stranding

some on the 90' or 30' platforms (where they are easy targets for arrows) or against the platform near **7F** (where the party will have bigger problems). Archers on the platform have only the usual penalties for range, while the cover afforded by the cave formations gives the goblins a benefit to their armor class of -4.

7D. Each of these two rooms houses a goblin archery squad consisting of six hobgoblins (AC 6; HD 1+1; hp 6; MV 90'(30'); #AT 1; D 1d6 (spear) or 1d6 (shortbow); Save F1; ML 8; AL C), three goblins (AC 6; HD 1-1; hp 4; MV 60'(20'); #AT 1; D 1d6 (handaxe) or 1d4 (sling); Save F0; ML 7; AL C), and a single hobgoblin sergeant (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d6+1 (spear) or 1d6 (shortbow); Save F4; ML 9; AL C). The goblins act as support staff and whipping boys for the hobgoblins, but they fight willingly enough. There isn't a lot of space in the rooms, and the fanatical tongueless troops at **7E** beat hobgoblin and goblin alike if they make too much noise, so these guards sulk a lot and play quiet gambling games with dice to while away the time. Each hobgoblin has 1d4 pieces of bloodgold, except for the sergeants, who have 12 pieces. Goblins are not allowed to keep treasure.

7E. A group of 8 tongueless hobgoblins stand watch here. Their purpose is two-fold: to keep their less devoted goblin brothers from dereliction of duty, and to stand ready to provide a frontal assault should enemies look like they will escape the archery ambush. When the goblins open fire with arrows, the tongueless (AC 6; HD 2; hp 9; MV 120'(40'); #AT 2; D 1d3 (bite) and 1d8+1 (axe); Save F2; ML 10; AL C) mobilize and silently file down the stair, peeking through the secret door and monitoring the party's progress. If it looks like adventurers will safely reach the bottom, they charge to the attack. The tongueless keep no treasure.

7F. The goblins have trapped four **Hoot Horrors** in this cave, and they use them as part of the stair trap; these new monsters are detailed in **Part 6**. Hoot horrors are more creations of the Tytonids and their owl-fusing magic; they escaped from the Dark Rookery and have started to breed in the more neglected portions of the Deepways. The hoot horrors (AC 3; HD 6; hp 27 each; MV 90'(30'); #AT 2; D 2d6/2d6; Save F6; ML 10; AL N) are ravenous and will greedily attack any adventurers they find on their platform. If none are there, they will use their climbing ability to go up or down slides, or even sheer cliff faces, to find and devour prey.

There is little of interest in their cave, as the horrors have no treasure. However, in their frustration to escape they have clawed deep furrows in the stone walls of their prison, and one such effort has exposed a seam of sparkling rock. After each turn of digging with picks or similar tools, an adventurer has a 1 in 6 chance of uncovering a 50 GP topaz (double chances

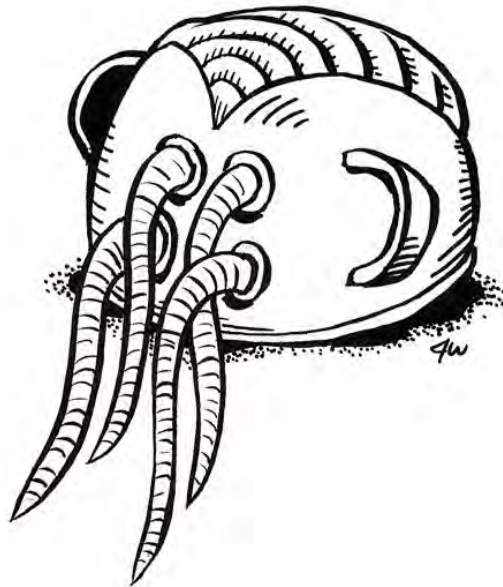
for Dwarves and Gnomes). After twelve turns of digging, this seam will be played out.

7G. Thinking that enemies might seek cover from arrows behind the stair in this location, the goblins have carefully cultivated a stand of large fungi here. Most growths are harmless, but two are violet fungi (AC 7; HD 3; hp 14 each; MV 10'(3'); #AT 1d4; D rot; Save F3; ML 8; AL N) that will attack anything that comes within reach. Buried in the loose soil at the base of these fungi are the disgusting remains of an unfortunate hobgoblin; 23 pieces of bloodgold are loose here.

7H. A pattern is picked out on the wall above and around the opening to the Deepways passage. It is made of reflective stones glued to the cave wall, and it depicts a huge toothy toad maw with the tunnel itself as the gullet. Walking down the passage therefore appears to onlookers like the traveler is willingly climbing down the throat of N'Kaa the Feaster.

8. FORGOTTEN SHRINE

For this encounter, refer to the area 8 map in **Part 10**.



Countless millennia ago, long before any still extant surface civilization came into being, the world had other masters. Strange races serving yet stranger powers held sway over land and sea, and under land and sea. But time brings change, and those curious and unearthly rulers of the world have been thrown down and are no more. Or are they merely hiding, far out of sight, biding their time for the stars to align and allow their reconquest of the planet? Their fate is unknown, but traces of their dominance can still be found here and there, far

from the curious eyes and meddling hands of the surface races.

This long-abandoned shrine still contains power, and all sensible races of the Deepways shun it. The morlocks, who are commonly hunted or enslaved by goblins, have made a lair on the periphery of this ruin. In the last days of the siege of Kharmaram's Vault, a wealthy family of Deep Delvers completed an escape tunnel that connected to the morlocks' caves, but they never had an opportunity to use it.

Within this encounter are lettered area descriptions as follows:

8A. When the party first approaches the portico, read the following description:

The Deepways tunnel takes a bend, and ahead of you there is light - a faint greenish glow. There is also a sharp odor in the air: A salt tang, such as one might experience near the ocean.

One hundred feet farther along, the tunnel opens up onto a kind of portico 70' wide and 30' deep. The stone to the east, west, and south is crudely worked, and appears much the same as the stuff the rest of the Deepways passages are made from. In contrast, the stone to the north is green with tiny flecks of mica and appears to have been built from large, closely fitted blocks. The overall impression is that the greenish stone predates the rest, and the other rock was excavated away.

In the center of the green stone wall is a massive worked bas-relief plate made of greenish bronze. The plate is 10' wide and 15' tall, and its entire surface is an image showing a city by the sea, and creatures rising from the waves to devour the people inside it.

There are five statues in this room, all identical. Each statue is made of whitish-green marble and depicts a 12' tall, vaguely humanoid figure. These figures have legs with feet and webbed toes, arms with hands and webbed fingers, and a head - but where the face should be, there are four 6' long dangling tentacles. There are two statues to the left of the door and three statues to the right; the ones to the right are spaced very close together.

The odor of the sea is strong here. Dotted across the surface of the green stone are a number of snails, each at least as large as a fist. They leave trails of slime behind them, and it is this residue that makes the room glow greenly.

The bronze plate is a large double door, but there is no obvious ring or latch mechanism for opening it, and no hinges or seam down the middle can be discovered. The scene on the door shows a high-spired city by the sea under attack by huge tentacle-faced creatures as tall as a tower; stylized human

figures flee in a panic or are snatched up and torn to bits. A successful search for secret doors will reveal that two of the humans' eyes are actually small buttons; pushing them both causes the doors to hiss, and then slowly open outward. A **Knock** spell or similar magic will not open this door. An Intelligence check will reveal that the depicted city has many features in common with the legendary metropolis of Agurista, which ancient tales say sank into the waves long ago.

The middle of the three statues on the right side of the room is a **Metamorphic Ooze**. This is a new monster that is described in **Part 6**. The ooze is imitating the statues on either side of it. It remains perfectly still until a victim approaches within 10', and then it will attack. The metamorphic ooze (AC 0; HD 9; hp 41; MV 0'; #AT 1; D 4d4 + weakness; Save F9; ML 12; AL N) begins combat with a stony armor class and zero movement, but every round it shifts its armor class one place worse and its movement one point better until it has enough movement to reach its opponents. The ooze has no treasure.

There is a secret door on the east wall of the room - actually just a 4' x 4' loose slab of stone cunningly arranged to look like the rest of the wall. The door conceals a narrow tunnel that humans must stoop to enter. This is the entrance to the morlock lair.

8B. Beyond the double doors is a corridor 50' long and 20' wide; it arches to 18' tall at the highest point. There are six alcoves, three to the left and three to the right, and in each one is a statue similar to ones in **8A**. At the far end of the corridor is another greenish bronze plate; this one is 8' wide and 14' tall. On the left and right walls of the corridor in between the alcoves, elaborate etched images can be seen.

NOTE: this entire area radiates a powerful evil, especially in the direction of the door to the north.

The snails are more prevalent here, with their slime trails crossing each other many times and illuminating the corridor in a sickly green glow. The scenes on the walls are disturbing; each one shows enormous tentacle-faced monstrosities, sometimes as large as a giant and sometimes much larger, terrorizing humans by snatching them from boats or pulling them into dark holes. Other scenes show the creatures sacrificing the humans in creative and disturbing ways, offering them up to be seized by tentacles reaching from dark pools. But one scene shows a few humans being singled out and learning at the feet of the gargantuan beasts; some appear to grow tentacle-faces of their own.

The six statues initially appear identical; however, a careful examination will reveal that the tentacle-heads of the two northernmost are slightly askew. An explorer who climbs to the heads of these 12' tall statues will discover that the tentacle-faces are loose plates hanging on pegs supported by

the upper body; they can be removed and inspected. Each 'face' is revealed to be a shield-sized and vaguely round plate of thin green stone, with handles where the ears should be - something like an enormous mask, but with no eyeholes.

Any humanoid who grasps the handles and holds these masks in front of their faces and bodies will feel a swimming sensation that lasts only a moment. They will then realize that they are 'seeing' through the front face of the mask, but their vision is more powerful than normal; these masks grant 120' infravision. Furthermore, they will realize that each of the four tentacles on the front of the mask can be animated, and they have full control over these limbs with as much dexterity as they have in their own arms. Each of these four tentacles can be controlled independently, and each one has the equivalent Strength of 18, so an adventurer using a mask can wield two swords and two shields, or a two-handed sword and a bow, or any other combination of hand-held items. Even spells can be cast using these nimble appendages.

These masks are strongly cursed. Any individual who uses a mask for a turn or less can safely put it down. Wearing it for longer than that, however, is very dangerous. A character who wants to put the mask down after one turn must make a saving throw vs. Spells or decide to keep it on; they will react violently to any companions who insist they take it off. The mask begins to grow thin cilia into the face and upper body of the wearer, which may be torn loose without causing damage on the first day. If the wearer still has the mask on the second day, they may make another saving throw at -2; this time, removing the mask will cause 2d6 hp damage and the wearer will permanently lose 1 point of Charisma. On the third day, one last save may be made at -4; removing the mask causes 4d6 hp damage and the wearer will permanently lose 3 points of Charisma. After that point the subject is doomed; the mask and the wearer become one, and they begin a slow transmutation into a long-forgotten monstrosity.

The plate on the north wall is another door. However, it has no bas-relief on its face; instead there are eight holes in the surface, a row of four at the 4' mark above another row of four at the 3' mark. These holes are about 3" in diameter and seem to be about 18" deep, but they taper down the deeper they go. To open this door, two individuals must put on the masks and insert the tips of their tentacles into each of the eight holes. When this is done, the door splits down the middle, and the two halves slide in and to the sides. This door can also not be opened by a **Knock** spell or similar magic.

The morlocks have dug a tunnel into this corridor; it is only about 3' wide and is behind one of the huge statues, and hence cannot be seen unless somebody squeezes to the back of the alcove.

8C. Beyond the doors lies a temple made of the same green stone. Two fat pillars flank the doorway, their surfaces carved to resemble a thousand tentacles intertwined. At the center of the room, a short flight of stairs descends into a shallow oval pool; the snails are especially thick in and around this body of water, and some are as big as a human head. Balconies loom above this pool to the left and right side; just below each one is a four-branched and vaguely octopoidal candelabra made of copper. At the rear of the room are four alcoves; their mouths are 8' wide but they taper to the north. It is hard to see how far back they go, however, because each alcove's walls are a crawling mass of foot-long cilia that constantly twine over and around each other. The walls of this place are covered with more disturbing carvings of horrendous sacrifice, and things from below bringing doom and disaster to those who live above. The pool's clear water laps gently against the steps - waves with no obvious source, and the very rocks seem to throb with the distant sound of ocean surf crashing against an unseen shore.

NOTE: the feeling of malice in this place is so tangible and close to the surface that good Clerics and all Paladins will feel it, even if they are not attempting to detect evil. The DM should be advised that it is extremely easy to kill an entire party in this room, and all reasonable steps should be taken to give the players some sense of foreboding. If this fails, and they are determined in their course, then let the chips fall where they may.

The pool's water is salty and bitterly cold. Despite their number, the snails and their mucus are harmless, and nothing dangerous lurks in the water, which is clear enough to see the bottom of the pool. On the first submerged step is a dagger. It appears to be made of gold and has a curious curvature to it, but its edge is sharp enough to be used as a weapon. It would fetch 500 GP in a large city.

Each of the carved pillars feels greasy to the touch. Also, any creature that touches the pillars with naked skin must save vs. Spells or be subjected to a compulsion, similar to a **Suggestion** spell, that they enter the wading pool and cut their palm, allowing some of their blood to drip into the water. A Wisdom check made while inspecting the pillars reveals that there are several gaps in the twining tentacle motifs that would be filled perfectly by a person wearing a mask to grapple the carvings.

At the top of the balcony to the left is a huge horn made of a three-lobed shell that must have belonged to some prehistoric and long-dead shellfish; it weighs 400 pounds and has no value. On the right-hand balcony is a pair of tympani drums made of brass, with stretched hide covers that look suspiciously like human skin. There is also a pair of mallets on the drums. The matching copper candelabra have four

dripping tapers in each socket; each one weighs 100 pounds and can be sold for 200 GP.

In ancient times, the ritual was performed as follows: a sacrifice would be led to the shrine and compelled to touch the pillar; that luckless individual would enter the pool and cut themselves, allowing their blood to drip into the water. Only a few drops of blood rapidly turns the water a dark red color. The candles would be lit, the tympani would be beaten, the horn would be blown, and the masked acolytes would allow their tentacles to clasp the patterns on the pillars. At this moment the Water Horror would come. From each of the back alcoves, an enormous tentacle as big around as a tree trunk would push past the cilia and into the room. They would seize up the sacrifice, tear it to bits, and withdraw into their nooks. They would emerge again, each one carrying a treasure. One of the masked acolytes would select a single one of the treasures, and then they would depart, the ritual complete.

This ritual still works, and if performed perfectly, the tentacles will bring forth their treasures. The treasures are, from left to right: a huge lustrous black pearl worth 5,000 GP; a **Book of Infinite Spells** (determine its contents randomly); a **Longsword +4 Defending**; and a **Mirror of Mental Prowess**. As long as one of the masked persons takes only one treasure, the tentacles will withdraw and no harm shall come to any in the room. However, if the ritual is deviated from, or if any of the contents of the room are vandalized, or if the tentacles are attacked, then the tentacles will attempt to kill everything in the room.

The tentacles attack as 10 HD creatures. They are long enough to reach every place in the room. Each one attacks to grapple; if it hits, it takes hold of that character. The next round, on the Water Horror's turn, it will draw its victim back into its alcove, and that character is lost forever. Tentacles can be damaged, but their scaly, slightly hairy hides are as hard as stone; they are AC -2. If 12 hp damage can be done to a tentacle, it will drop its victim and withdraw, but it will return on the next round fully regenerated.

The tentacles can see hidden or invisible targets. They do not stop attacking until every creature in the room is dead or retreated. If some members of the party escape, the last act of the tentacles will be to seize the doors to the room and throw them closed; they will not open again.

8D. The narrow passage widens into a room about 20' in diameter and 8' high. Four morlocks (AC 8; HD 1; hp 5 each; MV 120'(40'); #AT 1; D 1d6 (spears); Save F1; ML 9; AL C) keep careful watch here - or, rather, they keep careful listen, as they are blind but have very sharp senses of hearing. Unless the party's movements are cloaked by magical silence,

or everybody can use a racial or class ability to move silently, the morlocks will hear the party coming.

Each morlock has a small packet of **Blindchalk**. Blindchalk is a type of powder that is described in **Part 4**; if a packet is thrown in the face of a victim, that person must make a saving throw vs. Petrification or become blinded. Magical healing cures this blindness. The morlock guards will throw a packet at an opponent and then shout an alarm; the inhabitants of **8F** and **8G** will come to their defense.

The morlocks have no treasure.

8E. A shallow pit in the middle of this room is full of decomposing flesh, fungal waste, and other rubbish. This is the lair of two carcass scavengers (AC 7; HD 3+1; hp 15 each; MV 120'(40'); #AT 8; D paralysis; Save F1; ML 9; AL N) who serve as the garbage disposal for the morlocks. They do not leave their room, but although they are trained to leave morlocks alone, any other creature that enters their lair is fair game.

Morlocks are usually fastidious about picking through their garbage before giving it to the carcass scavengers, but at the bottom of the nauseating pit is one thing they missed: a **Ring of Water Walking**.

8F. Each one of these low-ceilinged rooms contains 1d3+1 morlocks (AC 8; HD 1; hp 5 each; MV 120'(40'); #AT 1; D 1d6 (spears); Save F1; ML 9; AL C) who fanatically attack to repel intruders. They have no treasure.

8G. This cave is 12' tall, and its stone walls are decorated with meaningless spiral etchings. The room is dominated by a crude mockery of the tentacle-faced statues from **8A** - a ramshackle construction 10' tall and apparently made from scavenged and repurposed materials, a poor resemblance visually but probably a good likeness to the tactile senses. The statue looms near the east side of the cave, its arms extended in a welcome, or perhaps an attacking lunge. The morlocks have never been inside the shrine, but they sense the power and evil in that place and have come to worship this monstrosity as a god.

This room is the lair of four morlocks (AC 8; HD 1; hp 5 each; MV 120'(40'); #AT 1; D 1d6 (spears); Save F1; ML 9; AL C), an albino ape (AC 6; HD 4; hp 18; MV 120'(40'); #AT 2; D 1d4/1d4; Save F2; ML 7; AL N), and the morlock chief. This last individual is 8' tall and wears a crudely-fashioned tentacle mask (it has no magical properties). The morlock chief (AC 7; HD 6; hp 27; MV 120'(40'); #AT 1; D 1d8+2 (morningstar); Save F6; ML 11; AL C) initiates his attack by throwing a short, jet-black spear; this is actually a **Javelin of Lightning**. It functions as a **Spear +2**, but when it is thrown it transforms mid-air from a weapon into a lightning

bolt 5' wide and 30' long. The javelin has a range of 90'. The bolt does 20 hp damage (save vs. Breath Attacks for half) to all within the area of the lightning, and also does normal weapon damage if it hits the target. The javelin transforms back into a physical weapon when the bolt is expended, and can be used again (it transforms into a bolt up to 1 time per day), but it is too hot to pick up for 3 turns. After throwing his lightning bolt, he sends his ape to attack and then wades in with his morningstar. The chief has a necklace of golden nuggets which he prizes for their weight and not appearance; it is worth 120 GP. He otherwise has no treasure.

Behind the statue is a secret door. Unlike the door at **8A**, this is a properly constructed door, cunningly matched to the surrounding rock, with hinges and a hidden latch. This was built by Deep Delvers, and leads to a Deepways minor passage that is shown on the **Handout #3** map.

8H. The tunnel beyond the secret door is narrow at first, but after 30' it widens into a cave and then proceeds onward, wider and in a different heading. The cave holds boxy forms covered by dusty dropcloths.

This was a cache of supplies left by the Deep Delvers, who expected that one day the Vault of Kharmaram would fall, and who wanted to have important supplies available and handy at their likely escape route. Unfortunately, no Deep Delvers successfully escaped by this path; their cache remains untouched. Three large crates contain non-perishable trade goods - bolts of cloth, bars of iron and steel, spices and fragrances, woven rugs, and glassware carefully packed in fungal padding. There is around 1,000 pounds of material here, which has a value on the surface world of 800 GP. A smaller box contains a few more portable items: potions of **Speed** and **Animal Control** (insects), a **Scroll of Protection from Undead**, three ingots of mithril worth 200 GP each, 100 pieces of bloodgold and 20 PP, ten small rubies worth 100 GP each, and a small mithril medallion on a chain. This is shaped like an anvil with hammer and tongs resting atop it, and is the holy symbol of Kharmaram. Although it is not magical, it may prove useful in **Part 3**. Finally, there is a small hinged tin box containing a single lozenge. This is a magical item, a piece of **Crystallized Luck**. It can be sucked on, and then within one turn the player of that character may choose a single d20 roll made by any player or the DM at the table. The player can dictate what that roll will be. This may only be used once.

9. THE TEMPLE OF THE TOAD

For this encounter, refer to the area **9** map in **Part 10**.

This military and religious complex was the goblins' first foothold into the Deepways. Designed initially as a fortress to serve as the goblin city's first line of defense, it is now used as a toll-taking waypost on the underground highway system,

where merchants are obliged to sacrifice to N'Kaa in both gold and blood.

The High Priest of this complex, **Djukunz**, is an ambitious hobgoblin who dreams someday of ruling all of goblinkind. One way he pursues this goal is to research alternatives to mithril, the metal for which the Deep Delvers were famous (see **Part 3**). His smiths have created a metal called **Bloodsteel**, and while it has its deficiencies, Djukunz feels he is very close to announcing his discovery to the Goblin King.

Within this encounter are lettered area descriptions as follows:

9A. When the party first enters the cavern, read the following description:

The passageway ends at a ledge overlooking a 25' x 25' room. The floor of the room is 20' below the ledge; numerous sharpened iron stakes almost a foot long stud the floor below. Another ledge is visible on the far side of the room, less than 20' away. A bosun's whistle is fastened by a slender chain to a cleat in the wall next to the ledge.

The room's roof is 20' overhead and studded with many iron rings. Ropes dangle from the rings, spaced 3' to 4' apart, hanging down to waist height.

A passage leaves the room via the ledge on the opposite wall. Several small animals can be seen hopping around there. They look like toads.

Jumping the gap between ledges should normally be impossible without magic, but if characters wish to try, require them to make a Strength check and beat it by 12 or more. Failure means a 20' fall onto spikes, which will do 2d6 hp damage for the fall, plus 2d6 from the spikes (save vs. Death for half damage). The dangling ropes look like they should make swinging across relatively straightforward, but these are another goblin practical joke. Placing more than 50 lbs of weight on any rope will cause it to break, resulting in a fall.

There is an 18" stone ledge along the north and east walls that will allow a slow but safe crossing. It is covered with a sprinkling of **Dust of Disappearance**, making it invisible. The dust can be brushed away trivially but cannot be recovered for use.

Blowing the whistle will summon the construct from **9B**, but will also attract the attention of the tongueless guards there.

The small toads hop freely throughout this entire complex; they can be found in every room, and there is always at least one toad within any 10' x 10' square of floor space. The toads have the following functions:

- If any toad is killed, either deliberately or because one is caught within the area of some damaging effect, all toads within the complex begin screaming. This raises the alarm as described for each room. If the defenders of the complex are under attack, they will often deliberately step on a toad.
- Djukunz has the special power to see through the eyes of every toad in the complex. He must concentrate to do this, however, and hence only does so if the alarm has been raised.
- The toads are the food source for the complex. During the regular religious rituals held at **9K**, the inhabitants of the complex gather up all the toads, bring them to the services, and eat them all. More toads are then spawned at **9K** and quickly spread throughout the complex.

9B. A statue of an anthropomorphized toad squats in this alcove; it stands only 5' tall but is just as wide. It is mostly mouth, and a 1' length of broad tongue hangs out of its closed lips. Two tongueless hobgoblins (AC 6; HD 2; hp 9; MV 120'(40'); #AT 2; D 1d3 (bite) and 1d6+1 (spear) or 1d6 (bow); Save F2; ML 10; AL C) stand guard in front of the statue.

The toad-creature is a stone animate statue (AC 4; HD 5; hp 23; MV 60'(20'); #AT 2 (fists); D 2d6/2d6; Save F5; ML 11; AL C) whose chief purpose is to facilitate crossing the pit at **9A**. When the bosun whistle is blown, it trudges to the edge of the ledge at **9A** and squats there. The tongueless guards come along as well, and they will raise the alarm if they become suspicious. If the party can somehow convince the guards that they are merchants, however, the alarm will not be raised, and they will be escorted to **9K**.

If any individual on the opposite ledge sticks their tongue out at the statue, it will open its mouth and unfurl its 4' wide tongue, reeling it out until it crosses the gap. This tongue makes a narrow, rigid bridge that is safe to cross.

The animated statue will not attack even if the alarm is raised; it will only defend itself if attacked first. It has no treasure, and neither do the tongueless guards.

9C. This room is the spartan quarters for twelve tongueless hobgoblin guards (AC 6; HD 2; hp 9; MV 120'(40'); #AT 2; D 1d3 (bite) and 1d6+1 (spear) or 1d6 (bow); Save F2; ML 10; AL C) and their lieutenant (AC 2; HD 6; hp 27; MV 240'(80'); #AT 2; D 1d3+1 (bite) and 2d4+2 (bastard sword); Save F6; ML 12; AL C). The lieutenant wears **Banded Mail +1** and wields a **Bastard Sword +1**; his symbol of office is a toad medallion made of bloodgold that is worth 75 GP. He also wears **Boots of Speed**. These troops have no other treasure.

If the alarm is raised, the tongueless lieutenant will send half his troops to **9A**, and will bring the rest with him to **9N** to receive instructions directly from Djukunz.

A detail of 4 tongueless regularly patrol the complex. Each turn spent in the corridors, there is a 1 in 10 chance that this patrol will be encountered. The patrol will sound the alarm in the usual way and then attack.

9D. The clanging of steel on steel can be heard outside this room. This is the test forge that Djukunz set up to research the creation of a special alloy called bloodsteel.

Bloodsteel is a pale shadow of mithril, a metal whose properties are described in **Part 3**. The goblins have tried for a very long time to duplicate the Deep Delvers' success in creating mithril, but they have never yet succeeded in replicating the method used to create that metal. Their conquest of the Vault of Kharmaram was at least partially driven by their desire to steal the Deep Delvers' method for making mithril, a process that no other metalsmiths have succeeded at copying. Despite their absolute victory, however, the goblins have still not learned how to make mithril, a fact that is said to drive the Goblin King into fits of rage.

Bloodsteel is made from steel, bloodgold, and a few other trace elements such as diamond dust. The metal retains a reddish-gold sheen, but it is harder than steel and yet weighs only 75% as much. Weapons and armor made from bloodsteel have special properties. Weapons whose blades are forged from bloodsteel are thirsty for blood; when they wound a creature that bleeds, they do an additional point of damage owing to the metal soaking up blood like a sponge. After a week of not tasting blood, however, a bloodsteel weapon will become brittle and will break if struck. Metallic armor made from bloodsteel provides protection 1 AC point better than steel armor of the same type; however, it too is thirsty. Every time the wearer is wounded, the armor drinks one additional point of damage. Like weapons, bloodsteel armor must be liberally coated in blood once per week or it will become fragile and easily broken.

The hobgoblin smith, **Brudbilz** (AC 6; HD 7; hp 32; MV 60'(20'); #AT 1; D 1d6+3; Save F7; ML 12; AL C) works at an anvil in the southwest corner of the room, cold-hammering what will soon be the head of a bloodsteel poleaxe. He is covered with scars and has lost his right hand and left leg to various forge-related mishaps. His left leg has a bloodsteel peg (worth 150 GP for the material alone) and his right hand and forearm have been replaced with a bloodsteel hammer worth 300 GP; this is his weapon in combat. He wears a **Ring of Fire Resistance** on his left hand and will commonly attempt to drag enemies into the fire of his forge by making a successful 'to hit' roll; creatures in the fire take 2d6 hp fire

damage. Said fire is located in the northeast corner of the room and is usually occupied by Brudbilz's assistant, a fire elemental (AC 2; HD 8; hp 36; MV 120'(40'); #AT 1; D 1d8; Save F8; ML 10; AL N), which is capable of 'flaring up' and leaping to any point in the room; it does this to attempt to attack unarmored enemies.

Brudbilz lives and works in this room and rarely leaves it; he will not leave if the alarm is sounded. He has a locked chest containing 200 pieces of bloodgold and a potion of **Healing**; the key is hidden in a tool cabinet. There are also 10 ingots of bloodsteel stacked near the forge; each one is worth 100 GP. He has two bloodsteel prototypes completed that are ready for Djukunz to enchant; they are a suit of plate armor sized for a hobgoblin or human worth 300 GP, and a battleaxe worth 200 GP. Finally, there is a small pouch of diamond dust near the forge; this is worth 500 GP and is especially valued by wizards.

The door to **9E** is made of steel and is very thick. This is the vault behind which Djukunz stores Brudbilz's best bloodsteel creations, intending to give them as impressive gifts to the Goblin King. There is no obvious latch or lock on the door, but there is an enormous fanged toad-face worked into the door at eye level. If any creature approaches within 5', the toad will shout **FACE ME!** in goblin-tongue. **Knock** or similar magic will not open this door; only meeting the glare of the toad with Djukunz's **Evil Eye** will silently open this vault door. All others who attempt to match stares with the toad-face must make saving throws vs. Spells or be implanted with a **Suggestion** to jump into the fire of the forge.

9E. Beyond the vault door are six shirts of bloodsteel chainmail worth 250 GP, six bloodsteel longswords worth 200 GP, a bloodsteel **Scimitar +2**, and a bloodsteel **Shield +2**. There is also a **Dagger +1** made of mithril, which Djukunz sometimes lets Brudbilz handle for reference, although it has done him little good. See **Part 3** for mithril's properties.

9F. There are bunks for 22 hobgoblins here. Presently, there are 10 ordinary hobgoblins (AC 6; HD 1+1; hp 6 each; MV 90'(30'); #AT 1; D 1d8 (axe) or 1d6 (shortbow); Save F1; ML 8; AL C) and a single hobgoblin sergeant (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d8+1 (axe) or 1d6 (shortbow); Save F4; ML 9; AL C) resting in this room. It will take them 1 round to get their weapons ready before they can fight. In the event of an alarm, these hobgoblins first go to **9I** to release the goblins, then proceed to **9K** to reinforce the troops there.

Each hobgoblin has 1d4 pieces of bloodgold, except for the sergeant, who has 12.

9G. There are 12 heaps of sleeping furs in this room, but at the moment there are just 6 bugbears (AC 5; HD 3+1; hp 15 each; MV 90'(30'); #AT 1; D 1d10+1 (polearm); Save F3; ML

9; AL C) resting here. It will take them 1 round to get their weapons ready before they can fight. In the event of an alarm, three of these bugbears accompany their leader at **9H**, and the rest go to reinforce the guards at **9N**.

Each bugbear has 2d4 pieces of bloodgold.

9H. These are the quarters of **Haaktokur**, the bugbear chief. Haaktokur is a great tracker and hunter, and he distinguished himself in the battles against the Deep Delvers. So great is his hatred for those Dwarves that he has collected and decorated his room with their snow-white hair; scalps of hundreds of Deep Delvers decorate every inch of his walls and ceiling, giving the place the appearance of having been overgrown by albino moss; he wears a dozen Deep Delver beards as trophies around his neck. Haaktokur (AC 3; HD 6; hp 40; MV 120'(40'); #AT 1; D 1d8+4 (axe) or 1d8 (longbow); Save R6; ML 12; AL C) has the abilities of a 4th level Ranger, but his bonuses in combat are against dwarves; he will attack any Dwarven characters before all others.

Haaktokur wields a bloodsteel **Axe +1**, a prototype and special gift from Djukunz, and he wears **Bracers of Armor AC 4**. He has a sack with 245 pieces of bloodgold buried in the heap of furs he sleeps upon.

If the alarm is sounded, Haaktokur takes three bugbears from **9G** and begins patrolling the complex. At any location in the Temple of the Toad, Haaktokur's patrol will show up 1 in 6 every turn.

9I. This room is barred from the outside. The goblins who live inside are prone to desertion; they know that if the temple runs out of other humanoids for their regular sacrifices, they will be volunteered for the duty. This room is home to twenty goblins (AC 6; HD 1-1; hp 4; MV 60'(20'); #AT 1; D 1d6 (handaxe); Save F0; ML 7; AL C), who will split to reinforce the exits to **9R** and **9S**.

Goblins are not permitted to keep treasure.

9J. This room is the torture chamber and holding pens for captives destined to be sacrificed in the temple at **9K**. The hobgoblin torturer, **Fasgluuk**, is rather young and inexperienced; Djukunz recently killed her predecessor for accidentally torturing to death a captive intended for use in a special ritual. Fasgluuk (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d6+1 (trident); Save F4; ML 9; AL C) doesn't know enough about torture to feel confident about doing it without killing her subjects, so the exotic devices arranged around the eastern half of this space are clean and underused. Fasgluuk keeps a potion of **Extra-Healing** handy just in case a prisoner is injured; she lives in fear that one will sustain a scratch or toothache and die of infection in her care. She also

has 23 pieces of bloodgold. Fasgluuk does not leave this room even if the alarm is raised.

There are three small pens and one larger; these are cages made of iron bars and lockable doors (Fasgluuk has the keys). The smaller pens are presently empty, but the larger one is occupied by an enormous figure, an ogre who is very cramped and miserable-looking in his cage. This captive is **Gray Gull**, an extraordinary member of his species who is both intelligent and inclined to lawful behavior. Gray Gull (Ogre F5, hp 40, S18 I9 W8 D12 C13 Ch10, AL L) was following a (false) rumor that a city of intelligent ogres such as him could be found high in the mountains above; he sheltered in the wrong cave for the night and found himself a goblin captive. Gray Gull is oversensitive to slights, real or perceived, and his temper is very quick, but his word is bond, and he will happily take up arms against goblins if offered a chance at vengeance.

9K. When the party first enters the temple, read the following description:

This enormous room is 100' across on a side, and the ceiling rises 40' overhead. Woven wall hangings depict scenes of carnage, where a mountain-sized toad-demon burrows under mountains, crawls through sewers, and tears down towers in order to find and devour those who would hide from it. Between the tapestries, torches gutter in iron brackets.

A rectangular depression in the middle of the room appears to be filled with black, bubbling mud. The numerous small toads that have the run of this complex are particularly thick here; they crawl out of the mud and track it everywhere. In the middle of this morass is a stone pedestal flanked by two enormous golden bowls, and atop the dais is a brass statue of a horrible fanged, spined toad, 20' long and 15' high, facing to the east. The toad-statue continuously breathes a gout of flame, which has turned the entire eastern portion of the room into a sea of fire.

This is the heart of the Temple of the Toad. It is here that Djukunz presides over regular rituals, in which treasure and blood are sacrificed to his horrible patron. All merchants traveling through this complex are likewise expected to pay their respects to N'Kaa, or they will forfeit their lives.

The bowl to the north of the statue is full of gold. All who pass this way are expected to deposit treasure inside - 10 GP for each free person, 1 GP for each slave. The bowl currently holds 637 pieces of bloodgold and 199 GP. The bowl to the south of the statue is full of congealed blood, and a sharp knife is balanced on the rim. All who pass this way are expected to cut their own palms with the knife and bleed into the bowl until they have lost 3 hp; any who die as a result of this are thrown into the flames. The flames deal 20 hp fire damage to

all who enter the area; save vs. Breath Attacks for half damage.

A hobgoblin underpriest is on duty here, adjudicating whether the required sacrifices are adequate, and calling down the guards upon those who fail to comply. The underpriest (AC 4; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d6+1 (mace); Save C4; ML 10; AL C) can cast the following spells as a 4th level Cleric:

1st level: Command, Protection from Good, Sanctuary

2nd level: Bless, Hold Person

There are also hobgoblin guards in this room: 10 ordinary hobgoblins (AC 6; HD 1+1; hp 6 each; MV 90'(30'); #AT 1; D 1d8 (axe) or 1d6 (shortbow); Save F1; ML 8; AL C) and a single hobgoblin sergeant (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d8+1 (axe) or 1d6 (shortbow); Save F4; ML 9; AL C). Four hobgoblins watch through the open doors to **9R**, four watch through the open doors to **9S**, and the remaining two hobgoblins and the sergeant remain near the underpriest at all times. None of these hobgoblins leave the area even if an alarm is raised. The ordinary hobgoblins have 1d4 pieces of bloodgold, the sergeant has 12, and the underpriest has 41 pieces as well as a ring / holy symbol with a bloodstone worth 100 GP.

Any priest of N'Kaa has the power to command the great golden toad-statue in the temple's defense. The statue will animate and move up to 120' per round; it has no armor class or hit points as it cannot be damaged. It has the power to breathe fire, as a dragon's breath weapon, three times; each breath deals 20 hp of fire damage (save vs. Breath Attacks for half) in a cone 90' long and 30' wide at the end. This avatar of N'Kaa doesn't care if it catches goblins in the area of the fire. After it has breathed three times, it devours the underpriest who was rash enough to summon it before returning to its original position and becoming inert. If Djukunz commanded the statue, his life is spared.

9L. A copper censer sits on a ledge in a corner, filling this room with a sickly sweet incense. All who breathe it must save vs. Spells or be affected as by **Incense of Obsession**, believing their spells are all-powerful and using them at every opportunity.

This room houses special temple guards: six throgghins (AC 6; HD 3; hp 14 each; MV 120'(40'); #AT 2 (claws); D 1d3/1d3; Save F3; ML 10; AL C) who move to guard the temple if an alarm is sounded. The rest of the goblin-kind in this complex cannot stand the sight or smell of these creatures, which is why they remain out of sight here. They do not keep treasure, but the censer is worth 50 GP.

9M. The leader of the throgthrins is a special beast, a 10'-tall creature with two heads and four arms. This leader moves to guard the temple with the other throgthrins if an alarm is sounded, and immediately attacks the most heavily armored foe it can see. The leader (AC 5; HD 8; hp 36; MV 120'(40'); #AT 4 (claws); D 1d6 each; Save F8; ML 12; AL C) has the same regenerative and paralyzing effects as lesser throgthrins, and because of its two heads it can only be surprised by rolling a 1 on a d6. This creature is allowed to wear two collars made of bloodgold, each of which is worth 150 GP.

9N. Behind a curtain here is a private temple for the use of the priesthood. An altar against the east wall holds a silver knife worth 25 GP, a bowl made of bloodgold worth 75 GP, and a delicate toad-idol made of jade. This beautiful figurine is worth 2,000 GP if it can be sold in a large city of the surface world, but it carries a curse: any who have it in their possession suffer a penalty of -1 to all saving throws. Such is the wrath of N'Kaa the Feaster!

This room is guarded by six bugbears (AC 5; HD 3+1; hp 15 each; MV 90'(30'); #AT 1; D 1d10+1 (polearm); Save F3; ML 9; AL C), who need not make morale checks as long as they are in this room. Each has 2d4 pieces of bloodgold.

9O. This room is painted entirely red, probably using blood. A slightly darker shade of red was used to paint menacing images of toad-beasts on the walls before the lighter red overcoat was used; the resulting effect is that the images of N'Kaa can only really be noticed if one is looking for them.

These are the quarters for two hobgoblin underpriests, but only one is here. The underpriest (AC 4; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d6+1 (mace); Save C4; ML 10; AL C) can cast the following spells as a 4th level Cleric:

1st level: Command, Protection from Good, Sanctuary

2nd level: Bless, Hold Person

The underpriest has 50 pieces of bloodgold and a ring / holy symbol with a bloodstone in it worth 100 GP. Along with two beds and chairs, there is a single reading lectern, and on it is a stack of books. Most of them are without special value, but one folio is a sumptuously decorated tome from the surface world. Its topic is the 31 different ways in which a being can be made to feel grief, and its many fine illustrations make this book worth 250 GP to the right (evil) collector.

In the event of an alarm, the underpriest joins Djukunz at **9N**.

9P. This pair of rooms is Djukunz's sanctuary. The outermost room is a sitting room with many couches and comfortable

chairs; the inner room is a bed chamber and study. There is a silver censer worth 100 GP in the sitting room, and a bucket of blocks of incense next to it; most of the blocks are white but three are black, and these are blocks of **Incense of Meditation**. In the study, a huge piece of vellum seems to be a map showing all the areas shown on the **Deepways Map**, and many others besides, all penned in gold and silver and jeweled inks; this would be worth 200 GP, but probably has more value to the Strigids and Tytonids of the Dark Rookery.

If an alarm is raised, Djukunz moves to **9N** and issues orders to his troops from there. Otherwise, he may be found here in meditation. Djukunz (AC -1; HD 9; hp 49; MV 90'(30'); #AT 1; D 1d6+4; Save C9; ML 12; AL C) can cast the following spells as a 9th level Cleric:

1st level: Cause Fear, Command, Cause Light Wounds, Protection from Good

2nd level: Curse, Resist Fire, Silence 15', Spiritual Weapon

3rd level: Blindness, Dispel Magic, Striking

4th level: Cause Serious Wounds, Cure Serious Wounds

5th level: Flame Strike

Djukunz is a powerful and dangerous opponent, using his spells and other resources to their best effect to kill any who dares penetrate his temple. He wears a suit of bloodsteel **Platemail +2** and carries a bloodsteel **Mace +2**. He also bears the **Evil Eye**, a magical silver skull-shaped ball he carries in the empty socket of his left eye. This item performs the following functions:

- By concentrating, Djukunz can use the eye to see through the eyes of any toad in the complex.
- In combat, Djukunz can take his normal action and, as a bonus action, use the eye to cast any **Cause Wounds** spell he has memorized upon any creature within 30'. The victim is allowed a saving throw vs. Death to resist the damage.
- Once per day, the eye can cast **See Invisible**, as the Magic-User spell.
- Once per week, the eye can cast **Commune**, as the Cleric spell.

Djukunz carries a ring / holy symbol with an agate worth 500 GP, a pouch with 67 pieces of bloodgold, and a scroll with the Cleric spells **Sticks to Snakes, Tongues**, and **Raise Dead**. He also has a ring of keys that open the chests in **9Q**.

Djukunz has decorated his bedroom with many paintings of himself in various poses. In one of the paintings, the Evil Eye seems to have three-dimensional texture; if this button is pressed, the painting moves aside, revealing the entrance to 9Q.

9Q. This room contains the amassed treasure of the temple. There are four locked chests here:

- **Chest #1:** contains 1,303 pieces of bloodgold, 308 GP, and 188 PP.
- **Chest #2:** contains 200 pieces of lead with a wash of gold paint (no value). An invisible stalker (AC 3; HD 8; hp 36; MV 120'(40'); #AT 1; D 4d4; Save F8; ML 12; AL N) sits atop the coins and will attack anybody who opens the chest.
- **Chest #3:** contains 5 ingots of mithril worth 200 GP, a gold and sapphire necklace worth 550 GP, a golden comb worth 140 GP, a silver lyre worth 410 GP, and an enchanted hand mirror that makes the viewer considerably more attractive; this item can be sold for at least 500 GP but can go for much higher if properly marketed to the right buyer.
- **Chest #4:** contains a **Book of Lawful Wisdom**, a **Figurine of Wondrous Power (Marble Elephant)**, a **Gem of Brightness**, and a **Wand of Negation** (7 charges).

A wicker basket leans against the wall; it bears a symbol of eight arrows radiating along the ordinal axes from a central point. This is a magical item, the **Quiver of Chaos**. Once per round an arrow or bolt matching the user's readied weapon can be pulled from the quiver and fired immediately; there are an infinite number of missiles in the quiver. When the missile is fired, roll 1d20 and consult the following chart:

- 1-5: non-magical arrow
- 6-10: **Arrow +1**
- 11-12: **Arrow +2**
- 13: backstabbing arrow: +1, but it attacks a random party member, changing course mid-air as necessary
- 14: **Arrow +3**
- 15: **Arrow +4**
- 16: arrow divides into two **Arrows +1**, both fired at the same target
- 17: arrow explodes as soon as it is fired, filling a 50' radius area with confetti and limiting visibility to 5'
- 18: **Arrow +1** that explodes in a 20' radius when it hits a target, dealing 4d6 fire damage (save vs. Breath Attacks for half)
- 19: **Arrow +1**; after hit, target and archer immediately switch places with no saving throw
- 20: **Arrow of Slaying +3**; if target is hit, it dies with no saving throw

9R. The hobgoblins at 9K watch this bridge, which crosses a chasm 50' deep. The chasm is the lair of a vrock demon (AC 0; HD 8; hp 36; MV 120'(40') or Fly 180'(60'); #AT 5 (2 claws, 2 rear claws, beak); D 1d4 (claws), 1d8 (rear claws), 1d6 (beak); Save F8; ML 11; AL C), which will attack any creature unless hobgoblins escort them safely. The vrock is bound to this place by the power of N'Kaa and cannot leave; it has no treasure.

9S. The hobgoblins at 9K watch this pool, which is 8' deep. Two giant crayfish (AC 4; HD 4+4; hp 22 each; MV 60'(20') or Swim 120'(40'); #AT 2 (claws); D 2d6/2d6; Save F4; ML 9; AL N) live in this pool and will attack any travelers unless they are escorted by hobgoblins. The crayfish have no treasure.

10. THE VAULT OF KHARMARAM

Refer to the next section.

PART 3: THE HOMELAND OF THE DEEP DELVERS

THE HISTORY OF THE VAULT OF KHARMARAM

The Vault of Kharmaram was originally settled by Deep Delvers about one thousand years ago. The pioneering Dwarven families were natives of several other vaults hundreds of miles from this location, and they left their original homes to look for new opportunities to create and worship in the way they preferred. From the very beginning, the industry of the vault grew up around silversmithing; several rich veins of silver ore were found close to the location, and the families who came to live here were all faithful to Kharmaram, a forge goddess who taught the dwarves how to make mithril. By dedicating the vault to Kharmaram, the pioneering dwarves elevated her from a relatively minor benevolent spirit to a full-fledged goddess.

From the very beginning, the Vault of Kharmaram was an economic success. The first families chose to expand a linked series of natural caves to make a large cavern of finite size - it could at most support a thousand Deep Delvers. The settlers of the vault set up their forges and their mine-works, all dedicated in Kharmaram's name, and began industriously producing mithril. Merchant caravans began to divert in the direction of the new vault that made beautiful and wondrous things out of a metal that few knew how to create; immediately the path of the Deepways was altered to ensure that Kharmaram's vault was a node along its route. Word of the success of the vault spread, and soon the Vault of Kharmaram was built up almost to capacity.

Not naïve or unaware of the underworld's inherent dangers, the builders of the Vault of Kharmaram designed their city-cavern for defense. They limited the number of major entrances to the cavern, and built defensive constructions at chokepoints. They chose to dig their delve out of relatively hard rock, which would slow hostile tunnelers' ability to sap from below. Even then, they did not trust in the solidity of the rock below their feet to deter goblin-kind or other invaders; within their cavern, they built their structures upon thousands and thousands of vertical iron rods, each at least ten feet long and spaced six inches apart; diggers attempting to tunnel up below buildings would be unable to navigate this maze of metal poles without being felt and heard above. Likewise, the roofs of Deep Delver buildings were built with steep conical peaks to shed rocks dropped from above.

Even when the goblins began to encroach upon Deep Delver territory, the Vault of Kharmaram still thrived. Their work was unaffected by war with the goblins, and even as other vaults fell, their defenses remained strong. However, a few Deep Delver families began quietly planning for the worst. Some

created secret bolt-holes and supply caches scattered around the Deepways for them to use should they become refugees. Others dug hidden escape passages which they and their clans could use in the event that the worst happened. As the goblins began to consume more and more territory, and as the eventual fate of the Vault became obvious even to the most optimistic, the Deep Delvers shared among themselves all information they had regarding hidden ways, and a few copies of maps were made to allow families less familiar with the Deepways to find their way to safety.

The Vault of Kharmaram held for years against goblin assault, at least in part owing to Ornoval's meddling, but also because they had built their defenses well. Several frontal assaults were turned away at the gates, and Deep Delver sapping counter-measures defeated regular attempts by the goblins to introduce raiding parties beyond the outer perimeter. In the end the vault was defeated by a new attack technique: digging tunnels above the roof of the vault until collapses caused large chunks of rocks to drop and crush buildings. This technique had not been previously used because it was suicide for the sappers, but the newfound worship of N'Kaa made goblins fanatical and willing to sacrifice their lives in the name of destruction.

At the end, the goblins crushed the Deep Delver resistance and broke into the vault. Most Deep Delvers were slain in hand-to-hand combat. Non-combatants were often killed by their own family members, rather than allow them to be taken alive by goblins. A few Dwarves escaped, but were mercilessly pursued throughout the Deepways; they were hunted down and killed. The priesthood of Kharmaram survived for a time in their secret temple, but in the end even they, too, perished. The Deep Delvers as a race were entirely eradicated.

When the final blow fell, Zavataasha found herself with Ornoval's limp body and no place to run. She managed to convince the priests of Kharmaram to admit Ornoval to the inner sanctum, but had no idea how or when they would escape from there. As the final assault by the goblins began, she penned her hasty note to Shazzek-Ra, attached it to a bat, and went into hiding - leaving the Deep Delvers to their fate.

CURRENT ENVIRONMENT OF THE VAULT

The vault fell to the goblins around six months ago. When the vault first fell, and the Deep Delvers had all been rounded up and sacrificed to N'Kaa (such creatures made poor slaves), the goblins spent quite some time looting the considerable wealth that the dwarves had amassed. They also surrounded the Temple of Kharmaram; it was suspected that some number of priests had taken refuge therein, but it was unclear how to get in. The goblins had another reason for wanting to penetrate

the pyramid of Kharmaram; they assumed (rightly) that the secrets for making mithril were kept there, and stealing that metalsmithing lore was one of the most important reasons for staging this invasion in the first place.

As weeks dragged into months, the amount of loot found by the goblins tailed off, and no progress was made in penetrating Kharmaram's inner sanctum. The goblin leadership was replaced several times as the Goblin King, increasingly dissatisfied with the lack of results, had generals beheaded. But no amount of probing for hidden tunnels, and no searching for secret doors, could penetrate the inner sanctum of Kharmaram. As the Goblin King's rage turned to dull disappointment, a slow drawdown of his troops commenced; his armies were pulled out of the vault and redirected to other fronts, leaving only a small occupying force behind. But the king's instructions have remained clear: those goblins still in the vault must continue to look for a way to find Kharmaram's mithril forge.

Today the Vault of Kharmaram is ruined and largely abandoned. The ceiling of the cavern, which rises to a maximum height of 200' above the floor, was once smooth but is now pocked with numerous craters, the sites where enormous boulders were dropped on the buildings below. All of the structures in the vault show signs of damage, and often this damage is catastrophic - many buildings have been entirely destroyed by falling rocks or the subsequent looting. Others are shells or are partially destroyed; only a few are relatively untouched. Most structures are built on top of a forest of iron rods; although air and water can flow below buildings, even a halfling cannot squeeze through the many bars that support the structure overhead. Entering ruined structures is dangerous; passing through the most damaged buildings requires a Dexterity check to be made every round, or a minor collapse will do 1d6 hp damage to those inside.

The vault is somewhat illuminated. One of the first things the goblins did when they began their siege of the vault was introduce a kind of fungus called **Glowscurge** into the airways; this weed sheds a pale blue light, grows even in relatively inhospitable conditions, and spreads with an almost supernatural quickness. The goblins knew that the Deep Delvers were more sensitive to light than they, and prior experience in assaulting vaults had shown them that this would be disruptive to the local defenses. The fungus has spread everywhere, growing in thick clumps from every pile of rocks, and jutting from cracks in the walls and even the roof overhead. Even characters without infravision can see in the vault as if it were twilight conditions. If a clump of glowscurge is picked, it will continue to shed light in a 10' radius for an hour before fading.

The vault is not completely level. Some areas were built up to 50' higher than the lowest level, giving a commanding view of the cavern. The structures built on these 'hills' were either defensive in nature or were the private dwellings of the most influential families. Many of those families also had access to minor Deepways tunnels, but the goblins have found most of these and collapsed them; only the tunnel entrance at **10A** remains undiscovered.

The streets of the vault used to be well-paved using closely joined bricks. The sacking of the vault has broken the floor in many places, however, even on the major roads, and collapses and fires have scattered debris everywhere. Moving through this choked environment limits maximum speed to 60' per round, and when moving up or down hills, this must be further reduced to 30' per round or travelers must make Dexterity checks to avoid falling and taking 1d6 hp damage.

The pyramid of Kharmaram can be plainly seen from all locations within the vault. The bulk of goblin activity remains here, as described in the encounter areas. Occasionally the goblins will send out search parties to dig through the rubble of buildings looking for metals that they can use at the pyramid; see area **10F**. For the most part, however, the goblins are afraid to venture too far beyond their camps; they know that abandoned places in the underground do not remain safe for long, and enough of their numbers have disappeared for them to be nervous.

THE FAITH OF KHARMARAM

The true origins of Kharmaram are unknown. Some believe that she was a relative of the major gods and goddesses of the Dwarven pantheon, a specialist in the creation of mithril with a nurturing aspect as well. Others believe she was originally an exceptionally skilled mortal metalsmith who was elevated to godhood as a reward for her remarkable deeds during life. Regardless, her worship was universal in the Vault of Kharmaram, although her name is not well known beyond the Deep Delver race. Dwarven characters or Clerics may attempt an Intelligence check at -4 to recall some facts about her religion.

The worship of Kharmaram is built around the secret practice of creating mithril. Mithril is a remarkable metal with many important properties; its use as a currency by the Deep Delvers illustrates its importance in their society and in the races they traded with. Mithril is a beautiful silvery metal that never seems to tarnish and takes enchantment readily; it is prized for its use in making jewelry or other beautiful objects because it is incredibly hard to scratch or damage. Armor made from mithril grants an armor class one better than usual for that armor type; this is true for shields as well as armors made principally from metal. Weapons made from mithril are

very hard and retain very sharp blades; they deal an additional point of damage above any advantages granted by strength or enchantment. The working of mithril was a closely held secret of Deep Delver smiths, but the secret of making the metal was known only to the priesthood of Kharmaram. The goblins captured and tortured many Deep Delvers to learn these secrets, but the lore of mithril-making never left the inner sanctum of Kharmaram.

An important aspect of making mithril is balance. The correct ingredients, correctly assembled and in the proper proportions, and industriously worked by skilled priest-smiths, will yield the precious metal. Accordingly, a balanced and judicious mindset, coupled with abilities to work hard and collaborate, were the most prized attributes for a priest of Kharmaram. The temple devoted considerable energy to finding and training new priests, teaching them valuable skills from a very early age, and requiring them to pass rigorous tests before they could be accepted into the ranks of the priesthood and given access to the most important secrets of their faith.

ENCOUNTERS WITHIN THE VAULT OF KHARMARAM

For encounters within the vault, refer to the area **10** map in **Part 10**.

When the party first enters the vault of Kharmaram, read the following description:

You have entered a cavern the size of which you have not witnessed since leaving the Dark Rookery. It is a single chamber measuring perhaps 1000' in length and half that in width, with a ceiling that arches overhead some 200' above. The entire thing is illuminated by a blue glow emanating from a luminescent fungus that seems to grow profusely and everywhere.

The bulk of the open space of this huge chamber is taken up by buildings, mostly made of stone and with steeply pitched conical roofs, and built up on posts 10' tall or higher. But even a casual inspection reveals that these buildings are ruined and abandoned. Every building seems to have sustained some damage; many are utterly destroyed; and most are shells, wrecked by collapse and fire. Gouges out of the roof overhead show where huge boulders must have dropped on structures, raining destruction from above.

There is evidence of defensive works around the perimeter, but these too seem entirely thrown down, destroyed and abandoned. This might very well have been the fabled vault of the Deep Delver Dwarves - but if so, there is no sign of the occupants.

Within this encounter are lettered area descriptions as follows:

10A. Atop this hill once stood the residence of one of the Deep Delvers' leading families. They were among the pioneering clans that built the vault, and their members were well-represented in both the merchant class and the priesthood of Kharmaram. Given their prominence, they were able to build their family compound here on a site with an excellent overlook of the culture they helped create.

In the closing days of the Vault of Kharmaram, the family put the finishing touches on an escape tunnel - a Deepways minor passage that leads to area **8**. They let the other Deep Delver families know of its existence, but remained behind to contribute to the last-ditch defense of the vault, intending to flee together when no other options for salvation remained. Tragically, falling rocks from overhead crushed the main residence and killed most the family as they gathered to use their tunnel; they never made it out of the vault alive.

At the top of the hill are two main structures. The largest was the mansion of the family proper, which backed up against the cavern wall; this has been caved in and is entirely ruined. If the party enters from the secondary passage, they will encounter a pair of doors at the end of the tunnel that have caved inward and are blocked with rubble, but a faint bluish glow filters through the collapse; two turns of work will clear a hole into the wreckage of the residence. Four more turns of digging will reveal the bodies of a number of Deep Delvers of all ages; one of them carried a **Ring of Protection +1**. The rest have been thoroughly looted by goblins.

The second structure is almost entirely intact; it is a round, domed building that served the family matriarch as an observation tower. She was very proud of all her people had wrought in the vault, and was fond of looking upon their works. The dome contains something like a telescope; from a seat high in a wrought iron gantry, an observer can work cranks to reorient the lenses and view any point within the vault at a high degree of detail. From here the pyramid at **10F** can be seen, along with the goblins working at the feet of the statue, and close observation will discover the guards at **10L** as well.

10B. This tower, part of the defensive bulwark of the Vault, was the last significant Deep Delver resistance to fall to the goblins. The goblin troops broke through the curtain wall and barbican, penetrating into the city, but the tower was defended by a senior leader and veteran fighters; the goblins could not find a hole in their armor. Instead they bypassed the tower, destroying every other pocket of resistance in the vault as the defenders looked on, helpless. Then the goblins surrounded the tower, lit fires in front of the arrow slits, and filled the building with smoke. The Dwarves died at their posts.

The structure is mostly intact. The goblins broke down the door intending to loot the place, but discovered that six of the Deep Delvers had risen as wights (AC 5; HD 3; hp 14 each; MV 90'(30'); #AT 1; D drain, Save F3; ML 12; AL C). The goblins now shun the place.

The risen Dwarves no longer care who enters their final resting place; they seek revenge upon the living, and can have no final peace unless it is granted to them by the sword. If looted, this tower contains 3 ingots of mithril worth 200 GP and a non-magical suit of mithril chainmail worth 500 GP.

10C. In front of the gates of what appears to have been a small fort or barracks building, now a burned-out ruin, stands a 20' stone statue of a Deep Delver pikeman. The butt of his polearm rests on his pedestal, and the tip of the enormous weapon points straight up. The goblins, ever industrious when it comes to sadism, impaled many unfortunate Deep Delvers on this statue's weapon. The rotting cadavers are still there.

The base of the statue conceals a hidden trove of treasure - some unlucky Deep Delver's "go bag" that was never retrieved. The statue's bronze nameplate - **OYDROTH THE IMPLACABLE** - can be unscrewed to reveal a cavity holding a mithril ingot worth 200 GP, eight chrysoberyls worth 50 GP each, a **Wand of Wonder** with 8 charges, and **Gauntlets of Dexterity**.

10D. A plateau dominates the northernmost portion of the vault, and the remains of a once-grandiose estate can be found here. This was formerly the clan holding of the family of the High Priest of Kharmaram, in fact, and that residence once held significant riches. Early on in the sacking of the vault, goblins paid special attention to this place, tearing into the walls and floors in search of hidden riches. One patrol of goblins successfully found a secret treasure room, but in the course of looting it, they smashed a magical crystal globe and freed its prisoner: a hieracosphinx. The creature promptly slew every goblin in the place and began gathering what treasure remained for its own.

The goblin forces remaining in the vault do not know of the sphinx's existence, but they suspect that something sinister is afoot, picking off scavenging goblins that venture too far north. Their reaction has largely been one of apathy; they have other things to worry about. Meanwhile, the hieracosphinx (AC 1; HD 9; hp 41; MV 90'(30') or Fly 360'(120'); #AT 3 (2 claws, 1 beak); D 2d4 (claws) and 1d10 (beak); Save F9; ML 10; AL C) has gathered a significant hoard within a relatively undamaged ballroom: 112 pieces of bloodgold, 341 GP, 52 PP, 3 ingots of mithril worth 200 GP each, a pair of golden candlesticks worth 400 GP for the set, two fine tapestries worth 120 GP, a porcelain figurine of a gynosphinx worth 340 GP (and which the hieracosphinx finds

to be particularly fascinating), a non-magical mithril axe worth 500 GP, a **Shield +2**, a **Cursed Shield AC 9**, a **Sling +2**, a **Hammer +1**, a mithril suit of **Plate Armor +1** sized for a Dwarf and worth 1000 GP, a **Crystal Ball**, potions of **Gaseous Form** and **Water Breathing**, a **Robe of Blending**, and a **Rod of Striking**. The hieracosphinx is intelligent and will happily barter with the party, claiming it's mostly interested in treasure instead of bloodshed, but it really intends to kill and eat everybody who enters its new domain.

For the remainder of area **10** keyed encounters, refer to the **Temple of Kharmaram Inset Map in Part 10**.

10E. These two buildings are ruined shells. They sustained direct hits from the overhead bombardment, and the roofs and many of the walls have collapsed. Although each of these buildings was elevated on a 10' tall forest of iron rods, the impacts of enormous boulders bent them down close to ground level.

The wreckage within these ruins makes them ideal places for hiding. Assume that characters making modest attempts at stealth can reach the interiors of these buildings without being seen by either goblins at **10F** (who are busy) or **10L** (who are bored). There is no chance of a collapse or other mishap inside these ruined buildings.

10F. The pyramid of Kharmaram is the largest and most prominent structure in the vault. It is plainly visible from every part of the cavern. It used to represent the cultural and economic heart of the Vault of Kharmaram, and buildings were oriented to provide excellent views of this center of worship. The pyramid is also largely intact; the goblin battle-plan called for sparing this structure, as it was believed to be essential in the mithril-creating process. A few cracks around the edges can be seen, but otherwise the pyramid is in one piece.

The temple consists of a step pyramid, roughly 25' high, with steep flights of steps rising to the top along the north and south. Atop the pyramid is a 40' tall bulky stone statue depicting Kharmaram - a beautiful Dwarf woman with long flowing hair, on hand raising a hammer high over her head, and her other hand gripping a pair of tongs. In front of this statue is a stylized anvil, fully 10' tall and therefore too massive to serve as an altar. There is a recess in the top of this anvil - a coffin-sized hole about 18" deep, at just the location where Kharmaram's hammer would strike the surface if her arm dropped.

From the top platform, short flights of stairs descend to the east and west to flat areas above the level of area **10G** (to the west) and **10H** through **10K** (to the east). Priests could stand on these balconies and address crowds standing at street level. There is no treasure here.



A group of goblinoids is busily at work below the feet of Kharmaram on the top platform. Two bugbears (AC 5; HD 3+1; hp 15 each; MV 90'(30'); #AT 1; D 1d10+1 (polearm); Save F3; ML 9; AL C) direct traffic for a group of four goblins (AC 6; HD 1-1; hp 4 each; MV 60'(20'); #AT 1; D 1d6 (handaxe); Save F0; ML 7; AL C). The goblins have been scavenging the local buildings looking for metal objects, and have each collected a small sack of tin cups, iron pans, and the occasional piece of copper and silver. The bugbears intend to use this material at the anvil.

When the goblins sacked the vault, they discovered that the statue of Kharmaram has an interesting property. If any material is placed in the recess at the top of the anvil, the arm of the statue creaks to life. Within a single round the hammer descends, smashing down upon the anvil with a shower of sparks and a hiss of steam. It then rises back up to its initial position, and any metal inside the cavity has been melted and fused together; non-metal objects are burned or charred. (An exception that the goblins are not aware of: any living creature placed inside the cavity is transported to area **11A**, along with all their equipment, and are not damaged by the hammer or heat.)

The goblins initially believed that this must be where mithril is made, by combining metals in the right proportions in the hole and letting the hammer fuse it all together. Countless attempts were made, using looted silver, steel and other metals, to create bricks of mithril on the anvil. Each time this merely created large ingots of blended metals, none of which

exhibited the properties of mithril. The goblin leadership within the vault have given up on this being the source of the Deep Delvers' precious metal, but the rank-and-file goblins still enjoy trying. They are bored, and they like fires and loud noises, and the statue of Kharmaram is the closest thing they have to real entertainment.

The goblins have built a stack of stones and rubble allowing the tall bugbears to climb up onto the anvil. They take the sacks of scavenged metal from the goblins, dump it out on the stone surface, and then in a single motion shove it into the recess. As the arm of the statue descends, with the goblins whooping and shouting, the bugbears jump off the anvil and watch the light show. Then they crawl back up and inspect the results. The brick of metal created is about 2' wide and 7' long (the dimensions of the recess) but only about 2" deep. It will be too hot to touch for four hours, at which point the bugbears will lever it out with prybars and add it to their stash at **10G**.

The bugbears and goblins are too intent on their game to pay too much attention to their surroundings. Any reasonable ambush plan on the part of the characters will achieve surprise. Each bugbear has 2d4 pieces of bloodgold, and the goblins have no treasure.

10G. A pair of double doors, cracked but patched together, leads to a room that once served as a shrine for private ceremonies. Little evidence of this still exists; this room has been savagely vandalized by goblins. Large sections of the walls have been gouged and scored with digging tools in the goblin quest for a secret door leading to the inner sanctum. Anything of value has been removed, and goblin graffiti marks every surface within 8' of the floor. Only up high, where goblins cannot easily reach, are a few fragmentary remnants of beautiful tilework - scenes of peaceful Deepways life. The east wall was once dominated by a depiction of Kharmaram, and the top of her flowing hair can still be seen near the ceiling, but the goblins took particular care to deface the goddess. The floor was once finished with clay tiles, but these have all been dug up and smashed. A few exploratory potholes have been dug in the stone foundation, apparently yielding no results.

There was never any secret door or compartment in this room. The two bugbears at **10F** now make their lair here; there are two bundles of sleeping furs, a large copper bowl they use for cooking meat (it is worth 25 GP), and a stack of eight chunks of fused metal. These are valueless in their current condition, and each one weighs hundreds of pounds, but if they were placed in a retort and fractioned in order to separate out the constituent metals, 200 GP of gold and 100 GP of silver can be recovered.

10H. This small, sturdy door has a lock in good repair; a Thief can inspect it to determine that this lock has been recently replaced. The door is defaced with a crude representation of a skull and crossbones scrawled in red paint - the universal goblin symbol for **DANGER**.

The goblins thoroughly searched rooms **10H** through **10K** but found nothing. Erbilg, the hobgoblin specialist brought in to find traps and open locks, quickly realized that the inner sanctum of Kharmaram would not be reachable by mundane means, but that the key to finding the way in lay in these chambers, which were originally used by Kharmaram's priesthood. He secured this door and marked it as dangerous, but in reality the only danger was created by Erbilg himself - an ambitious hobgoblin, he wanted to find the way into the inner sanctum by himself, to gain whatever treasure or glory that resulted without needing to share credit.

This door can be unlocked or forced with normal chances of success. However, the door is trapped; when it is opened, a sharpened log swings down to impale whoever stands in the doorway. This trap attacks as a 4HD monster and does 2d6 hp damage if it strikes. It must be reset before it can attack again. This trap can be found by a Thief with the usual chances.

Beyond the door lies a small vestibule, the walls and floors of which have been thoroughly defaced. A few colorful tiles remain on the walls, plainly once part of an artistic image, but what they may once have depicted is now a mystery. Beyond this room, an arch opens onto another space; however, the way is blocked by a curtain of canvas. It looks like a painter's dropcloth and is very heavy; folds of it are draped on the ground, requiring raising many folds of heavy fabric to look under it and see what lies beyond in **10I**.

10I. All the walls of this room are draped in folds of heavy canvas, which help constrain the guardians Erbilg has trapped herein. Two giant scorpions (AC 2; HD 4; hp 18 each; MV 150'(50'); #AT 3 (2 claws, 1 sting); D 1d10 (claws) and 1d4 + poison (sting); Save F2; ML 11; AL N) cling to the ceiling of the room and will drop to attack anybody lifting the canvas to enter the room, surprising on a 1, 2, or 3 on a d6.

Removing the canvas from this room will reveal that it, too, has been thoroughly defaced by goblins. The west wall was dominated by a mosaic of Kharmaram spreading her arms; only the head and shoulders remain, the body having been vandalized and the wall gouged in search of secret doors. An inscription on Dwarvish runs along the top of the west wall reading "In you I have wrought well - my greatest creation." Through the damage and graffiti, two files of Deep Delvers seem to be departing from Kharmaram's left and right hands. The ones on her left side are smaller than the others -

children, seemingly moving toward the door to **10K**. Adult dwarves file around the wall to the north before heading to **10J**, but along the north wall they seem to pause and assume a lotus position in prayer. The writing along the top of the north wall can be deciphered to read "Consider: What is the First Principle?"

There is no treasure in this room.

10J. This small alcove has room only for a black stone statuary icon of Kharmaram and a flat plate some 2' across. The statue is about 5' tall and shows a seated Kharmaram in the lotus position, her hammer in her lap and both her hands cupped in front of her, as if preparing to splash her own face with water. The statue is cracked in many places and has plainly been glued back together. The plate, which is located immediately in front of the statue, is made of some kind of black ceramic and has also plainly been repaired.

This place was where priests of Kharmaram who knew the First Principle could bypass the tests in areas **11** through **15** to directly enter the inner sanctum at **16A**. A priest would assume the lotus position on the plate, place their holy symbol within Kharmaram's palm, state the First Principle ("Miasmagoria"), and everybody in the room (and the holy symbol) would be instantly teleported to **16A**. Erbilg learned of the First Principle from his captive at **10U** and, using his holy symbol, successfully crossed to the inner sanctum. Unfortunately for him, his lack of knowing all the Principles has limited Erbilg's further movements.

Zavatasha knew of the First Principle as well, and left the necessary word encoded in her letter to Shazzek-Ra. In **Handout #1**, the misspelling of 'First Principals' was intentional, meant to guide the reader into looking at the first letter of each line. This hint was entirely missed by Haffek-Du and the goblins.

10K. This long, narrow room contains four 2' wide ceramic plates, similar to the one found in **10J**, each one cracked and broken. A mosaic of Kharmaram decorates the west wall; it shows the goddess seated in a lotus position, her hammer raised in benediction, her other graceful hand touching her forehead. The mustache drawn on Kharmaram's upper lip is the least crude of the defacements to the tilework.

Young aspirants to the priesthood, once they had passed rigorous education and training across the street in the Children's Garden, participated in initiating rituals in **10I** before being introduced to this room. The acolytes seated themselves on the plates and received mental guidance directly from Kharmaram - something which still works despite the destruction and vandalism. Any who sits in the lotus position on a plate will hear a woman's deep voice speaking inside their minds: "Meditate on this, aspirant: today you are

unworked. Are you prepared to be forged? Then come: bring only the lessons you have learned, and let my hammer test what you are made of.” Goblins, who are not fans of meditation to any god save N’Kaa, never learned of this function of this room.

All dwellers of the Vault of Kharmaram knew of the fire and destruction the statue at **10F** could create. It was therefore an act of supreme faith to climb atop the anvil, crawl into the recess, and watch the descending hammer before beginning their testing for priesthood in area **11**. Those aspirants who successfully passed the tests in areas **11** through **15** would proceed on to **16A**, there to be formally inducted into the priesthood.

(DM Note: It is rather unlikely that the party will successfully obtain both the First Principle and a holy symbol of Kharmaram. Those who achieve this and bypass encounters **11** through **15** are to be congratulated on exceptionally good play. The expected course of the adventure takes the party through the Tests of Kharmaram to the inner sanctum. The party must all decide to risk the hammer of Kharmaram and enter the anvil’s recess. There is only room for one character at a time to do this; those who teleport to **11A** disappear, and the DM must not tell the remaining players what has happened to the one who braved the hammer first! Ideally, the party must all fear they are walking into their own annihilation, but their faith will be rewarded once they are reunited in the First Test.)

10L. The Children’s Garden was a childcare center and religious education school. Young Deep Delvers destined for a role in the priesthood were sent here at a very early age, where they learned the ways of Kharmaram before attempting to pass the tests of priesthood upon coming of age.

The building is largely intact, although it sustained some damage from a boulder impact on the east side, and the spire of a tower south of the building has fallen over and come to rest leaning across the south edge. This single-level structure is 10’ above the level of the square to the south of the Temple of Kharmaram, with a forest of closely spaced iron rods filling the void below the foundation. A flight of stairs leads up to a porch in front of the building’s entry corridor.

Two hobgoblins (AC 6; HD 1+1; hp 6; MV 90’(30’); #AT 1; D 1d6 (spear) or 1d6 (shortbow); Save F1; ML 8; AL C) stand watch here. They can clearly see what the bugbears and goblins are doing at **10F**, and very much wish they were there instead of on guard duty. Their attention is focused on the pyramid of Kharmaram, and any reasonable plan to ambush them will gain surprise automatically. Each hobgoblin has 1d4 pieces of bloodgold.

If the hobgoblins are given an opportunity to act, one will hammer on the door to **10M** while the other will go alert the guards at **10P**. None of the doors in the entry corridor are locked.

10M. This room used to be the sleeping chamber for the young students. Several small beds and cribs are still largely intact here. The walls are decorated with paintings of young dwarves frolicking hand-in-hand with Kharmaram, although goblins have added their own black comedic edits to the artwork.

This room is used as a hobgoblin barracks; six hobgoblins (AC 6; HD 1+1; hp 6; MV 90’(30’); #AT 1; D 1d6 (spear) or 1d6 (shortbow); Save F1; ML 8; AL C) and one hobgoblin sergeant (AC 5; HD 4; hp 18; MV 90’(30’); #AT 1; D 1d6+1 (spear) or 1d6 (shortbow); Save F4; ML 9; AL C) sprawl on the undersized mattresses, their legs hanging off the ends. These creatures will require one round to make themselves ready to fight. Each hobgoblin has 1d4 pieces of bloodgold, except for the sergeant, who has 12.

10N. This room was probably once a kitchen, but it is so thoroughly battered, burned, and looted that it is impossible to tell for certain. The eastern wall of this room has entirely collapsed, and a huge rubble pile tails eastwards from the foundation, giving steep but safe access to the street level.

This room currently serves as the barracks for six goblins (AC 6; HD 1-1; hp 4 each; MV 60’(20’); #AT 1; D 1d6 (handaxe); Save F0; ML 7; AL C) who are sitting around a fire and passing a pipe. This pipe contains dammfelfrond, and all the goblins are under the influence of that narcotic fungus (see area **2C**). They have six more doses of the stuff, but otherwise have no treasure.

There is an unconscious and naked Gnome bound in a corner of the room. This is **Vikaaruth**, a merchant who irritated some goblin soldiers and found himself here. He has exhausted his entertainment value for the hobgoblins and was given to the goblins to polish off; the goblins are still debating the most amusing way to do this, but are leaning toward feeding him to the beetle at **10S**. Vikaaruth (G F3/T3, hp 1 of 12, S11 I13 W12 D14 C10 Ch14, AL L) is barely alive but can be brought back to consciousness with minimal healing. He is no adventurer and, although capable of fighting, will only engage in combat if his life depends on it. Still, he is a basically honorable person, and is overwhelmingly grateful if adventurers rescue him and help him reach safety. His family, the Peshkaruun Gnomes of the Peshka Freehold, are influential in the Deepways; saving their young clansman will earn the party (and, indirectly, the Strigids and Tytonids) powerful allies. Additionally, two weeks after he returns home, a Gnomish delegation will arrive in the Dark Rookery

and present the characters with a reward: a **Heavy Pick +2**, a **Phylactery of Youth**, and a **Stone of Good Luck**.

10O. This room might have once been a dining hall, but the wreckage of the walls and the collapsed roof make it impossible to tell for sure. The floor slab is cracked and cants down toward the street along the eastern side of the room.

This room is not used by the goblins because it is unstable. A Dwarf or Gnome will be able to tell that the collapse of the floor level is imminent. If any individual weighing more than 50 lbs enters this room, the floor will give way and spill everybody in the room out into the street, doing 3d6 hp damage unless a saving throw vs. Wands is made.

10P. This open yard was plainly once a playground; a seesaw, a slide, and a carousel stand in the middle of an open space, with soft dried fungal matter underfoot. Four hobgoblins (AC 6; HD 1+1; hp 6; MV 90'(30'); #AT 1; D 1d6 (spear) or 1d6 (shortbow); Save F1; ML 8; AL C) laze around this area, nominally on duty as guards, but so thoroughly bored that they cannot even engage in their usual pastime of tormenting the beetle at **10S**. If they have an opportunity to do so, they will warn **Daskarrup** at **10Q**. They never bother the lieutenant at **10R**, however, because the hobgoblins sense there is something not quite right about him (they are as yet unaware that he has been secretly replaced by an ogre mage.)

Each hobgoblin has 1d4 pieces of bloodgold.

10Q. This room used to be a classroom where students learned the basics of metalworking. A cold hearth lies to the north, while a line of small anvils served as desks. The west wall of the room is covered with peg-board, and a few tools still hang there. A lesson is still painted on the south wall, only slightly disturbed by goblin defacement; it says, in Dwarven, "ALL THINGS IN MEASURE - BE PATIENT AND RESOLUTE - WORK HARD, AND HAVE FAITH IN YOURSELF AND OTHERS".

This classroom has become the quarters of Daskarrup, a fighter/priestess of N'Kaa and the leader of the goblin presence in the vault. Daskarrup struck a superior officer, who decided that rather than having her executed, he would do her one worse by having her assigned to this duty - a duty that can only result in eventually earning an execution from the Goblin King himself.

Daskarrup is particularly upset because Erbilg, one of the other goblin leaders, and the one she intended to blame for the mission's failures, has gone missing. The sneaky goblin had been in the vault since the invasion, and was initially a source of good information, but he had become evasive and insubordinate. Then, about a month ago, he went AWOL and

hasn't returned. It was known that he made his lair in **10T**, but it was also known that Erbilg was fond of setting traps. After Daskarrup sent one hobgoblin into the storage building to look for Erbilg, and that 'volunteer' failed to return, the rest of her detachment has refused to go anywhere near the place. Daskarrup is weighing the risks of going to look personally, but spends most of her time lying in her hammock and feeling sorry for herself.

Daskarrup (AC 3; HD 6; hp 27; MV 60'(20'); #AT 1; D 1d8+2 (morningstar); Save C6; ML 8; AL C) knows the following spells, which she casts as a 6th level Cleric:

1st level: Command, Cure Light Wounds, Light

2nd level: Bless, Hold Person, Silence 15' Radius

3rd level: Dispel Magic, Prayer

She wears **Chain Mail +2** and wields a **Morningstar +1**. She additionally wears a magical helmet called the **Helm of Azzaza**; it is made of silver and has a decoration that looks like the long neck and head of a swan, only with teeth and burning red eyes. The helm is an evil item with its own intelligence, albeit a not particularly intelligent intelligence. This item has the ability to breathe fire three times per day in a cone 10' long and 10' wide at the terminus; this does 2d4 hp fire damage (save vs. Breath Attacks for half damage). The snapping mouth can also bite opponents, attacking as a 3 HD creature and doing 1d4 hp damage on a successful hit. The Helm of Azzaza will obey the commands of any wearer of Chaotic alignment, but it will attack any Lawful character who puts it on. It will not attack Neutral characters, but it will also not do their bidding unless they can convince the helm that what they ask is the generally wickedest course to follow; fortunately the helm is rather gullible and can be swayed if the wearer makes a Charisma check.

Daskarrup also has 59 pieces of bloodgold and a ring with a bloodstone gem that doubles as her holy symbol; this can be sold for 100 GP.

10R. This room was once a classroom used for lessons in reading and writing, but all of the books and paper have been consumed in goblin fires long ago. Only a few small desks and chairs remain, piled up along the south wall. A lesson is written on the south wall: "LEARN WELL, THAT SOMEDAY YOU MAY LEARN THE FIVE PRINCIPLES AND STUDY AT KHARMARAM'S FEET."

All the goblins think these are the quarters of Harkkaluk, a hobgoblin and Daskarrup's lieutenant. However, the creature that lives here is actually named **Quan Yeo**, and he is an ogre mage. Quan Yeo used his magical powers to assume Harkkaluk's form long ago, and he is here because the search

for Deep Delver lore interests him. He couldn't care less about goblin interests, and will abandon them the moment it seems convenient to do so.

Quan Yeo (AC 4; HD 5+2; hp 25; MV 90'(30') or Fly 150'(50'); #AT 1; D 1d12; Save M5; ML 9; AL L) is an evil creature who will attack the party if he thinks they can be defeated, but may otherwise choose to observe them and attempt to bargain while in disguise, potentially trying to convince them that he is a Deep Delver hoping to rescue survivors trapped inside the temple. If they party discovers his true nature, he is still open to forming an alliance, but only learning the secret of making mithril will satisfy the ogre mage.

Quan Yeo wears a **Ring of Spell Turning**. His golden earrings have rubies in them, and the set is worth 500 GP; he also has a sack of 34 pieces of bloodgold under his sleeping furs.

10S. This end of the yard has been enclosed on all sides and above in a cage of iron rods, which were salvaged from the foundations of ruined buildings and joined together with twisted wire. A makeshift cage door is the only way into this enclosure, which the goblins have used to trap a giant stag beetle (AC 3; HD 7; hp 32; MV 60'(20'); #AT 3 (bite, 2 horns); D 4d4 (bite) and 1d10 (each horn); Save F7; ML 8; AL N). The beetle is very hungry, and if it escapes it will kill and eat the first three creatures it encounters.

The hobgoblins at **10P** might, if in a desperate position, open the cage to free the beetle. This is a risky strategy, however, because the beetle is just as likely to attack a goblin as it is to attack anybody else. There is no treasure here.

10T. This building was the storage shed for the Children's Garden; now the fallen spire of a neighboring building rests on its roof, looming ominously over the playground. The weight of the toppled tower seems to compress the shed upon itself, but a Gnome or Dwarf will be able to tell that the sturdy building is structurally stable. Even the door frame is still square and will not jam.

The dark interior of the shed has two short kegs and one large barrel against the south wall, while a lumpy shape under a dropcloth lurks in the northeast corner. The sheet conceals a jumbled pile of stools, but more importantly, reaching them by crossing the center of the room exposes adventurers to a trap. A 5' square of the floor has been made into a concealed trap door that opens if any weight above 50 lbs is placed upon it. Below the trap door is the void under the foundation; the iron rods immediately below the trap have been cut down close to the ground and sharpened. Anybody who falls into the pit takes 3d6 hp damage and requires assistance to escape, especially since the lid of the trapdoor closes once it has been triggered. A hapless hobgoblin corpse is still in the pit and impaled on the spikes; it had 3 pieces of bloodgold.

The kegs and barrel are empty. Erbilg used them as steps; a secret door in the ceiling lies directly above the barrel and can be found with the usual chances for success. The secret door leads to **10U**.

10U. The secret door leads into the topmost level of the fallen tower, now resting mostly horizontally. A hole in the 'wall' is actually the trap-door in the floor leading to the next level down.

The space beyond is the only remaining chamber of the spire that is still accessible; any doors to other levels are now hopelessly choked with rubble. This cavity, lined with fabric and furs scavenged from all over the vault, was Erbilg's hidey-hole. He took most of his belongings with him when he entered Kharmaram's inner sanctum, but he left behind a chest containing non-magical treasure (he intended to return). The locked, untrapped box contains 122 pieces of bloodgold and two ingots of mithril worth 200 GP each.

There is the corpse of a Deep Delver in this room. A Cleric will be able to determine that the bound body of this Dwarf has only been dead about a month, and the poor fellow likely died from wounds sustained while being tortured. Erbilg captured this unfortunate, a Deep Delver priest named **Issilvi**, and hid him away from his fellow goblins. Erbilg tortured Issilvi continuously, demanding to learn the way into the temple, and finally broke the priest. Issilvi gave up the First Principle - 'Miasmagoria' - and told Erbilg how to use his holy symbol to teleport into the inner sanctum from **10J**. Erbilg immediately killed Issilvi and left.

A **Speak with Dead** spell may allow the party to gain this same information from Issilvi, but he cannot help the party gain another holy symbol.

11. THE FIRST TEST

For this encounter, refer to the area **11** map in **Part 10**.

The party is teleported to another location far from the Vault of Kharmaram - indeed, on an entirely different plane of existence. The tests of Kharmaram and her inner sanctum are located in an interdicted corner of the Prime Material Plane, far underground and isolated from any intrusion or entry aside from the teleportation methods provided. Within each test, fresh air is magically created by the stones themselves; any smoke or fumes created in an area will clear out within one turn. Temperature remains magically constant. Light sources are described for each location, supplemented by those brought by the party. There is a 'north' direction that can be determined by a compass or the inherent stone-sense of a Gnome or Dwarf.

There is nothing but solid stone in all directions for hundreds of miles. Magic works normally, and spells that affect earth or rock will affect the stone from which areas **11** through **16** are built. Magical communication with the outside world is impossible. Spells that summon monsters still work normally, but teleporting in or out of the tests and inner sanctum will not function.

Novices seeking to join the priesthood of Kharmaram were required to complete their education and then submit to the hammer at the pyramid. Groups of four initiates were sent into the First Test in this way. These groups were expected to collaborate to work their way through five tests, each of which was designed to challenge the group's abilities as well as instruct them on the Five Principles of Kharmaram's faith. These Five Principles were a closely guarded secret, and only those who successfully passed through the tests learned them all. The tests were potentially deadly, but for those initiates who got stuck and failed to complete a test, they were required to remain in the inner sanctum as servants of the priests. Only full-fledged priests were granted the ability to come and go from the inner sanctum as they pleased.

In this encounter, the First Test, the party will enter a strange shrine. By using a column that allows the manipulation of the direction of gravity, and by disassembling and reassembling components available within the room, the characters will be able to open a secret door leading to the Second Test.

Within this encounter are lettered area descriptions as follows:

11A. When the party first teleports from area **10F**, read the following description:

You find yourself in a 10' x 10' room with stone walls. The ceiling is 10' overhead. There is no light source in the room. There is a single exit from the room in the north wall, a door made out of a dull bronze metal, with a simple latch but no locking mechanism. There is Dwarvish writing carved into the south wall of the room; it reads as follows:

"Beyond the bronze door is a test. The test will teach the four of you about one of the Five Principles. Retreat behind a bronze door to rest, to meditate on what you have learned, or to start the test again. Find a new bronze door to complete the test."

This room is a safe haven. Parties may rest in this location for as long as they like, and they will not be bothered by wandering monsters - there are none within Kharmaram's tests. The room is not particularly comfortable, and no food or water are provided, but the opportunity to regain hit points and spells may be valuable.

The bronze door radiates magic, although it appears ordinary to the senses and has no obvious special properties. It cannot be damaged or removed from its frame, however. If the bronze door is closed, and there is no living thing in areas **11B** through **11I**, then the First Test resets itself to whatever state it was in before the party arrived. If the party retreats behind the bronze door and closes it, all damage done to the room resets (although damage done to the party does not). This means that if the party acquired the bowls or chains from **11H**, these things disappear from their inventory if they reset the test at **11A**. However, items obtained from a room do not disappear when one moves forward into subsequent tests.

11B. This room is 10' x 10' with a 10' high ceiling. The bronze door exits to the south; to the north is a stone door with a simple latch mechanism. There is Dwarvish writing carved into the west wall of the room; it reads as follows:

"Sometimes a stubborn beast must be coaxed."

This is a clue for finding the exit from the First Test; it relates to the method used for moving the bull-pillar at **11I**. All tests have a clue room immediately before the test itself. This room is largely safe, but if flaming oil gets on the floor of the space beyond, it will come under the crack in the door. Only retreating to **11A** and closing the door is truly safe.

11C. When the party opens the door, read the following description:

The room beyond the door is lit with a flickering red light. It appears to be some kind of shrine made from coarse black stone. The chamber is 20' wide at the entry point, but appears to flare out farther on.

Some 30' from the door is an enormous stone throne. Sitting in this throne is a stone statue of an elephant-headed humanoid.

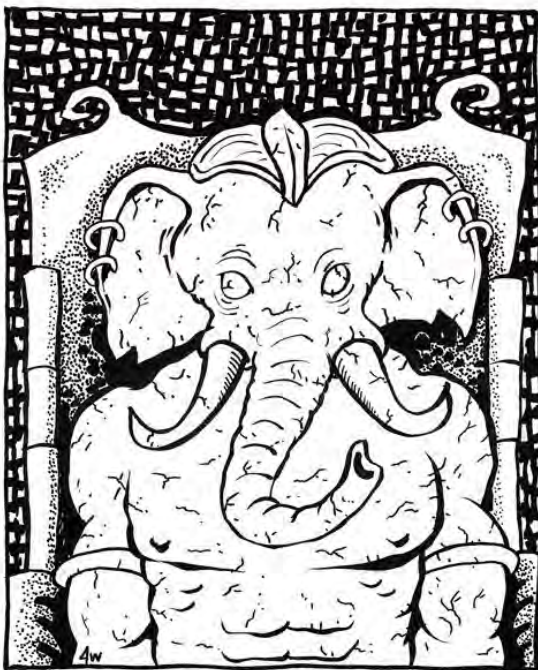
The ceiling is 20' overhead and crowded densely with 6"-long iron spikes. If gravity in the room is reversed, anybody who 'falls' to the ceiling will take 3d6 hp damage. Where the room widens, the ceiling is higher (30') but there are no spikes.

A pair of grooves in the floor flanks the entry door, running north from the wall up to the throne. These are tracks that constrain the throne's wheels (see area **11D**). The back of the door and the wall around it are scratched and pitted with small holes; this is the result of damage from the throne spikes striking the south wall, and these marks are not erased if the room is reset.

The room is lit from several sources. There are sconces set into the walls to the left and right of the throne, both in the south and northern portions of the room. These hold iron

torches that apparently burn with a flickering flame. The fire is cool to the touch, however; this is actually a product of a **Continual Light** spell. The sconces themselves are built to swivel such that the torches can turn freely; this is to allow the torches to reorient according to what direction is 'up' (see **11G**). Some light is also shed by the volcano at **11E** and the fire-bowls at **11H**.

The walls in the southern portion of the room have carvings showing an elephant-headed humanoid teaching Dwarves to plant fungus, till soil, and perform a variety of other agricultural tasks. This spirit is **Umxorxus**, a minor deity in the Deep Delver pantheon who is responsible for underground harvests. Only a Dwarven Cleric has any chance of recognizing this obscure religious figure.



11D. The statue of Umxorxus is 6' wide and would be 12' tall if it stood up. As it is, since the throne is significantly elevated, the top of the elephantine head is 10' off the ground. The throne is mounted on four stone wheels, and these fit down into the tracks with an ingenious series of pegs that allow the wheels to roll freely but also hold the throne firmly to the tracks. Even if the room's gravity is reversed (see **11G**), the throne will remain in the tracks. The throne's underside is about 6" above the floor's surface.

The throne is made of solid stone and is very heavy. However, the wheels and bearings have very little friction. If characters whose points of Strength total 35 all push on the back of the throne, they can slowly push it to the south. Similarly, pushing from the front can return the throne to its

starting position. The tracks prevent it from traveling further to the north.

Jutting southwards from the front of the throne, just below Umxorxus' broad feet, are a row of 2'-long stone spikes. If the throne begins to roll quickly southward and any creature is in the path of the spikes, they must save vs. Wands or take 3d6 hp damage. Similarly, if the throne rolls rapidly to the north and any character is in the way, they must save vs. Wands or take 1d6 hp damage.

It is trivially easy to climb up on the lap of the elephant spirit. The statue of Umxorxus is exquisitely carved, with a kindly expression on its face, and very well detailed, including a number of earrings attached to his prominent ears. These rings are useful points of attachment for the chains (see **11H**).

11E. The room opens up on either side of the throne; here the chamber is 40' wide and 30' long, with a 30' ceiling. Another 20' x 20' alcove lies to the north.

In the northwest corner of the room is a small volcano. It is about 2' tall, its mound seemingly part of the stone floor itself. Lava oozes from the top and slowly flows through a sloped channel to the south. When the lava reaches the southwest corner of the room, it falls into a grated drain and disappears. The lava glows with a dull red light and, unlike the torches, is actually hot. Coming within 5' of the volcano or lava causes 1d6 hp of fire damage, and actually contacting the stuff causes 2d6 hp of fire damage.

11F. In the southeastern corner of the room is a 2' tall stone mound similar to the volcano at **11E**. However, this small mountain belches forth a bubbling flow of black, tarry oil. This oil flows in a channel down to a drain in the northeast corner of the room.

The oil is toxic and constantly outgases acidic vapors. Coming within 5' of the volcano or its oil causes 1d6 hp of acid damage, and touching the oil with bare flesh causes 2d6 hp of acid damage. The oil is very flammable; if it comes into contact with any flame or hot source, including the lava at **11E** or the coals from the fire-bowls at **11H**, all the oil will burst into flame and cause an additional 1d6 hp of fire damage to all within 5', or 2d6 hp of fire damage to those in the oil.

11G. To the north of the throne is a stone column approximately 5' in diameter and 30' tall. At the 10' and 20' heights, iron rods are connected to the north, east, west, and south facings of the column. These rods are about 1' long and end in 8" diameter iron hoops, made to be convenient for grasping. The rods and hoops do not turn, swivel, or otherwise move; they are rigidly set into the stone of the column.

At the 5', 15', and 25' heights, iconic images are carved into the column. A different trio of images is found on the north, east, south, and west faces of the column (see the elevation view and key on the map). These symbols are magical; if touched, that set of symbols glows; if touched again, the glow fades. Only one set of symbols may be illuminated at a time. Illuminating the symbols has the following effects:

- **NORTH:** The symbol shows a person walking down a slope. Touching this symbol causes the direction of gravity within this room to shift as if the south end of the room slopes downward at a 30 degree angle. Anybody standing on the floor when this happens must make a Dexterity check or fall down. The throne will roll to the south and smash into the door. The oil volcano will back up on itself and begin slowly oozing oil into the south part of the room; the lava volcano will flow more quickly to the south and flow past the drain. The lava and oil will meet in the south part of the room in three rounds.
- **SOUTH:** The symbol shows a person walking up a slope. Touching this symbol causes the direction of gravity within this room to shift as if the north end of the room slopes downward at a 30 degree angle. Anybody standing on the floor when this happens must make a Dexterity check or fall down. The throne will roll back to the north and stop abruptly at the end of the tracks. The lava volcano will back up on itself and begin slowly flowing lava into the north part of the room; the oil will flow more quickly and overshoot its drain, also oozing into the north part of the room. The lava and oil will meet in the north part of the room in three rounds.
- **EAST:** The symbol shows a person walking on the ceiling. Touching this symbol causes gravity to reverse itself. Unless a person is secured or hanging onto a ring or torch bracket, they will fall upward. This inflicts 3d6 damage regardless of whether a person falls onto spikes in the 20' ceiling areas, or onto the 30' ceiling in the center of the room. The throne will not move; it is secured in the rails. The coals in the fire bowls will fall to the ceiling, and the oil and lava volcanos will begin flowing upwards. The oil and lava will reach the ceiling in one round, and then begin flowing towards a drain in the middle. If the coals are on the ceiling, the oil ignites in 1 more round; otherwise, it will ignite in 3 rounds when lava and oil meet in the middle.
- **WEST:** The symbol shows a person floating in space. Touching this symbol eliminates gravity in this room. All characters will begin floating around the room unless they grab onto something fixed; if they can reach a surface, they can 'push off' and float to other parts of the room. The coals will

begin to float freely, as will globules of oil and lava; after 1 round, anybody in the room must make saving throws vs. Breath Attacks or take 1d6 hp fire damage and 1d6 hp acid damage from these dangerous bubbles.

Carefully track the position of characters in the room. If for any reason there is oil or lava on the ceiling or in the air, and then gravity reasserts itself, it may fall on those below.

11H. The high ceiling of the central part of the room slopes gently up to a drain in the middle of the room. If gravity reverses, oil and lava flow towards this central point.

In the north and south parts of this ceiling, 4" diameter iron rings are set into the ceiling. A silvery chain hooks to each ring with a hinged clasp. Depending from each chain is a 2'-diameter bowl made of bronze, each one half-full with glowing red coals that help illuminate the room. The chain wraps around the bowl and hooks to itself with another hinged clasp; the bowl hangs 15' down from the ceiling, but the total length of each chain is 20'.

The chains are made of mithril and are essentially unbreakable. Anybody who climbs to the ceiling by ordinary or magical means, or who uses the column at **11G** to be able to reach the rings, can remove the chains and bowls. The chains can be linked together to create a single 40'-long chain.

11I. The northern end of the room is 20' x 20' with a 20'-high ceiling. There are spikes along the east and west ends of this ceiling, similar to those described at **11C**, but not in the center of the room. There are torches set into the walls similar to those at **11C** as well.

Carvings in the walls show Umxorxus showing dwarves how to domesticate animals for agriculture - taming cave lizards, milking bats, and the like. Large oxen-like plow animals are seen as well.

Set in the middle of the north wall is a column made entirely of gold. It is 20' tall, going fully floor to ceiling, and extends 8' south of the wall to the north. It is worked to resemble three bulls standing on top of each other, each one with a golden ring through its nose. The column cannot be damaged or melted. It is actually a plug in the mouth of the secret door in the north wall, but the column is so heavy that it cannot be moved with any amount of force on the characters' parts, and a **Knock** spell is ineffective.

The back of the throne is about 25' south of the rings in the nose of the oxen. If the chains from **11H** are joined together and hooked from an ox nose-ring to the rings on the back of Umxorxus' statue, and the column at **11G** is used to make the room slope to the south, the heavy throne will gather steam as

it rolls south, be stopped by the chain, and its momentum will jerk the column a few inches to the south. If the room is made to slope back to the north, the throne returns to its starting point but the column remains still. If this is repeated about ten times, a gap will be opened in the secret passage allowing characters to enter.

The weight of the gold statue is such that only something essentially indestructible, such as the mithril chain, will be able to pull it; anything else will part or break.

12. THE SECOND TEST

For this encounter, refer to the area **12** map in **Part 10**.

In this test, the party must push four blocks through a maze and insert them into four alcoves, all while dodging pit traps and a few hidden monsters. When the fourth block is inserted, a secret door opens allowing the adventurers to move on to the Third Test.

Within this encounter are lettered area descriptions as follows:

12A. Beyond the secret door leading out of the First Test, the party finds this 10' x 10' unlit room. There is Dwarvish writing carved into the west wall that reads as follows:

"The First Principle is **MIASMAGORIA**. Use resources creatively to achieve results."

The final portion of each of the tests is a room that explains the Principles that the test was meant to teach. 'Miasmagoria' is the First Principle that is used to bypass the Five Tests and teleport directly from **10F** to **16A**. It is also referenced by Zavataasha when she sent the letter in **Handout #1**. When she sent the letter, she knew that using the First Principle was necessary to enter the Temple; however, she had no idea that knowing other Principles was necessary to leave.

On the far side of the room is a bronze door. This leads to a reset room.

12B. This 10' x 10' unlit room has bronze doors on the north and south walls. There is no writing on the walls of this room.

When the bronze door to the south is closed and the First Test is empty, that test resets. Only one bronze door may be open at a time; if one door is open, no amount of force or magic will open the other. When the bronze door to the north is closed and the Second Test is empty, that test resets. Note that if the First Test is reset and then the bronze door opens again, the golden ox pillar is fully closed against the secret door and cannot be opened from this side. There is therefore no way to go back into the First Test once the southern bronze door is closed.

12C. This room is a clue room similar to **11B**. The writing on the west wall reads as follows:

"Consider: How does a key open a lock?"

The clue refers to the ridges of a key individually pushing the pins of a lock into position, and is intended to provide a hint that the four niches in **12D** must be filled. There is a stone door in the north wall; it is not locked.

12D. The door appears to lead into a 10' x 10' room with a 10' ceiling. However, there is a gap several inches wide on the back wall; it runs up the left side, across the ceiling, and down the right side. Peering through this gap seems to reveal that there is a larger space beyond.

Close investigation will show that the north wall of the room is actually a stone block measuring about 9'6" wide and 9'9" tall. It is made out of the same stone as the walls, and therefore its south face looks like just another wall surface.

The floor of this room is extremely slick, almost frictionless. Characters will find that moving cautiously across this floor is safe, but moving faster than 60' in a single round requires passing a Dexterity check or that character will slip and fall. The stone block is extremely heavy, but its underside is so smooth, and the floor is so frictionless, that characters with points of Strength that add up to 35 may push on the face of the block and slowly move it to the north. This widens the gap, allowing the characters to enter **12E**.

12E. When the party enters the labyrinth, read the following description:

Moving the block aside reveals a network of 10' wide by 20' high stone passages laid out in a regular grid. There are no light sources here.

The floors are very smooth and clean. The walls have delicate etchings showing an Escher-like three-dimensional maze of cubes.

There are a total of four stone blocks in this labyrinth of passages, all shown on the map with diagonal cross-hatching. These blocks are identical to the one first encountered at **12D**: they are 9'6" wide and deep, and 9'9" high, very massive and with smooth sides. The blocks can be pushed slowly along the floor, but the sides are too slick for them to be pulled effectively. (**Exception:** if the mithril chain from area **11** is still in the party's possession, its 40' length will just reach all the way around a block and can be used to pull it.)

There are a total of nine pit traps in this warren, indicated on the map by a square with an 'X' inside it. Each pit trap is 10' x 10' across and 10' deep. They are covered by a pair of 5' x 10' doors that hinge downward; these doors are flush with the floor and are very difficult to spot. If a character falls into a pit, they take 1d6 hp damage and the spring-loaded doors snap closed; the victim must then be rescued by others outside the pit, although a Find and Remove Trap check will spring the doors open from below. The pit traps are activated whenever 50 pounds of weight are placed on the floor above.

The pit traps have an additional magical feature: if one of the stone cubes is pushed into a pit, the cube instantaneously teleports to 10' above another square in the labyrinth; it then falls, doing 2d6 hp damage to anybody in that square (save vs. Wands for half). A cube teleports to the square that is occupied by the most characters, but it will not teleport into a square that contains a pit or is along the north, south, east, or west corridors of the maze. If two squares contain the same number of characters, choose randomly. If no characters are in interior squares of the maze, the block teleports to an interior square closest to the pit it fell into.

There are four alcoves in the west, north, and east sides of the labyrinth. If a block is pushed into one of these alcoves, it does not teleport and a clicking sound is heard. If all four blocks are pushed into all four alcoves, the secret door in the north wall of the labyrinth opens; this leads to **13A**. That secret door may be located by the usual means, but no amount of searching or magic will open it unless the alcoves are filled. If a block is pushed into the entry alcove at **12D**, it teleports just as if it had fallen into a pit trap.

Characters cannot stand to the sides of blocks and push them; they can only be pushed from the rear. This means that a block cannot be pushed when a pit trap is behind it. This may make it difficult to reach some of the alcoves without using pit trap teleportation.

There are four more secret doors in this maze. These doors are actually 10' x 10' stone plates covering one entire wall of the labyrinth. There are no hinges or latches; the plates must be grasped by the edges and pulled firmly away to reveal the opening beyond.

12F. The secret panel is removed to reveal a 10' x 10' space with a 10'-high ceiling. A golden beetle the size of one's hand seems to float in the middle of the room.

This is actually a gelatinous cube that has enveloped a **Scarab of Protection**. The gelatinous cube (AC 8; HD 4; hp 18; MV 60'(20'); #AT 1; D 2d4 + paralyze; Save F2; ML 12; AL N) exactly fits in corridors, and it glides along walls as well as floors, so it cannot fall into a pit. The cube remains in its

secret room until the panel is opened, but then it charges out hungrily.

12G. The space behind this secret panel is identical to **12F**, but it is the resting place for four shadows (AC 7; HD 2+2; hp 11; MV 90'(30'); #AT 1; D 1d4 + drain; Save F2; ML 12; AL C) who seek to escape into the maze and harass the party. Lying on the floor in this room is a **Phylactery of Undead Turning**.

12H. The space behind this secret panel is identical to **12F**, but it is filled with a strange green gas. This is **Sleep of the Ages**, a substance that places those within it into a state of suspended animation. When the plate is unsealed, the gas escapes into the labyrinth, and anybody within 30' will be affected as by a **Slow** spell for 3 turns (no saving throw).

The room contains a minotaur (AC 6; HD 6; hp 27; MV 120'(40'); #AT 2; D 1d6/1d6; Save F6; ML 12; AL C) who will wake up in one round and savagely attack. Around the minotaur's neck is a **Necklace of Adaptation**.

12I. The space behind this secret panel is identical to **12F**, but there are no monsters herein. A shelf along the back wall contains a dusty old leather-bound book.

The book is not trapped and not magical. It is written in the Deep Delver dialect of Dwarvish, and it is a lengthy and boring description of the rock formation known as **Cubemaze** that is sometimes found in the Deepways. Anybody who spends one week to read this book learns information about this terrain type found in **Part 4**.

The leather cover of this book is artistically tooled in a Cubemaze pattern; the book is worth 50 GP to a surface collector. A careful inspection and a successful Intelligence check will allow an observer to realize that the pattern on the book's cover is a map of this labyrinth. The map has Xs in the squares that contain pit traps.

13. THE THIRD TEST

For this encounter, refer to the area **13** map in **Part 10**.

In this test there are two separate tasks for the party to perform. By combining the liquids from several magical pools, the party can open the secret door leading to the next test. But in addition, a different combination of liquids will reveal a key that the party may take. This key will be necessary to proceed beyond area **15**.

Within this encounter are lettered area descriptions as follows:

13A. Beyond the secret door leading out of the Second Test, the party finds this 10' x 10' unlit room. There is Dwarvish writing carved into the west wall that reads as follows:

"The Second Principle is **CRYPTOLOGICA**. A work of many small steps, in pursuit of reason, solves mysteries."

On the far side of the room is a bronze door. This leads to a reset room.

13B. This 10' x 10' unlit room has bronze doors on the north and south walls. There is no writing on the walls of this room. This is a reset room identical to **12B**. If the party returns to **13A** after resetting the Second Test, they will find it is impossible to open the secret door from this side.

13C. This room is a clue room similar to **12C**. The writing on the west wall reads as follows:

"You need something that can only be won when blood turns to water. But to leave, you must first find perfect balance."

This clue refers to the two objectives of the Third Test. By adding the perfect amounts of blue and yellow liquid to the empty pool, a balanced green is created that opens the secret door leading to **14A**. But by adding red liquid to the pool and then using black liquid to make it clear, the party will find the "Key That Opens Something," which they will need later on.

There is a stone door in the north wall; it is not locked.

13D. When the party enters the pool chamber, read the following description:

The door opens onto a diamond-shaped room about 70' across, with a ceiling 20' overhead. There are four exits, 15' wide corridors leaving the northwest, southwest, northeast, and southeast walls, and appearing to open onto other rooms. A pale opalescent white light seems to come from the entire ceiling.

There are five pools in this room. Each pool is about 10' across and has a stone lip that stands about 2' off the floor. Four of the pools seem to contain about a foot of liquid - the pool to the west has yellow liquid, the pool to the east has blue liquid, the pool to the south has black liquid, and the pool in the center of the room holds red liquid. The fifth pool, the one in the north part of the room, appears to be empty. The liquids are not quite opaque; the bottom of each pool can be seen.

A constant drumming or rumbling sound comes from the southwest exit. A melodic piping noise emanates from the northwest.

The pool to the north is indeed empty. In the center of the pool is a 6" diameter stone disc; this is a plug to a drain that cannot be opened manually. When the correct conditions are triggered in **13H**, any liquid inside this pool will drain away safely. A foot away from the disc is a realistic-looking drawing of a key; it has an ornate loop and many teeth, is about 5" long, and is apparently painted onto the floor of the pool in a brilliant emerald green color. Along the rim of the pool, about one inch off the bottom, a red line has been painted all the way around the lip.

There is a secret door to the north of the empty pool. This can be found by the usual means, but no mechanical or magical method of opening it will work. The only way to open this door is to fill the pool with exactly equal quantities of blue and yellow liquid. This will combine to make a green liquid, and when the mix is exactly right, the green painted key will completely disappear; this triggers the secret door's latch and it opens. Only a perfect mix will be successful, however, meaning the party must find a method to measure precisely equal amounts of liquid into the pool.

If the party fills the pool with red liquid up to the red line, and then adds black liquid in a similar quantity, they will find the black liquid slowly turns the red liquid clear. As the liquid begins to turn clear, the green key picture appears golden through the liquid. Once it is entirely clear, a person can reach into the liquid (now rendered harmless) and find that the previously two-dimensional picture is now a three-dimensional key. This golden key has writing etched into the shaft that says, in Dwarven, "This Key Opens Something." The party can take this key; even if the pool is later drained, the key remains in their possession. However, two keys cannot be gained.

The west pool full of yellow liquid contains a powerful acid; the east pool full of blue liquid contains an equally powerful base. Either one is so destructive as to melt anything that touches the liquid. Anybody who touches either liquid will take 1d6 hp per round of exposure, and anybody so foolish as to drink from these pools will take 3d6 hp. The only substance that will not be melted by either liquid is glass, such as from the tubes in **13F**.

The south pool full of black liquid is harmless to the touch. Drinking from this pool is actually beneficial: the first time a person drinks, they regain 1d6+1 hp as if they have drunk a potion of **Healing**. This pool works in this way only once per day; subsequent drinks are harmless but provide no healing.

The center pool full of red liquid is not harmless. If a living being touches or tastes this liquid, they begin bleeding from their eyes, mouth, nose, ears, and skin pores. This bleeding damages the victim for 1 hp per round, and it continues for 6 rounds. This bleeding cannot be staunched until it has run its course.

For all pools, if any liquid from any pool is placed directly inside any other pool, a cloud of very hot steam rises up in a 20' radius and does 2d6 hp fire damage; this steam then disperses immediately. Liquid may only be mixed safely inside the empty pool. The level of liquid in the pools remains constant and untainted, with new liquid replenishing any liquid lost; this replacement is magical and cannot be prevented.

13E. This room is 20' x 20' with an illuminated ceiling 12' high. It is filled with 999 bouncing hard black rubber balls, each one 2" in diameter. These balls continuously bounce off the walls, ceiling and floor at a high rate of speed; this is the source of the drumming sound heard earlier. Some magical force prevents the balls from passing beyond the threshold of the corridor, although nothing stops anything else from entering or leaving the room.

Also in this room is a single hard white rubber ball, the same size as the others, and also bouncing within the room. Spotting this one different ball is difficult and requires a Wisdom check. Once it has been seen, a person may attempt to stand outside the room and reach into the storm of bouncing balls to attempt to grab it; this requires a character to hit a target with AC -1, and exposes them to an automatic 1 hp of damage per round as they are pummeled by many hard balls. Alternatively, a character may fully enter the room, sustaining an automatic 6 hp damage per round, and attempt to grab the the white ball by hitting a target with AC 2. The balls come from all directions; no magical protections will shield a character from this damage, although a **Telekinesis** spell or similar magic may allow a character to avoid exposing themselves to balls.

The white ball is magical and has a special property. If a person holds it in their hand and concentrates, the ball will urge them in a particular direction. It will lead them to the closest item needed to pass the tests - the secret door for leaving a room, or the location of the keys in area **13** and **14**. It will urge its user in the appropriate direction but will not provide any information on what needs to be done, only where to go. This ball has no effect outside the test rooms.

13F. This room is 20' x 20' with an illuminated ceiling 12' high. The walls of the room are lined with heaps of rich black loamy earth, and growing up out of this soil are clusters of crystals. These crystals take the form of glass tubes, ranging in length from 1' to 4', and ranging in diameter from 1" to 6".



They grow singly or in clumps, jutting from the soil in haphazard fashion but generally vertically. The tops of each tube are open, and each one makes a fluting sound - a pure tone that starts and stops seemingly at random. The pitch of each tube's note depends on the tube's size; smaller tubes make high pitched squeaks, while larger tubes sound more like bassoons. Clusters of tubes seem to harmonize and vibrate each other sympathetically.

The cylindrical tubes draw air through a glassy system of roots and expel it through their tops to make their music. The tubes are something like plants, and appear to grow organically, but they are not truly alive and do not react to the party. However, obtaining a tube requires breaking it off from its root system, and this is dangerous. All tubes of the same harmonic tone as the broken tube will shatter, showering everybody inside the room with slivers of broken glass. This does 3d6 hp damage (save vs. Petrification for half damage). If a **Silence 15' Radius** spell is used in this room, the harmonic sympathy among tubes is disrupted and tubes can be broken off safely.

The glass material of the cylinders will not melt in the blue and green liquid. They cannot be used to scoop up liquid because they are open on both ends, but they can be used as straws, pipetting liquid by sealing the top end with wax from **13G**. By using wax to mark a liquid height within a tube, the characters can precisely transport the exact same amounts of blue and yellow liquid to the mixing pool.

13G. The hallway entering this room is flanked on both sides by two circular brackets secured to the walls. Each one holds an implement something like a shovel. It has a wooden handle 3' long, and a head shaped like a giant flat spoon, but as big around as a dinner plate.

The room is 20' x 20' with a 12' tall illuminated ceiling. The entry corridor steps down 12" to the floor of the room. A 6' tall heap of wax slumps in the southeast corner of the room. Its wax is of many different colors, all melting into each other in disorderly fashion. The wax appears partially solid and partially liquid, and ribbons of flowing wax reach within a few feet of the room's entrance. The surface of this wax pile is studded with 40 stubby colored candles, each one lit. The overall impression is that of an enormous birthday cake that has had many tall candles lit for many hours, and the whole thing has collapsed into a sad and soggy mess.

The mass of wax is a **Wax Golem**, a new monster described in **Part 6**. The wax golem (AC 4; HD 10; hp 40; MV 60'(20'); #AT 2; D 2d6/2d6; Save F5; ML 12; AL N) remains motionless and inert unless a living thing steps down into the room. At that point it awakens and attacks, using its powerful blows or blobs of thrown wax to attack any living thing it sees. It cannot leave the room, however, and if it cannot see any targets, it returns to its corner and slumps down to wait once more. Note that if nobody steps into the room, the golem will not activate; the spoons can be used to harvest wax from beyond the room's threshold without awakening the room's guardian.

13H. This room is 20' x 20' with a 12" tall illuminated ceiling. Statuary heads of frogs jut from the three corners of this room; each head is about 3' wide and appears to be made of marble. All three heads are about 4' off the ground. The ones in the northwest and southeast corners have their mouths closed, but the one in the northeast corner has its mouth open and its head tilted upwards expectantly. Dwarvish writing is carved into the wall above the northeast corner; it reads as follows:

"Give me a drink! When tongues touch, I shall swallow."

If at least a pint of any liquid is poured into the open mouth of the frog, the other two frogs will open their mouths and flick tongues at each other. The marble tongues are long and skinny, the tips approaching within a foot of each other before flicking back. The mouths of the frogs are only open for a fraction of a second.

If the liquid is poured while a second person waits at the middle of the room, they can attempt to grab both tongues (requiring a hit against AC 4) and pull them together, forcing the tips to touch. If this happens, the drain in the north pool at **13D** will open. Once any liquid gurgles away, the drain will close.

14. THE FOURTH TEST

For this encounter, refer to the area **14** map in **Part 10**.

In the Fourth Test, just as with the Third Test, there are two objectives for the party to complete. The party must negotiate a room full of stairs, avoiding the hazards of boiling water and some nasty extra-planar creatures, to obtain a second key that must be used in area **15**. Finding the way on to the next test merely requires looking for a secret door in the right place at the right time.

Within this encounter are lettered area descriptions as follows:

14A. Beyond the secret door leading out of the Third Test, the party finds this 10' x 10' unlit room. There is Dwarvish writing carved into the west wall that reads as follows:

"The Third Principle is **EQUILIRIUM**, that state where precision and attention to detail brings all things into harmony."

On the north wall of this room is a bronze door which leads to a reset room. Near the south door is a button on the wall; pressing this button opens the secret door. Therefore, even if the party resets the Third Test, it will always be possible to return to **13D**.

14B. This 10' x 10' unlit room has bronze doors on the north and south walls. There is no writing on the walls of this room. This is a reset room identical to **13B**.

14C. This room is a clue room similar to **13C**. The writing on the west wall reads as follows:

"Here you need nothing. But to leave, you must use the evidence of your senses, and be in the right place at the right time."

This is a dual clue. The first sentence indicates that the party must obtain the Key that Opens Nothing for use in area **15**. The second sentence refers to the fact that only by timing the rising and falling of the boiling water can the party expect to find and use the secret door that leads to the exit.

A careful observation of the stone door to the north reveals that there is a small hole in it about 1' off the ground. Looking through this hole shows little of interest, but confirms that it can be used as a peephole. The true function of this hole is to indicate the level of steam in the room beyond. When the boiling water has reached its highest level, steam begins to whistle through this hole like a singing teapot. This small jet of steam is harmless and only lasts as long as the water remains at its high-water mark, or about 1 minute. Then, as the water recedes, the hole stops whistling indicating it is safe to enter **14D**.

14D. When the party enters the steam chamber, read the following description:

Beyond the door is a vast room, 100' wide and 80' long. A reddish algae grows on the walls, which are slick with moisture. The algae itself seems to glow dimly, allowing the entire room to be seen. The room is oppressively hot and humid.

The door opens onto a stone walkway that is 10' wide; there is no guardrail. Over the walkway's edge is a sheer cliff that drops 75' into water that fills the entire room. The water's surface is roiling; it appears to be boiling, with a thin layer of steam floating above the surface.

Stairs descend along the stone walls of this room from the west side of the walkway. A flight of stone steps drops to a 10' x 10' platform in the southwest corner of the room; this platform is 15' below the level of the entrance. Another flight of steps descends northward to another 10' x 10' platform in the northwest corner of the room which is 45' below the level of the entrance; these steps appear to be made out of wood, with frames joined together with sections of chain. Yet another section of steps descends eastward along the north wall; the first section of the stairs is also wood, but the remainder of the steps are stone, and these seem to descend below the level of the boiling water.

Unconnected to these stairs is another 10' wide ledge along the east wall of this room. It is 30' above the level of the entrance, with no obvious means for reaching the top, and the angle of viewing makes it impossible to see what, if anything, is on it.

The ceiling of this room cannot be seen because a thick layer of fog obscures vision 40' above the level of the entrance platform. Occasional flashes of red light illuminate this cloud layer, most commonly in the area of the southeast corner of the room, but the source of the light cannot be seen.

The water in this room is, in fact, boiling. Being splashed with this water causes 1d6 hp fire damage, and being immersed in it causes 2d6 hp fire damage per round. Additionally, there is a layer of steam about 2' thick that floats on top of the water; being directly exposed to this steam causes 1d6 hp fire damage per round. This damage can all be negated if a character enjoys the protection of a **Resist Fire** spell.

The water level in this room rises and falls in accordance with a regular and predictable schedule. When the characters first enter the room, the water level begins 75' below the level of the platform. It remains at that level for 1 minute, and then begins to rise. The water level rises at a rate of 15' every five minutes. This means that the platform in the northwest corner will be covered in 11 minutes, and the platform in the southwest corner will be covered in 21 minutes. The water level stops rising two inches below the level of the entrance

platform, meaning that platform is never flooded, but the steam layer covers its floor and whistles through the hole in the door to **14C**. The water remains at this highest level for one minute, then begins to recede at the same rate that it rose. It returns to its original ebb level and remains there for one minute before beginning the cycle again.

The wooden stairs are divided into three sections, each about 35' long. These are rigid frames with steps spaced about a foot apart. There are two such sections along the west wall and one along the north; each section is essentially interchangeable. The stair sections are supported by short lengths of chain, two on each end, that have a carabiner ring for easy fastening and unfastening. Where stair sections join to stone platforms or stairs, iron rings have been sunk into the stone for the carabiners to link to. Each section of stairs is unusually light, weighing only about 800 pounds, but still requires several strong characters on each end to successfully manipulate. The carabiners can be unfastened and sections of the stairs picked up to serve as bridges or ladders elsewhere in the room. The wooden stair sections do not float.

The stone stairs and platforms are about 1' thick; they cantilever straight out from the walls of the room without any other columns or supports. The exception to this is the stone stairs along the north wall; these project vertically downward all the way to the floor level below the water. The algae on the walls is harmless. The floor of the room is about 10' below the lowest level of the water

14E. A 10' x 10' platform floats here at the same level as the entrance platform. It is 1' thick, made of stone, and completely invisible. Magic supports it in place without any wires or columns. Detecting this platform is possible if items thrown or shot out into space happen to intersect it, but it can be directly observed if a character waits on the entrance platform as the water level rises. Just before the steam level crests the platform, an observant character can see a square depression in the rising steam. The invisible ledge at **14F** can also be seen.

This floating platform can support an infinite amount of weight. It is 25' distant from the entrance platform, and therefore a wooden section of stairs will easily bridge the gap.

14F. Another invisible ledge lies along the east wall of the room, at the same level as the entrance platform, and immediately below the higher ledge. It is only 12" wide. The function of this narrow ledge is to provide another bridging support for a wooden section of stairs; a section will easily reach from the platform at **14E** to this ledge, allowing characters to walk directly under the top ledge. From that bridge, a third section of stairs can be used as a ladder, or a rope and grappling hook can be employed, or a **Levitate** spell

will also work to reach the platform 30' above the level of the entrance.

Centered on the platform is a stone box 3' wide, 2' tall, and 2' deep. It has a heavy lid that requires at least two characters with Strength scores that sum to 25, or one character with a prybar, to open. Inside it is a silver key. This key is identical to the one found in area **13**; however, the Dwarven writing on the key says "This Key Opens Nothing."

Any visible characters on the platform will agitate the fire bats at **14G**.

14G. The ceiling is actually 50' above the level of the entrance platform, but visibility in the top 10' of the room is obscured by fog. A colony of **Fire Bats** roosts on the ceiling near the southeast corner of the room. Fire bats are a new monster and are detailed in **Part 6**.

There are two fire bats living in the colony for each player character. The fire bats are natives of the Elemental Plane of Fire, and while they enjoy the heat of the room, the rising and falling water makes them anxious. They normally remain calm when the water is low, but when the water level rises above the platform in the southwest corner of the room, they become agitated. At such times there is 1 chance in 6 every minute that a pair of fire bats will swoop down to attack a single character. If any character comes closer than 20' to the ceiling, including climbing to the highest platform, then two fire bats will attack each character who comes so close to their roost. The fire bats (AC 8; HD 2; hp 9; MV 30'(10') or Fly 180'(60'); #AT 1; D 1d4 + 1d4 fire; Save F2; ML 8; AL N) will certainly fly away if their flames are extinguished.

The fire bats have chosen the southeast corner of the room to roost because they are attracted to a magical item embedded in the ceiling at that point. A sphere of lead the size of a golf ball is lodged in the stone here but can be easily pried loose; this is a **Meteoric Sling Stone** and it is uncomfortably warm to the touch. The equivalent of a **Sling Bullet +3** if fired with a sling, this ball does 2d4+3 hp damage and also explodes in a miniature fireball wherever it lands; all caught in the 10' radius of this explosion must take 3d6 hp fire damage (save vs. Breath Attacks for half damage). After exploding, the stone glows red-hot and cannot be used for an hour, but after that it can be reused. It only explodes once per day, however.

14H. The exit from this test takes the form of a secret door that is cunningly worked into three of the stairs just above the lowest level of the waterline. This door's seams are very well sealed; water will not seep through them. The door hinges upward to reveal a narrow crawlspace that turns west and then north. There, a 5' wide shaft with ladder rungs fixed to the wall rises 80' to **15A**. The secret door can be opened from

the underside, meaning that the Fourth Test can be revisited even if it is reset at area **15B**.

The secret door can only be discovered and used during the narrow window of several minutes when the water is at its lowest level. If the secret door is left open, the area beyond will flood as the water level rises. The water level will climb most of the way up the shaft but will not reach the level of **15A**.



15. THE FIFTH TEST

For this encounter, refer to the area **15** map in **Part 10**.

In this final of the five tests, the party must use the two keys obtained in areas **13** and **14** to teleport into the inner sanctum. By using consoles to control the movements of balls of matter and antimatter, the party can manipulate them into a position where the keys can be used to complete the test.

Within this encounter are lettered area descriptions as follows:

15A. The ladder shaft from **14H** rises 80' and ends in a 10' x 10' room with a 10' ceiling. Writing on the west wall reads as follows:

"The Fourth Principle is **EMPIRIPHILIA** - to establish a thirst for information, and to make its acquisition a lifelong habit."

On the north wall of this room is a bronze door which leads to a reset room.

15B. This 10' x 10' unlit room has bronze doors on the north and south walls. There is no writing on the walls of this room. This is a reset room identical to **14B**.

15C. This room is a clue room similar to **14C**. The writing on the west wall reads as follows:

"You need what you gained from the earlier tests. Ask yourself: Why are these tests performed in groups?"

The intent of this clue is to indicate the need for party members to work together to manipulate the spheres and operate the keys in **15D**.

There is a stone door in the north wall that is not locked.

15D. When the party enters the opposition chamber, read the following description:

The door opens onto a spherical room sheathed in curved grey ceramic tiles. The room is 100' in diameter in all dimensions. A 10'-wide stone walkway juts into the room along its equator, allowing access all the way around. There does not appear to be any easy way to reach either the top of the dome 50' overhead, or the bottom of the bowl 50' below, without negotiating the curved surface of the room.

Four platforms protrude even further into the center of the sphere; these are located at the north, south, east, and west sides of the walkway. These 10' x 10' platforms appear to be made of 12" thick slabs of stone, the same as the walkway, and have no visible means of support holding them up. The west platform holds a pedestal, something like a lectern, with a crystal ball set into its surface; the ball is a smoky black color. The east platform holds a similar pedestal, but its crystal ball is frosted white. The platforms to the north and south appear to be empty.

Two 5'-diameter spheres orbit a point in space at the center of the room. One sphere is a pure luminescent white, which illuminates the entire room; the other is a dull matte black. The spheres are about 15' apart from each other, orbiting slowly clockwise at the same rate of speed. Fingers of crackling electricity, colored to match their sphere of origin, reach out toward the other; they meet in the middle of the room and seem to annihilate each other with a hiss and a froth of grey bubbles.

Any Magic-User character will recognize that the black sphere is clearly a **Sphere of Annihilation**, a kind of one-way portal leading directly to the plane of Negative Energy. It is known that anything that comes into contact with such a field will be destroyed. Rare wizards have been known to be able to control the movements of such spheres, and these objects can make very effective weapons, but it is also known that such

tactics can be very dangerous and have been known to backfire on the wielder. The white sphere, it logically follows, must be the opposite of the Sphere of Annihilation - a **Sphere of Excitation**, a portal leading to the plane of Positive Energy, and this would certainly be no less destructive if touched. If these spheres were to come into contact with each other, any arcane spell-caster will know, the resultant release of energy would be catastrophic!

The console on the west platform is a device used for controlling the Sphere of Annihilation, while the console on the east platform does the same for the Sphere of Excitation. When a living being places their hand on a crystal ball, they gain the ability to influence the orbit of the sphere of that color. When the party enters the room, the spheres make one full orbit every round. The speed of the orbit can be influenced, increasing its rate of travel or decreasing it. The radius of the orbit can also be slowly changed, as can the angle of the orbit. However, the spheres will always orbit in a clockwise direction, will always use the center of the room as their axis of rotation, and will always have a circular orbit.

As soon as a person places a hand on a sphere, a guardian appears. If the white console is used, a **Xag-Ya** will appear, emerging from the white sphere. If the black console is used, a **Xeg-Yi** will emerge from the black sphere. Both of these are new monsters and are further described in **Part 6**; they both have the same statistics: (AC 2; HD 6; hp 27; MV Fly 60'(20'); #AT 1; D 1d8; Save M6; ML 10; AL N). When each guardian appears, the following logic governs its behavior:

- If a xag-ya sees a xeg-yi, or vice versa, they will always rush together at top speeds. See the entries for each monster to see what happens when they collide.
- If either type of monster sees a creature touching the console that controls its sphere, or sees a creature that previously touched its console, it moves to attack that creature.
- If either type of monster is attacked, it will counter-attack against any creature that successfully damaged it.
- In all other cases, the guardian remains stationary and takes no actions.

There can never be more than one xeg-yi or xag-ya in the room at one time. However, if a guardian is destroyed, and a person's hand is still placed upon a sphere, a new guardian will appear.

It is possible, albeit inadvisable, to make the two spheres collide. The resulting explosion is similar to what happens if a xag-ya and xeg-yi collide, but it will affect everybody inside the

room. The next round, two new spheres will spring up in the original configuration.

Anything that touches either kind of sphere is instantly destroyed with no save. This is true of living creatures and inanimate objects. The only exception to this is the two keys collected at areas **13** and **14**. If the Key That Opens Nothing is touched to the black sphere at the same time that the Key That Opens Something is touched to the white sphere, every creature in the room will be teleported to area **16A**. If the keys are used individually, they will be annihilated, and the party will have to go back to the relevant area to get another key.

The most efficient way to solve this room is for two people to operate the two consoles at the same time. A xeg-yi and a xag-ya will be created but will immediately rush together to destroy each other; the explosion will occur at the center of the room and will not harm anybody on the walkway. The console operators can then widen the orbits of the two spheres, with new guardians being created and destroyed each round, until the spheres are passing close to the platforms. Then two other characters can stand on the north and south platforms and use the keys to trigger the teleport.

16. THE INNER SANCTUM

For this encounter, refer to the area **16** map in **Part 10**.

The inner sanctum of Kharmaram was the living quarters for the priesthood. It was also the factory where mithril was forged, mixing metal and impurities to create an alloy with remarkable properties. The creation of mithril was a religious and contemplative act, and the rituals of metal-working and worship were one and the same. Within this complex, those who passed Kharmaram's tests became priests and were trained in the secret arts of mithril-work. Those who failed the tests (and survived the experience) became servants of the priesthood, never allowed to leave the inner sanctum or learn the highest mysteries of their craft.

When the Vault of Kharmaram fell to the goblins, many priests retreated within the inner sanctum along with Zavataasha and the body of Ornoval. Bringing the outsiders inside the inner temple was a considerable breach of Kharmaram's laws, but given the massacre going on outside the temple, the priests felt there was little they could do. They admitted the two strangers and hoped for the best.

For some time the priests waited and worried in the sanctuary's safety, with no news from the outside world. One of the priests, Issilvi, eventually received the blessing of the High Priest, **Gnarprukkt**, to leave the inner sanctum and return with news of the vault. Unfortunately Issilvi never returned - Erbilg caught him - and the rest of the priests glumly resolved

to wait for a sign from Kharmaram that it was safe to emerge from hiding.

That sign never came. Instead, Erbilg tortured Issilvi into revealing the secret to entering the inner sanctum, and he invisibly penetrated the last redoubt of the Deep Delvers, intent on gaining treasure, glory, and the secret of mithril-making for himself without sharing any of the credit. Erbilg found a sparsely occupied temple with only a few priests and staff, plus Zavataasha. Remaining stealthy, he began a quiet campaign of slowly picking off the Deep Delvers one by one.

Erbilg succeeded in killing all the priests, but Zavataasha proved elusive. By the time it was obvious that a killer was loose in the inner sanctum, it was too late for the Deep Delvers to effectively defend themselves. Zavataasha, however, managed to escape into the crypts used by the priests to honor their dead. She had resources that allowed her to draw upon extra-planar help (see **16U**), and was able to force a stalemate with Erbilg, barricading herself in a location where the assassin could not easily approach her stealthily.

This situation has persisted for the past month. Erbilg has the run of most of the complex, but the inner sanctum's food resources have run out; he has resorted to eating his servants. Zavataasha has no need of food, but she has had no relief, and both her vigilance and her morale are at a breaking point. Indeed, without remarkable diplomacy on the party's behalf, Zavataasha may attack her would-be rescuers!

In addition to being a sneak-thief and assassin, Erbilg is a master builder of traps, and has laid many such improvised death-dealing devices around the complex, in part out of paranoia that other goblins will come to steal his thunder, but also just to keep his hand in. Erbilg (Hobgoblin A9, hp 51, S13 I14 W7 D16 C14 Ch4, AL C) has a number of magical items: a suit of **Leather Armor +3**, a **Ring of Invisibility**, **Slippers of Spider Climbing**, a **Short Sword of Parrying**, and a **Belt of Holding**. The sword is a +1 magical item that also grants the protection of a **Shield +1**. The belt is also magical, and although it looks like a standard belt with six attached pouches, each pouch is a separate extra-dimensional space; each one has a capacity of four cubic feet or 50 pounds.

Within the belt pouches is a hodge-podge of items Erbilg has collected from the inner sanctum and elsewhere: six potions (**Delusion [Flying]**, **Extra-Healing**, **Oil of Etherealness**, **Treasure Finding**, **Philtre of Love**, **Invulnerability**), 3 ingots of mithril worth 200 GP each, 411 pieces of bloodgold, 91 GP, 71 PP, an ordinary dagger, a single perfect ruby worth 1,000 GP, a jumble of adventuring gear, and a vial full of an inky black liquid. This stuff is poison that Erbilg will apply to his sword if he has the opportunity; it lasts for 1 turn after applied, and the first creature hit during that time must save vs. Poison or lose

2d6 hp every round for three rounds; a separate save is required for each round. There are four doses.

Erbilg has one other magic item: a **Rod of Norkers**. This device allows the wielder to summon twelve **Norkers** to do his bidding. Norkers are new monsters described in **Part 6**. The norkers come with clubs and not much else, and only understand rudimentary goblin; they therefore do not make particularly intelligent servants. When summoned they remain for six hours, but they may be resummoned numerous times; Erbilg continuously has all twelve norkers in play, unless he is hungry and kills one for food. Killed norkers cannot be resummoned, but the rod regenerates the ability to summon one slain norker per day.

Erbilg will not remain stationary in the complex. As soon as he learns that intruders are in the sanctum, Erbilg begins to stalk them. His intent is to let the party engage his norkers while he observes them in action. He will look for an opportunity to assassinate lone characters, approaching with stealth and invisibility where possible, and escaping by walking on the walls and ceilings if it makes sense to do so. Erbilg begins lurking invisibly at the intersection outside the doors to **16B**, but he has an excellent chance to hear noise, and he will go to where the action is. From there the DM should use best judgment to determine Erbilg's actions, but he is not especially brave and prefers to retreat and fight running battles rather than to go toe-to-toe with a determined and resourceful party. If he must fight, his statistics are: (AC 1; HD 9; hp 51; MV 120'(40'); #AT 1; D 1d6+2; Save A9; ML 11; AL C).



Within this encounter are lettered area descriptions as follows:

16A. After completing the Fifth Test, the party teleports into a 10' x 15' room with an archway in the north wall. The arch is obscured by a curtain of fine chain links. There is Dwarvish writing etched into the south wall; it says:

"The Fifth Principle is **CONQUORUM**, where the greatest successes are achieved through group effort. You are now ready to join our ranks."

16B. When the party enters the Crafting Temple, read the following description:

North of the curtain is an enormous hall, 80' wide and 100' long, with a ceiling that vaults 50' overhead. A balcony wraps around the room on the east, west and north sides, about 20' above the level of the floor. Huge bowls suspended at the ceiling level illuminate the room with a faint reddish light.

A stone walkway stretches from the curtain northwards, running across the room to a pair of double doors. The walkway widens near the door, allowing room to move around a 15' tall statue of Kharmaram. The statue appears similar to the one atop the pyramid in the vault; the goddess is frozen at work in front of an anvil, her hammer held high and her tongs holding something unseen.

Left and right of the walkway, the floor drops off a foot or so, and the rest of the room's floor is covered with water. The water doesn't seem to be very deep, but it is difficult to see the bottom because the water is in a constant state of agitation, hissing and sputtering. This disturbance is caused by an intermittent number of rivulets of molten metal that drip over the edge of the balcony on the east and west sides of the room; the glowing red liquid bubbles over the edge and sends huge globules plunging into the water, where it hisses and boils.

This temple was the center of work and worship in the inner sanctum. Every day the priests up on the balcony at **16C** would create mithril and worship Kharmaram. This was also the place where successful aspirants were greeted and welcomed into the ranks of the priesthood.

The molten metal is steel, spilling down from the communal anvil at **16C**. The pool, which is 2' deep, serves to cool any molten steel or silver that might fall and decompose it to a powder. Hidden pumps and filters separate and return the recaptured metal to areas **16D** and **16E**. At any given time, if a character is under the edge of the east or west balconies, there is a 1 in 6 chance that a slug of molten steel will fall on them. This causes 2d6 hp fire damage, save vs. Wands for half damage.

Unless the party is completely silent, they will be noticed by the norkers at **16C**. It is very hard to see anything up on the shadowy balcony; characters must make a Wisdom check to spot the guards there, and even then only if they specifically state they are watching for trouble in that location.

The statue is harmless and inert, although it can be caused to move by actions taken at **16C**. It can be climbed in a single round by any character class, and from its head a character may jump to grab the edge of the balcony; this requires a successful Strength check, or the character will fall and take 2d6 hp damage.

16C. Seen from **16B**, the balcony appears to have a 2' tall iron parapet wall running around its entire length. In fact, this is one continuous horseshoe-shaped anvil, 3' wide. Two 6"-wide channels are worked into the top. One channel is close to the edge overlooking **16B**, and it contains a rapid-flowing stream of molten steel flowing clockwise. The second channel is closer to the balcony side of the anvil, and it contains a river of silver flowing counter-clockwise. The Deep Delvers used to clean these channels regularly, but they haven't been maintained in a long time; clogs have formed, and the streams are therefore overflowing. The steel spills over the balcony edge to drop to the water below, but the silver instead forms regular puddles on the balcony floor.

The section of anvil between the streams of metal was the working surface for making mithril. There are ten workstations on the west side and ten on the east; each station has pedals that divert silver or steel onto the work surface, bring up the heat, or drop the mass of worked metal down into an ingot form for shaping. On the wall behind the workstations is a rack containing hammers and various other metalworking tools.

Along the north side of the anvil is only one workstation; it is similar to the others, but there is a small recess at the front edge that exactly fits the base of a holy symbol of Kharmaram. There is Dwarvish writing etched into the north wall; it reads:

May the Second Principle guide your works.

The northern workstation was used by the High Priest. By placing his holy symbol in the recess and stating the Second Principle, "Cryptologica," the statue of Kharmaram at **16B** will exactly mimic the movements of the High Priest. This allowed the priests to coordinate their metalworking actions, and let the younger priests better learn how to do their jobs.

Erbilg has set four norkers to keep watch in this area. The norkers (AC 3; HD 1+2; hp 7 each; MV 90'(30'); #AT 2; D 1d3 (bite) and 1d6 (club); Save F1; ML 10 or 6; AL C) have instructions to shout an alarm and attack intruders as soon as

they are spotted. There are two norkers on the west side and two on the east. Norkers with the advantage of cover from the anvil have a benefit of -2 to their armor class.

One norker on each side will throw hammers and other tools at intruders. These weapons do 1d4 hp damage and have range increments of 15'/30'/45'. The other norker will take a mithril pail (worth 400 GP) into either room **16D** or **16E**, dip a pail-full of molten metal, and return to throw the liquid over the edge of the balcony. Both molten silver and molten steel do 2d6 hp of fire damage if they hit; additionally, each pail-full will splash anybody within 5' for 1d3 hp fire damage. The norker with the pail will make multiple trips back and forth, but can only attack with molten metal once every two rounds. If the party reaches the top of the balcony, the norkers will abandon missile attacks and close to melee. Meanwhile, Erbilg will arrive in three rounds.

The norkers have no treasure. However, in addition to the pails are three mithril objects that look like oversized salt shakers. They are worth 300 GP each. These were used to dispense **White Ash** in the making of mithril but are now empty; see area **16U** for more detail.

16D. This room has a large 10' diameter vat in the southwest corner, its rim 4' high. This vat is partially full of molten silver, which is kept heated by an unseen fire. Pipes reclaim silver from the water bath in **16B**, convey it here, then circulate it through the channel in the anvil at **16C**. If allowed to cool, two thousand pounds of silver can be recovered here; this is worth 20,000 SP. If anybody falls into the vat of molten silver, they will sustain 4d6 hp fire damage.

16E. This room is similar to **16D**, but its vat is in the southeast corner and contains molten steel. The steel has insufficient value to make it worth transporting for sale. Falling into this vat will cause 4d6 hp fire damage.

16F. This room contains the Furnace, a magical source of heat energy that powers all the engines within the inner sanctum. This room is stiflingly hot since considerable heat radiates from the steel-plate contraption that squats in the southern part of the room.

Erbilg has turned this room into a trap. A very fine tripwire runs across the middle of the room, and if it is not detected, anybody who crosses the room will pull the access hatch off the Furnace's front. A cold blue fire will spill out of the opening, doing 4d6 hp damage to all in the room (save vs. Death for half damage). This strange radiation is not fire, and a **Resist Fire** spell provides no protection. Anybody damaged by the Furnace must make a saving throw vs. Poison one day after exposure, or they will permanently lose one point of Constitution.

16G. Each of these corridors slopes upward to the south, linking the raised areas in **16C** through **16F** with the balance of the rooms in the inner sanctum. On one side of the corridor are doors leading into rooms used as living spaces by the priests and their servants; a row of stone statues stands on the other side of the passage. The statues show Deep Delver warriors in mail, leaning on battleaxes.

16H. This room is about 20' x 20' and has a ceiling that arches up to 18' above the floor level. The room is a shambles, with what appears to have once been personal furnishings smashed and jumbled about throughout the room. A noose has been tied off to a decorative cornice near the ceiling in the southeast corner of the room, and a very rotten-looking dwarf hangs from it. This was Gnarpukkt, High Priest of Kharmaram, and he was caught in one of Erbilg's traps. The Deep Delver managed to hide his most valued possession, his holy symbol of Kharmaram, inside his voluminous beard. Erbilg looted this room and the priest's body, but he did not discover the holy symbol.

There is nothing of value to be salvaged from the furnishings in this room. Buried under the wreckage of a desk, however, are some of the meticulous records that Gnarpukkt kept regarding the mithril made in the inner sanctum. These ledgers will reveal upon careful inspection that the Deep Delver name for the mithril ingots they used as currency was 'talents'. Most of the talents made here were transported to the surface for various reasons - "Ten talents to Perimeter Guards Union for payroll" or "Four talents to Peshtobar and Sons in exchange for foodstuffs and tools," for instance. However, there are frequent references to providing a single talent "To honor Kodar, whose memory we shall always cherish." This is an important clue that can be used in **16U**.

16I. This room is 20' x 30' with a ceiling that arches 18' overhead. Rows of bunkbeds have been smashed to bits here, and mattresses have been torn up with their stuffing strewn all over the room. Along the east wall is a precarious looking stack of chairs 8' tall, and a small closed box is balanced atop it.

This display is a lure created by Erbilg to draw unsuspecting visitors into a trap. Any creature who steps on the floor within 5' of the stack will feel the floor shift subtly, and this will release several heavy stone slabs that are part of the ceiling. This rock deadfall will attack anybody within 5' as an 8HD creature, doing 3d6 hp damage upon a successful hit. There is no treasure here.

16J. This room is 20' x 20' with a ceiling that arches 18' overhead. Chairs and tables, mostly cracked and ruined, have been pushed along the sides of the room. A single small table and two stools sit in the middle of the room, and two norkers

are seated at them. These norkers (AC 3; HD 1+2; HP 7 each; MV 90'(30'); #AT 2; D 1d3 (bite) and 1d6 (club); Save F1; ML 10 or 6; AL C) have a hammer and an hourglass in front of them. A closed box sits against the south wall.

The norkers are nervous because they are following Erbilg's instructions and playing a sadistic game. The hourglass runs out of sand every six turns. When the hourglass runs out, one of the norkers turns it while the other goes to the closed box, retrieves a black marble, places it on the table, and smashes it with a hammer.

There are 16 marbles in the box. 15 marbles are ordinary and non-magical objects. The last marble is a magical item: a **Bead of Force**. This single-use object can be thrown with range increments of 15'/30'/45', and wherever it impacts, it explodes for 5d4 hp damage in a 10' radius. Additionally, all creatures caught in the area of effect must make a saving throw vs. Magic or be caught inside a 10' radius bubble with the properties of a **Wall of Force**. Those who make the saving throw are pushed outside the bubble, which persists for 1 turn. There is no treasure in this room.

16K. This room is 20' x 20' with a flat stone ceiling 10' overhead. The fact that this ceiling is different from the other rooms adjoining corridors **16G** may draw the attention of the players; in fact, the 'stone ceiling' is actually a stretched piece of cunningly painted canvas. The true ceiling arches 18' overhead, and it is within this void that Erbilg has made his hidden lair (he can easily reach this space using his magical slippers).

Erbilg has stretched two hammocks in the space above the canvas. One hammock is his sleeping quarters; he sleeps only rarely, however, as he is paranoid and imagines that enemies are coming to kill him and steal his glory any day now. The other netting bundle holds several items that Erbilg finds useful but doesn't want to carry around. There is a rolled-up woven rug that is actually a **Carpet of Flying**. He also has a small chest (which oddly is not trapped or locked). Inside are a collection of mithril forks, knives and spoons that he has scavenged from within the inner sanctum; the metal content alone of these items is worth 550 GP. He has also placed the holy symbol of Kharmaram that he stole from Issilvi inside this box for safekeeping; it makes him nervous to be walking around in Kharmaram's temple with it, fearing that lightning will strike him down at any moment. Finally, there is a small hinged tin box inside the chest, and this contains three fragile wafers. These are **Anodynes of Aphersis**, and they are effective against poisons; if one is quickly snapped under the nose of an individual who has failed a saving throw vs. Poison, a second saving throw can be gained - even if the result of the first saving throw was death. Only one anodyne can be used

per failed saving throw. These can be sold for 200 GP each in a major city.

The room itself is a jumble of broken beds, couches, and chairs. There is no treasure in this room.

16L. This room is 20' x 30' with a ceiling that arches 18' overhead. A number of sofas and comfortable chairs have been stacked up along the north wall of this room. A single overstuffed couch backs up to the south wall; hanging on the wall about 10' above it are three shields.

This is another lure devised by Erbilg to catch overly curious visitors in a deathtrap. The shields are perfectly ordinary shields with no magical properties. Anybody who climbs on the couch to inspect them, however, will trigger spring-loaded spikes that punch up through the couch-cushions. These will damage victims for 1d6 hp; additionally, they must save vs. Poison or be paralyzed for 12 turns. There is nothing of any significant value in this room.

16M. This room is 20' x 20' with a ceiling that arches 18' overhead. Wrecked furnishings are scattered all over the room, but these have been thoroughly trampled, soiled, and in many places burned by some kind of acid.

When Zavataasha found herself under attack by Erbilg, she used magic to summon a pack of **Devil Birds**. These creatures are new monsters and are described in **Part 6**. The devil birds attacked the norkers and drove them away; most of the flock are still in **16S**. One of the devil birds broke through the norker ranks, however, and escaped out into the inner sanctum complex. After it hacked several norkers to death, the rest decided to trap it in this room. They are now attempting to starve it, but Erbilg is growing increasingly frustrated to learn that while Abyssal devil birds certainly enjoy eating things, they don't actually need to eat to stay alive.

The devil bird (AC 6; HD 2+2; hp 11; MV 150'(50'); #AT 2; D 2d4 and 1d4 + acid; Save F2; ML 8; AL C), as befits its name, has a truly foul temper and will mercilessly attack any targets that present themselves. There is no treasure in this room.

16N. This 10'x30' room has a 12' flat stone ceiling. It plainly was used as a storeroom, with metal shelves lining the walls. However, this room has obviously been ransacked; boxes and bins have been pulled off the shelves and their contents unceremoniously dumped out.

The contents of this room were associated with crafting - there were bars of various metals, powders and liquids for reductive processes, insulated gloves, tools, scraps of metal and lumber, and assorted raw materials. None of these items have any special value, with two exceptions. First, a spool of gold wire

rolled under a shelving unit where the looters couldn't see it; this is worth 150 GP. Second, a tiny glass jar has cracked but still contains a sparkling white powder that turns out to be diamond dust. This can be sold for 300 GP, but there is enough diamond dust here to make 3,000 GP worth of mithril (see **16U**).

16O. This 10' x 30' room has a 12' flat stone ceiling. This was used as a storeroom, with metal shelving units arranged around the room. Boxes and bins have been pulled down off the walls, revealing that they used to contain foodstuffs; however, anything that hasn't moldered has been eaten or trampled and soiled. There is nothing fit to eat here, although a **Purify Food and Drink** spell could create up to 10 days' worth of rations for a single person.

There is an empty glass jar collecting dust in the northeast corner of the room. This jar is magical; it is a **Decanter of Endless Water**, and served the inner sanctum as a rarely-needed emergency water supply. The Dwarven words for "Salty," "Fresh," "Stream," "Fountain," and "Geyser" are written on a piece of tape that is stuck to the bottom of the jar; it only produces water if one of these words is spoken. The Dwarven word for "Stop" halts the flow of water, but this is not written down anywhere!

16P. A stone statue of Kharmaram sits in a lotus position in an alcove adjacent to this three-way intersection. The statue is smiling beatifically, and it holds one hand out as if asking for alms, while the other hand is clenched in a fist, as if holding an invisible mug of coffee. There is writing in Dwarven etched into the alcove wall above the statue; the words read:

In the making of that which is most precious, consider always the Third Principle.

If one places a holy symbol of Kharmaram in the outstretched hand, and then says the word of the Third Principle ("Equilibrium"), the statue will allow a stream of White Ash to flow from its clenched fist. However, it can only do this if the body of a priest of Kharmaram has been properly incinerated at **16S** and then processed at **16R**. At the moment the statue has no White Ash to dispense.

Six norkers stand guard here, anxiously watching the door to **16R**. In the event that an alarm is raised from elsewhere in the complex, four norkers (AC 3; HD 1+2; hp 7 each; MV 90'(30'); #AT 2; D 1d3 (bite) and 1d6 (club); Save F1; ML 10 or 6; AL C) will move south to the four-way intersection outside the doors to **16B**, where they will try to ambush anybody coming from the south; the remaining two remain at their post at this intersection (but will certainly hide out of sight if the doors to **16B** are opened). As these norkers have no

ranged weapons, they always seek to engage in melee as soon as possible.

16Q. This chapel was used by the senior priesthood for special rituals and meditation. A bronze statue of Kharmaram sits in a lotus position in a niche on the east wall. Both hands of the statue are cupped as if dipping water from a basin. There is Dwarven writing etched into the alcove wall above the statue; it reads:

When you go forth into the world, remember the Fifth Principle.

If a holy symbol of Kharmaram is placed in the statue's open hands, and the word of the Fifth Principle is spoken ("Conquorum"), all in the room (including the holy symbol) are teleported to **10J**.

When Erbilg invaded the inner sanctum and began murdering priests, this chapel was the last refuge for the final survivors. Four priests were murdered here by Erbilg and his norkers. The trauma and horror of this butchery caused the spirits of these priests to undergo a horrible transformation; they immediately arose as wraiths. Erbilg fled the room without having time to loot it, and it has been closed up ever since. The four rotting corpses of the Deep Delver priests still lie stretched out on the floor; near their bodies can be found a mithril hammer worth 400 GP.

The four wraiths (AC 3; HD 4; hp 18 each; MV 120'(40') or Fly 240'(80'); #AT 1; D 1d6 + drain; Save F4; ML 12; AL C) live inside the hollow body of the bronze statue. They have no ability to reason or distinguish among foes; they only know vengeance, and will attack any who enter their chapel until destroyed. They will not leave the chapel.

There are niches in the north and south walls of this chapel. There is a small anvil-shaped altar in each one, and there is a mithril candlestick (worth 300 GP) and ewer (worth 250 GP) in each one. The ewers each contain four vials of holy water, which may be an effective weapon against the wraiths.

16R. The north part of this room contains a piece of complex machinery. It was built by the Deep Delver priests to create White Ash, an important and secret ingredient in the creation of mithril. Nobody outside of the Vault of Kharmaram has been able to duplicate the creation of the mithril alloy for an important reason: White Ash is created by grinding up the cremated bodies of dead priests of Kharmaram.

The machine consists of a conveyor belt that feeds into the open maw of the machine. Gears and grinding apparatus fill the machine's interior; anybody who somehow falls into the machine will take 4d6 hp per round. The machine is

controlled by a single lever that turns it on and off. The source of the machine's power is magical.

When a priest of Kharmaram died, they were cremated in the ovens in **16S**. The remains were then placed on the conveyor belt and fed into the machine. The machine ground the priest into White Ash, which was teleported into the closed fist of the statue at **16P**. Anything other than a priest of Kharmaram that goes into the machine simply disappears. One priest creates enough White Ash to make 2,000 GP worth of mithril. The remains of Gnarpukkt at **16G** can be used in this manner, as could Issilvi at **10U** or the dead priestess at **7B**. The physical remains of the wraiths at **16Q** will not work.

Erbilg has turned this machine into a trap. A thin wire connects the lever controlling the machine to the two doors leading into this room; if the door to **16P** or **16S** is opened, the machine will start. Erbilg has placed a piece of flint on the conveyor belt, and a small keg of oil behind that. One round after either door is opened, unless the trap is disabled or characters act quickly, the conveyor belt will carry the flint into the machine. There it will generate sparks that will light the oil as the keg is ground up, and this will result in an explosion. Everybody in the room will take 6d6 hp fire damage (save vs. Breath Attacks for half damage) and the machine will be permanently ruined.

16S. This 25' x 40' stone hall has a barrel-arch ceiling that vaults up to 18' high in the center of the room. It is plainly a crematorium. There are two long stone slabs in the middle of the room. Three oven doors stand open along the south wall, and a roaring flame can be seen inside each one.

There are no bodies here at present, and the ovens are only open because the six devil birds occupying this room have discovered they like the heat. When Zavataasha found herself cornered in this portion of the inner sanctum, she retrieved a scroll containing the Magic-User spell **Gate** from Ornovael's person. She used the spell to bring forth a flock of devil birds, who she has commanded to stay and defend her and Ornovael from all enemies. Given the shared avian and demonic heritages of Zavataasha and the devil birds, they have acceded to her request and have faithfully guarded her. Their patience is not without limits, however, and eventually they will leave.

In the meantime, the devil birds (AC 6; HD 2+2; hp 11 each; MV 150'(50'); #AT 2; D 2d4 and 1d4 + acid; Save F2; ML 8; AL C) live up to their hellish names and furiously attack anyone or anything that enters their room.

There is no treasure here. The ovens are fueled by the Furnace in **16F**. Any creature that enters the oven for any reason will take 3d6 hp fire damage with no saving throw, and it can reduce any human-sized creature placed inside to fine ash in a single turn.

16T. This 10' wide, 12' tall corridor has niches set into the wall every 10' in the left and right sides. Each niche contains a suit of mithril plate armor sized for a Dwarf. These suits are occupied by zombies - those aspirants to priesthood who fail the tests of Kharmaram become servants of the inner sanctum in death as well as life. The eight zombies (AC 2; HD 2; hp 9 each; MV 60'(20'); #AT 1; D 1d8+1; Save F1; ML 12; AL N) will attack intruders unless they openly bear a holy symbol of Kharmaram; the noise of this attack will certainly warn Zavataasha in **16U** if the battle with the devil birds in **16S** did not.

Each suit of mithril plate armor can be sold for 800 GP, and each dwarf attacks with a mithril battle axe worth 400 GP - the arms and armor of these guardians represents a true treasure trove!

16U. This room is about 30' x 30' with a niche set into the north wall. The ceiling peaks at 20' tall. A statue of Kharmaram sits in a lotus position inside the niche.

This dead-end room was obviously the location where the personal effects (but not the remains) of priests were interred. The walls are lined with (50) 3' x 3' crypt doors, each bearing a name; these must be pried open with crowbars or smashed with hammers. Each such crypt contains dust, a few useless keepsakes, and 10d4 GP value of funerary offerings.

Exception: In the northeast corner, two crypt doors (one above the other) bear the same name: **KODAR**. These two doors cannot be pried open, and in fact they are a single secret door with a hidden latch that opens onto a corridor leading to **16V**.

The statue of Kharmaram is made of marble. One hand is held out as if requesting alms, while the other hand presses several fingers to her forehead as if she is deep in contemplation. Dwarfish writing is etched into the wall of the niche above the statue; the words read:

May the Fourth Principle guide your steps wisely.

If a holy symbol of Kharmaram is placed in the statue's open hand, and the word of the Fourth Principle is stated ("Empiriphilia"), then the statue will telepathically teach everybody in the room the way to make mithril: the proper mix of silver and iron, when to heat and when to beat, when to mix in diamond dust and White Ash, and how to form it into ingots. This knowledge will always be remembered by the student, but cannot be conveyed verbally or in writing to any other creature - it was the most precious secret of Kharmaram, and for this reason it was only taught here, in the part of the inner sanctum that only the High Priest was allowed to access.

There is a stone slab in the middle of the room, and a body rests on this bier. Only the outlines of the body can be seen, however, because it appears to be shrouded in cloth covered with bright yellow feathers. This is the body of Ornovael the wizard. The Magic-User technically still lives, but he has fallen into a deep coma, and the operation of his heart and lungs have slowed to almost imperceptible rates. He is shrouded in his **Cloak of Feathers**, a magic item that acts as a **Cloak of Protection +2** and also allows the user to **Shape Change** as the Magic-User spell three times per day into any avian form.

The body of Ornovael is guarded by Zavataasha. Zavataasha is an **Owl-Demon**, a creature of demoniac ancestry who served as Ornovael's companion; Owl-Demons are new monsters detailed in **Part 6**. Zavataasha was one of the rare members of her species who was not evil, and although she served Ornovael at the request of her patron, Garnomon, she came to regard Ornovael as her mentor and friend. Zavataasha has the ability to change her form to match that of any humanoid race; while living in the Dark Rookery she always chose to take human form, but in her current predicament she has seen little point to maintaining her disguise. She typically will appear in her natural form - that of an owl-headed, bat-winged creature.

Zavataasha (AC 2; HD 6; hp 34; MV 120'(40') or Fly 180'(60'); #AT 1; D 1d8; Save M6; ML 12; AL N) protects the body of Ornovael with her life. Erbilg has made many attempts to kill them both, and she assumes the worst if the party appears. She has a number of magical items that she will use to protect herself: **Bracers of Armor AC 3**; a **Wand of Magic Missiles** with 12 charges; a scroll with the Magic-User spells of **Summon Monster V** and **Forceful Hand**; and an **Owl Ring**. This last item has all the properties of a **Ring of Protection +1**, plus it grants a -1 reaction roll to avian creatures, can allow the user to detect any other **Owl Rings** similar to casting a **Locate Object** spell, and can be used to control the owl-folk's teleportation stones (see **Dungeon Module OC-2: The Dark Rookery**).

How the party presents themselves determines what Zavataasha will do. If the party introduces themselves peacefully and suggests that they have been sent by the owl-folk, she is likely to use her **ESP** ability to establish the truth, and will parlay with the party. However, if the characters assume from her demoniac appearance that she is hostile, Zavataasha may not think to do this; she will let the zombies keep the party at bay, and will use her wand, magical abilities, and scrolls to deal damage from a distance before engaging in melee as a last resort.

Zavatasha does not know about the secret door to **16V**. She also does not know how to escape the inner sanctum, and she does not have a holy symbol of Kharmaram. She has no interest in treasure; her sole interest is getting Ornovael safely back to the Dark Rookery.

16V. This low-ceilinged room serves as the temple's treasure vault. Arranged on shelves around the room are the following valuables:

- 20 small ingots of mithril worth 200 GP.
- 218 pieces of bloodgold, neatly stacked.
- 516 GP, neatly stacked.
- 109 PP, neatly stacked.
- An elaborate headdress made of fine mithril links and combs, set with emeralds, worth 2,100 GP.
- A raw and uncut diamond the size of a baseball; in its current form it can be sold for 900 GP, but in the hands of a skilled gemcutter it can produce a single diamond worth 5,000 GP and a handful of smaller stones worth a total of 1,000 GP.
- A drinking horn made of mithril; this is a **Horn of Mead** and it has magical properties. Any time it is held overhead, the horn fills with delicious mead that can be drunk to restore 1d4 hp; however, with each quaff, the user must make a saving throw vs. Poison or fall unconscious for 8 hours due to the heady brew's potency.
- A **Rod of Lordly Might**.
- A **Robe of Eyes**.
- A suit of mithril **Chainmail +3** sized for an Elf.
- A mithril **Shield +2**.
- A mithril **Axe +2**.
- Tomes of **Stealth** and **Clear Thought**.
- A golden idol of N'Kaa. This item is precious to goblins, and they will pay up to 4,000 pieces of bloodgold for its return. This item has a terrible curse laid upon it; any who carries it will suffer a -4 penalty to attacks and saving throws until a **Remove Curse** spell is cast, or until the bearer sustains a total of 100 hp of damage over time.

A statue of Kharmaram stands against the south wall. Unlike the other statues in the inner sanctum, this one appears to be the approximate size of a Dwarf. The statue holds a hand out, as if asking for alms, and a careful look at its face shows that

Kharmaram is smirking. There are words in the Dwarven language etched into the wall above the statue; they read:

What is the Sixth Principle?

Of course there is no Sixth Principle. If anybody places a holy symbol of Kharmaram in the statue's hand and says anything at all, everybody in the room is instantly teleported to the platform at **14F**, and there they can fend for themselves. The holy symbol will remain behind.

CONCLUDING THE ADVENTURE

The party's chief remaining challenge will be returning Ornovael and Zavatasha to the Dark Rookery. Carrying a limp mage is difficult but not impossible. Parties will need to learn or intuit the way to teleport out of the inner sanctum, as Zavatasha has no idea how to do so. Using a **Speak with Dead** spell on the remains of Gnarpukkt at **16G** may be instructive.

The party may very well have learned how to make mithril, although only those who have passed through Kharmaram's tests should have gained this information. There are some limited raw materials for mithril-making still in the inner sanctum, but enterprising groups may choose to leave this place and return later with more resources to maximize their treasure haul. Of course the supply of dead priests of Kharmaram is finite in number ...

No efforts on the part of the characters will awaken Ornovael from his sleep. If they return his body to the Tower of Tytonid Lore in the Dark Rookery, however, the wise owls there will be able to tell the party more about Ornovael's fate; this will be further described in **Dungeon Module OC-4: Warrens of the Night-Hunters**. The party will eventually be asked to pursue a full recovery for the wizard, an adventure that will be explored in **Dungeon Module OC-5: A Screech from Beyond**.

PART 4: RANDOM ENCOUNTERS AND TERRAIN TYPES

Random encounter chances are the same regardless of time of day or location, but do vary according to the type of Deepways passage. Refer to the attached charts. When resting in a side passage, out of sight and quiet, check once every four hours.

Wandering Monsters		Primary Passage					Encounter: 1 in 6, check every hour					
1d12	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL	Source
1	Beetle, Giant Fire	1d8	4	1+2	7	1	2d4	120'(40')	F1	7	N	LL
2	Goblin Patrol, Attack	see below										
3	Goblin Patrol, Stealth	see below										
4	Goblin Patrol, Tongueless	see below										
5	Lizard, Giant Gecko	1d6	5	3+1	15	1	1d8	120'(40')	F2	7	N	LL
6	Morlock	1d12	8	1	5	1	1d8 (axe)	120'(40')	F1	9	C	LL
7	Owl Bear	1d4	5	5	23	3	2 claws 1d8, bite 1d8 + hug	120'(40')	F3	9	N	LL
8	Piercer	3d6	3	1-4 HD	varies	1	1d6 per HD	10'(3')	F1-4	10	N	AEC
9	Rat, Giant	3d6	7	1d4 HP	3	1	bite 1d3 + disease	120'(40')	F1	8	N	LL
10	Spider, Giant Crab	1d4	7	2	9	1	bite 1d8 + poison	120'(40')	F1	7	N	LL
11	Throghrin	1d6	6	3	14	2	2 claws 1d3	120'(40')	F3	10	C	LL
12	Troll	1d3	4	6+3	30	3	2 claws 1d6, bite 1d10	120'(40')	F6	10	C	LL

Goblin Patrol, Attack: This patrol's objective is to seek out and engage monsters or hostile humanoids that make the Deepways more dangerous for trade; a secondary goal is to shake down merchants for protection money. Each patrol has 8 hobgoblins (AC 6; HD 1+1; hp 6 each; MV 90'(30'); #AT 1; D 1d8 (axe) or 1d6 (short bow); Save F1; ML 8; AL C); 4 goblins (AC 6; HD 1-1; hp 4 each; MV 60'(20'); #AT 1; D 1d6 (hand axe) or 1d4 (sling); Save F0; ML 7; AL C) and one hobgoblin sergeant (AC 5; HD 4; hp 18; MV 90'(30'); #AT 1; D 1d8+1 (axe) or 1d6 (short bow); Save F4; ML 9; AL C). The goblins have no treasure, hobgoblins have 1d4 pieces of bloodgold, and the sergeant has 20 pieces of bloodgold. The sergeant also has a small **Necklace of Missiles**, a magical item of jewelry with three small gold balls on it. Each ball can be detached from the necklace and thrown up to 30' away; wherever it lands, it detonates in a 10' radius, doing 2d6 hp fire damage (save vs. Spells for half damage).

Goblin Patrol, Stealth: This patrol's goal is to locate suspicious activity in the Deepways and report it to the nearest outpost, but not to engage. Each patrol has four bugbears (AC 5; HD 3+1; hp 15 each; MV 90'(30'); #AT 1; D 1d10+1 (polearm); Save F3; ML 9; AL C) and one goblin thief (AC 5; T4; hp 12; MV 120'(40'); #AT 1; D 1d6 (short sword) or 1d6 (short bow); Save T4; ML 8; AL C). The bugbears have 2d4 pieces of bloodgold, and the thief has 18 pieces of bloodgold and a potion of **Invisibility**.

Goblin Patrol, Tongueless: This patrol is looking for hapless humanoids to kidnap and bring back to the closest shrine to N'Kaa for sacrifice; they will even attack inoffensive merchant caravans if they think they can get away with it. The patrol consists of 6 tongueless hobgoblins (AC 6; HD 2; hp 9 each; MV 120'(40'); #AT 2; D 1d3 (bite) and 1d6+1 (spear) or 1d6 (thrown spear); Save F2; ML 10; AL C) and a tongueless monk (AC 5; Mk 4; hp 16; MV 150'(50'); #AT 1 + 4/3; D 1d3 (bite) and 1d8 (hand); Save Mk 4; ML 11; AL C). Tongueless hobgoblins scorn material things such as treasure.

Wandering Monsters		Secondary Passage					Encounter: 1 in 6, check every hour					
1d20	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL	Source
1	Basilisk	1d2	4	6+1	28	2	bite 1d10, gaze petrify	60'(20')	F6	9	N	LL
2	Bat, Giant	1d10	6	2	9	1	1d4	30'(10'), Fly 180'(60')	F1	8	N	LL
3	Beetle, Giant Fire	1d8	4	1+2	7	1	2d4	120'(40')	F1	7	N	LL
4	Black Pudding	1	6	10	45	1	3d8	60'(20')	F5	12	N	LL
5	Elemental, Earth	1	2	8	36	1	1d8 + 1d8 earth mastery	60'(20')	F8	10	N	LL
6	Gelatinous Cube	1	8	4	18	1	2d4 + paralysis	60'(20')	F2	12	N	LL
7	Gray Ooze	1	8	3	14	1	2d8	10'(3')	F2	12	N	LL
8	Green Slime	1	NA	2	9	1	dissolve	3'(1')	F1	12	N	LL
9	Insect Swarm	1	7	2-4 HD	varies	1	2 hp	30'(10'), Fly 60'(20')	F0	11	N	LL
10	Lizard, Giant Gecko	1d6	5	3+1	15	1	1d8	120'(40')	F2	7	N	LL
11	Morlock	1d12	8	1	5	1	1d8 (axe)	120'(40')	F1	9	C	LL
12	Ochre Jelly	1	8	5	23	1	2d6	30'(10')	F3	12	N	LL
13	Piercer	3d6	3	1-4 HD	varies	1	1d6 per HD	10'(3')	F1-4	10	N	AEC
14	Roper	1	0	10	45	1 + strands	bite 5d4, strand weakness	30'(10')	F10	8	C	AEC
15	Shrieker	1d8	7	3	14	0	shriek	9'(3')	F1	12	N	LL
16	Slug, Giant	1	8	12	54	1	bite 1d12 or spit (acid)	60'(20')	F12	10	N	AEC
17	Stirge	1d10	7	1	5	1	1d3 + drain	30'(10'), Fly 180'(60')	F2	9	N	LL
18	Violet Fungi	1d4	7	3	14	1-4	poison	10'(3')	F3	8	N	AEC
19	Xowl	1d4	0	7	32	4	3 claws 1d3, bite 4d4	90'(30')	F7	10	N	OC3
20	Yellow Mold	1d4	NA	2	9	1	spores 1d6 + poison	0	F2	NA	N	LL

Random Terrain		Primary Passage				Encounter: 1 in 12, check every mile
1d6	Random Terrain	Terrain Explanation				
1	Skennatite	The walls and floor of this passage are made of a harmless powdery mineral. However, this substance is easily picked up and tracked by boots, and it glows brightly to creatures with infravision. For four miles beyond this point, chances of random encounters are doubled.				
2	Cubemaze	The passage in this area enters a section of oddly regular crystalline planes; the quartz-like minerals of this area create a 3-D labyrinth of voids exactly 10' on a side. These passages may go up, down or sideways, with many dead-ends, and movement is halved in such areas. If a random encounter is had within this terrain, it will be with a gelatinous cube.				
3	Silverwash	Streams of silvery liquid cross the passage in several places in this area, entering and leaving through cracks in the walls of the tunnel. Like mercury, this liquid is much denser than water, and it can easily be walked upon. The liquid is non-toxic, very heavy, and of no value.				
4	Blindchalk	Many deposits of a milky white mineral line the tunnel in this area. This stone easily decomposes into an extremely fine powder that is highly abrasive to eyes. Each hour spend in the area, creatures with eyes must make a saving throw vs. petrification or go blind; magical healing repairs this damage. Morlocks are fond of lairing in deposits of this mineral, as they are immune to its effects.				
5	Irradialite	The rock in this passage is volcanic, shot through with veins of brilliant crystalline material. These crystals focus visible light into occasional 'hot spots' - if light as bright as a torch is carried, roughly one spot every 100' of tunnel will rapidly grow hot enough to burn flesh. Any person traveling through such a point must save vs. breath weapon or take 1d6 HP damage, unless they are immune to fire. Dimmer light such as that of a candle will not create a hot spot.				
6	Goldsand	The stone in this area appears to be sandstone, with striations of a golden mineral that looks valuable at first glance. The golden material makes a fine sand that is strongly attracted to iron or steel; the sand is attracted to any ferrous items, coating it in a thick golden crust. Iron or steel weapons so encrusted do -1 HP less damage; primarily metal armor wearers will move at half speed from the awkward weight of the stuff. The sand sticks with incredible strength and cannot be manually removed, but running a magnet over it causes it to lose its attractive properties for an hour.				



Random Terrain		Secondary Passage				Encounter: 1 in 6, check every mile
1d10	Random Terrain	Terrain Explanation				
1	Grapplestone	This region of tunnel looks very much like a standard limestone cave, with plentiful stalactites and stalagmites. However, roughly one such formation every 100' has gained both mobility and hostility, and will reach out up to 10' away to grapple opponents like an enormous tentacle. Each such arm has AC 4, 10 HP, and attacks as a 4 HD monster for 1d8 HP damage if it hits. They can only target by sound; completely silent targets are immune.				
2	Skennatite	The walls and floor of this passage are made of a harmless powdery mineral. However, this substance is easily picked up and tracked by boots, and it glows brightly to creatures with infravision. For four miles beyond this point, chances of random encounters are doubled.				
3	Riddlerock	The stone of this region looks like heavily fractured marble. The structural integrity of this rock is unstable; any noise in the area greater than footfalls or whispers has a 1 in 4 chance of causing a minor earthquake. All within 100' of the tremor will take 3d6 HP from falling rock.				
4	Fossilfield	The stone of the tunnel gives way to fossil beds, with visible petrified skeletons of prehistoric beasts partially embedded in the walls. The presence of more than three magical items within 10' of the fossils causes them to animate, mindlessly snapping and thrashing at the source of the enchantment. Each activated 10' section of tunnel attacks each person in it as a 6 HD monster, doing 1d6 HP damage if they hit. The fossils cannot be damaged with weapons or magic.				
5	Cubemaze	The passage in this area enters a section of oddly regular crystalline planes; the quartz-like minerals of this area create a 3-D labyrinth of voids exactly 10' on a side. These passages may go up, down or sideways, with many dead-ends, and movement is halved in such areas. If a random encounter is had within this terrain, it will be with a gelatinous cube.				
6	Silverwash	Streams of silvery liquid cross the passage in several places in this area, entering and leaving through cracks in the walls of the tunnel. Like mercury, this liquid is much denser than water, and it can easily be walked upon. The liquid is non-toxic, very heavy, and of no value.				
7	Blindchalk	Many deposits of a milky white mineral line the tunnel in this area. This stone easily decomposes into an extremely fine powder that is highly abrasive to eyes. Each hour spend in the area, creatures with eyes must make a saving throw vs. petrification or go blind; magical healing repairs this damage. Morlocks are fond of lair in deposits of this mineral, as they are immune to its effects.				
8	Ballcrawl	This area is filled with millions of small spheres, ranging in size from a marble to a grapefruit, each made of a porous stone so light that it would float on water. These balls fill the low points of passages, forcing travelers to blindly push through the balls to move through the tunnel. Movement is halved, and any random encounters will be made at a distance of 0'.				
9	Irradialite	The rock in this passage is volcanic, shot through with veins of brilliant crystalline material. These crystals focus visible light into occasional 'hot spots' - if light as bright as a torch is carried, roughly one spot every 100' of tunnel will rapidly grow hot enough to burn flesh. Any person traveling through such a point must save vs. breath weapon or take 1d6 HP damage, unless they are immune to fire. Dimmer light such as that of a candle will not create a hot spot.				
10	Goldsand	The stone in this area appears to be sandstone, with striations of a golden mineral that looks valuable at first glance. The golden material makes a fine sand that is strongly attracted to iron or steel; the sand is attracted to any ferrous items, coating it in a thick golden crust. Iron or steel weapons so encrusted do -1 HP less damage; primarily metal armor wearers will move at half speed from the awkward weight of the stuff. The sand sticks with incredible strength and cannot be manually removed, but running a magnet over it causes it to lose its attractive properties for an hour.				

PART 5: FURTHER ADVENTURES

Dungeon masters interested in expanding the scope of the adventure have a number of options. Consider these ideas for further exploration of the Deepways environment:

1. Ruins of the Vault. The destroyed city of the Deep Delvers has many ruined structures, and only a few of them are detailed in this adventure. One may conceal the basement workshop of a demented artisan, whose magically constructed creations still lurk in the darkness. Another may be the home of a restless spirit who cannot reach Kharmaram unless a great injustice is resolved. The mines where the Deep Delvers acquired their ore are not detailed, and these may house new occupants with their own treasures.

2. Further Deepways Destinations. The tunnels extend for many hundreds of miles, and may even drop to a much deeper level where yet stranger challenges await. There may be lost civilizations living below ground, such as a race of humans who embraced a shadowy half-existence in order to survive, or horrifying psionic worms who keep slaves in their warren-cities.

3. The Goblin City. A frontal assault on the main fortress of goblin-kind would be suicide, but there may be secret side-ways in - ways known only to the Deep Delvers and recorded in one of their caches of lore. Stealthy missions into the city might be productive, such as an attack on the main temple of N'Kaa, or the rescue of an important Gnomish nobleman whose clan is being extorted.

4. The Pit of the Discarded. Some of the side passages may twist back down below the Dark Rookery, where they might connect with a series of linked caverns hundreds of feet below. No goblins live down there, but many other sorts of dangerous creatures abound, including a renegade Tytonid and an alliance of horrors whose plans threaten the safety of all owl-kind. These locations will be further described in **Dungeon Module OC-4: Warrens of the Night-Hunters**, expected for release in 2017.

5. Ornoval's Sanctum. Still other Deepways corridors may twist up above the Dark Rookery, where secret and well-guarded passages lead to the private laboratories of Ornoval. There, too, are gates to many other worlds and planes of existence - new environments for intrepid adventurers to explore in **Dungeon Module OC-5: A Screech from Beyond**, due to be published in 2018.

PART 6: NEW MONSTERS

The following pages contain monsters new to this adventure. Break out the pages for easy reference while running this module.

CHAIN SNAKE

Armor Class:	4
Hit Dice:	6
Move:	90' (30')
Attacks:	1 and 1
Damage:	3d4 and 2d6
No. Appearing:	2 (bite, constrict)
Save As:	F6
Morale:	12
Treasure Type:	none
Alignment:	Neutral



Chain Snakes are magical constructs in the general form of a constrictor snake, but built from iron links. Six parallel chains make a serpentine body 20' in length; the head is made from serrated spring-loaded steel jaws resembling a bear trap. There are no obvious eyes, but the creature is nevertheless capable of tracking and striking at enemies, even in complete darkness.

Chain snakes are usually built as guardians of unattended shrines and hoards, and have therefore been made to attack all intruders without remorse. They typically do not pursue their foes beyond the areas they were created to guard. Rarely, a chain snake will be constructed that is capable of receiving commands and following simple instructions; in such cases, command words are used to establish dominion over the construct.

Chain snakes attack with their ferocious bite. If they hit, in that same round they make a separate attack roll to throw loops of chain around their opponent and constrict. An opponent being constricted cannot move or attack, and will continue to take that damage every round unless the chain snake is killed or the victim escapes by some extraordinary means. Meanwhile, the chain snake can constrict one target while attempting to bite another, and has enough chain to constrict up to four medium-size targets at one time.

Any chain snake subjected to both intense magical heat and intense magical cold in a single round will shatter.

DEVIL BIRD

Armor Class:	6
Hit Dice:	2+2
Move:	150' (50')
Attacks:	2 (bite, hack)
Damage:	1d4 plus acid, 2d4
No. Appearing:	1d6 (3d6)
Save As:	F2
Morale:	8
Treasure Type:	none
Alignment:	Chaotic



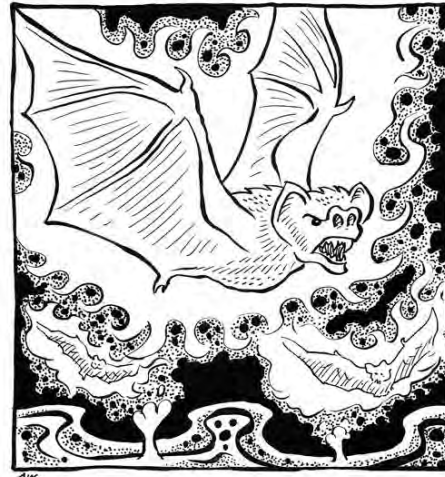
Devil Birds are natives of the demonic Abyss. They are two-headed flightless birds that roam the hot, blasted steppes of their horrific plane, hunting in packs anything that moves and tearing them to pieces for sport. They have a natural resistance to fire. Their plumage is a rusty brown for females, while males display florid crimson, orange, and yellow bands during mating season.

The two heads of a devil bird are very different. The one on the left resembles an ostrich, with a flat beak and many small, sharp teeth. This head's mouth constantly drools a corrosive acid; in addition to a bite that does 1d4 hp, this saliva burns for an additional 1d4 hp for the next two rounds of combat unless it is washed off. It can spit a gout of this acid up to 20', which will do 1d4 hp for two rounds and will also blind an individual if they fail to save vs. Petrification. The right head of the Devil Bird is shaped like a hatchet, and it does not so much bite an opponent with its beak as hack it to pieces for 2d4 hp.

A pack of Devil Birds is often led by a matriarch who is much larger than the other members of the flock; in addition to having 4+4 hit dice, such a bird often has additional heads with unpredictable morphology and powers, thanks to the chaotic effect that the Abyss has on the natures of those creatures who dwell there. Devil Birds are often pets of Vrock demons, who may sometimes attempt to **Gate** a small flock into combat in lieu of summoning another Vrock.

FIRE BAT

Armor Class:	8
Hit Dice:	2
Move:	30' (10') or Fly 180' (60')
Attacks:	1
Damage:	1d4 plus 1d4 fire
No. Appearing:	1d6 (4d6)
Save As:	F2
Morale:	8
Treasure Type:	none
Alignment:	Neutral



Fire Bats are natives to the Elemental Plane of Fire. They resemble vampire bats that are 2' long from nose to tail, and they have a wingspan of 4'. Their skin and fur are bright orange in color, and they are constantly on fire but never consumed by it. Fire bats are at home in fiery environments and are never damaged by heat or flame.

Fire bats sometimes slip into the Prime Material Plane through fissures to their home dimension and make themselves at home in very hot habitats - active volcanoes, open lava flows, and the like. Fire bats live in family groupings that hunt in packs, splitting their numbers evenly as they attack multiple individuals. They subsist on blood and attack by biting; in addition to doing 1d4 hp of damage with their bite attack, their burning bodies do a further 1d4 hp of fire damage. When a fire bat's bite attack hits, it attaches to the victim and drains a further 1d4 hp of blood (and does burn damage as well) each round. Fire bats remain attached for 3 rounds, at which time they fly away to digest their meal, or until they are reduced to 0 hp.

If a fire bat is entirely submerged in water, its flame is extinguished. This does not permanently hurt the creature, but it finds the experience unpleasant and is incapable of reigniting itself for 1 turn. Fire bats are never truly killed; when they lose all their hit points, they disappear in a cloud of smoke and are respawned on the Elemental Plane of Fire. They do not reproduce, and there are no fire bat young.

HOOT HORROR

Armor Class:	3
Hit Dice:	6
Move:	90' (30')
Attacks:	2
Damage:	2d6
No. Appearing:	1d2 (2d6)
Save As:	F6
Morale:	10
Treasure Type:	XIX
Alignment:	Neutral



Hoot Horrors are monstrosities native to the deepest and darkest caves and tunnels far below ground. They are bipedal creatures that stand 8' tall, with jointed and armored carapaces similar to a beetle's. They have no head, however. Instead, each of the creature's two arms is feathered instead of armored, and each one ends in the head of a fish owl with great, staring yellow eyes. The legs of the creature are feathered as well and end in powerful talons.

Hoot horrors stalk dark caves and tunnels, hunting for prey alone or in small groups. They have very weak vision, but this is more than made up for by their exceedingly strong senses of hearing and smell; hoot horrors can effectively perceive targets up to 120' away using these senses. If caught in a zone of magical silence, their effective range of senses drops to 10'. Hoot horrors' beaks are nimble and can manipulate objects as dexterously as hands, although these monsters are no smarter than a bear. They can also use their beaks and talons to climb walls as capably as a 10th level Thief, and frequently ambush prey by dropping down from above.

Hoot horrors grow all throughout their lives, and they need to molt their carapaces roughly every year; remnants of discarded chitin can be found close to a hoot horror's lair. The thickest portion of this armor on a living monster can be harvested and used to make very light and hard shields; this material is so durable that any shield so made is the equivalent of +1 quality even without enchantment.

METAMORPHIC OOZE

Armor Class:	0 to 8 (see below)
Hit Dice:	9
Move:	see below
Attacks:	1
Damage:	4d4 + weakness
No. Appearing:	1 (1d3)
Save As:	F9
Morale:	12
Treasure Type:	XVI
Alignment:	Neutral



Metamorphic Oozes are solitary amoeboid hunters lurking in ancient ruins or subterranean spaces. A full-grown metamorphic ooze has enough plasm to fill a cube 10' on a side and weighs in excess of thirty tons. Its coloration and form vary considerably, however, because a metamorphic ooze mimics stationary objects it encounters so that it can ambush prey. These creatures commonly imitate large statues, boulders, thrones or other massive objects. Their mimicry is perfect, detectable by victims only when the ooze strikes.

When a metamorphic ooze is stationary, it has an armor class of zero - it makes its plasm as hard as a rock. It can attack victims with a pseudopod when in in this form, but although it can reach targets up to 15' distant, it cannot move its body around. Every round, the metamorphic ooze can give itself an additional 1" of movement, at the cost of increasing its armor class by one, up to an 8" movement rate with a relatively soft body of AC 8. The pseudopod of the metamorphic ooze bludgeons for tremendous damage; additionally, the victim must save vs. Poison or lose 1d4 points of Strength. A creature reduced to 0 Strength cannot move or fight. Lost Strength points are restored at the rate of 1 per day of rest; additionally, each magical healing spell restores a point regardless of the spell.

Metamorphic oozes sense prey from vibrations in the ground; even hidden or invisible creatures can be perceived perfectly by this creature unless they are not touching a solid surface connected to the ground. Flying creatures are effectively invisible to this monster.

NORKER

Armor Class:	3
Hit Dice:	1+2
Move:	90' (30')
Attacks:	2 (bite and weapon)
Damage:	1d3 and by weapon
No. Appearing:	1d8 (3d8)
Save As:	F1
Morale:	10 or 6
Treasure Type:	III
Alignment:	Chaotic



Norkers are primordial ancestors of hobgoblins. They have heavy sloping brows, protruding jaws with overhanging canine teeth, and thick plates of cartilage under their hides all over their bodies that effectively serves them as armor. Norkers are not stupid, but their society has not progressed beyond Stone Age technology, and their weapons are usually heavy clubs or spears.

Norkers have little fear of physical injury and bravely attack even the largest and fiercest of threats. However, they are very superstitious and distrustful of magic; if any kind of spell or magical effect is created in their presence, they use the lower of the morale scores listed. Norkers' powerful jaws grant them a bite attack in addition to any weapon they may use, but if they are disarmed, their claws are not effective in combat.

Norkers are not commonly found in places where hobgoblins make their lairs; hobgoblins would see their cousins as a threat and work to eliminate them. Norkers may be found in lands that progress has passed by; examples may include isolated islands or jungles far beyond the reach of civilization.

In their lairs, Norkers are generally ruled by a war-chief with four or more hit dice.

OWL OF THE DEEP

Armor Class:	5
Hit Dice:	10
Move:	Swim 60' (20') or Fly 30' (10')
Attacks:	3 (2 claws, 1 bite)
Damage:	2d4 claws, 1d6 bite
No. Appearing:	1
Save As:	M10
Morale:	8
Treasure Type:	X
Alignment:	Chaotic



Owls of the Deep are horrible aquatic perversions of nature, cruel and uncaring, epitomizing the worst that can happen when magical power is wielded by those with insufficient wisdom. Their bodies are roughly spherical, six feet in diameter, and covered with scales that appear to be fused bird feathers. The front of these monsters is dominated by a single huge and unblinking eye, with a mouth below it that is little more than a huge bird beak lined with sharp teeth. Jointed arms extend from both sides of the monster's body, tipped with three-fingered bird talons. Streamers of ropy feathers hang down from the underside of the creature, while the Owl of the Deep has two rubbery and sinuous horns jutting from its top.

Owls of the Deep live in murky and infrequently visited pools and lakes, using the power of their clever minds to move themselves through the water (and even slowly through the air). The Owl of the Deep can attack with both its claws and its vicious bite, but its chief attacks are with its eye and horns. When working in concert, these three organs can generate a powerful illusion as far as it can see that can only be seen through if an individual touches it. Individually, the eye and both horns have other powers. The eye can generate a cone of blinding light that is 30' long and 20' wide at its farthest point; victims with vision organs must save vs. Petrification or be blinded for 2d4 rounds. The left horn creates a ray that duplicates the Magic-User **Hold Person** spell; the right horn creates a similar ray identical to a **Hold Monster** spell.

These creatures use their illusions to lure prey into deep water where they can be killed and eaten at leisure. Owls of the Deep are fond of treasure and collect it in their lairs.

OWLU-DEMON

Armor Class:	5
Hit Dice:	6
Move:	120' (40') or Fly 180' (60')
Attacks:	1 or by weapon
Damage:	1d8 or by weapon
No. Appearing:	1
Save As:	M6
Morale:	9
Treasure Type:	XVI
Alignment:	Chaotic



Owlu-Demons are not the creations of owl-fusing magic. Rather, these creatures are the products of mating between humanoids and avian demons. They are always female, and typically evil and chaotic, although a few such unfortunates will favor their mortal side's morality (for good or ill). Their natural form is that of a tall, beautiful owl-headed woman with tiny horns and feathered bat wings; however, at will they can **Shape Change**, as the Magic-User spell, to any humanoid form - and hence rarely appear as their true selves.

Owlu-Demons attack with a life-draining touch which draws 1d8 hp from their victim and restores 1d4 hp to themselves. They can also attack with weapons and with their magic. Three times per day they can cast **Charm Person** and **Suggestion**, and one time per day they can cast **ESP** and **Dimension Door**, as the Magic-User spells. They can also use any magical item usable by Magic-Users, and any weapon usable by Fighters. Armor does not help their armor class and hinders their flying, so they usually do not wear it, although they will employ any magical protections they can find. Owlu-Demons can only be damaged by magical weapons or attacks.

Owlu-Demons are usually very intelligent and strong-willed. They typically attempt to insinuate themselves into humanoid communities and destroy them from within. They are incapable of having children themselves, but seek to encourage humanoids to associate with demons so that they will have more sisters walking in the world of mortals.

OWLVERINE

Armor Class:	6
Hit Dice:	4
Move:	180' (60')
Attacks:	3 (1 bite, 2 claws)
Damage:	bite 1d8, claws 1d4
No. Appearing:	1d4 (3d4)
Save As:	F4
Morale:	11
Treasure Type:	none
Alignment:	Neutral



Owlverines were created by Ornovael's owl-fusing magic. They look like enormous wolverines with the heads and talons of snowy owls. Their beautiful white coats are more feather than fur but are very soft and comfortable; the pelt of a full-grown specimen may be sold for 300 GP in a large city.

Owlverines have the temper of their wolverine forebears. When owlverines take damage in combat, they become enraged. Their armor class goes to 8, but each of their attacks is at +2 to hit and damage. During this time they are not subject to mind-affecting magic, and they will preferentially attack the creature that initially damaged them if possible. This rage lasts until the owlverine or all hostile targets are dead, but not longer than 6 turns.

Owlverines are well adapted for snowy and cold climates. Their white fur allows them to blend into snowy and icy terrain; in such climates these creatures will surprise enemies on rolls of 1, 2, or 3 on a 6-sided die. They are also immune to cold damage. Owlverines are pack hunters and will coordinate to attack even large groups of individuals, although once they become enraged they will lose all sense of tactics.

SPIDER KING

Armor Class:	8
Hit Dice:	6
Move:	60' (20')
Attacks:	1
Damage:	1d6 + poison
No. Appearing:	1d2 (1d6)
Save As:	M6
Morale:	8
Treasure Type:	XVI
Alignment:	Chaotic



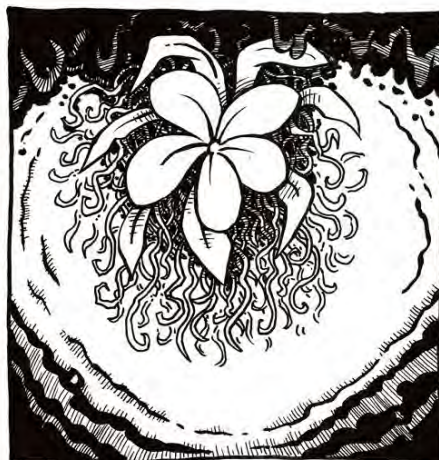
Spider Kings are advanced relatives of spiders. Their bodies are about 4' in diameter, but with legs they stand twice that wide and taller than a man. Their chitin is relatively soft and is covered with a dense gray fur. They have no ability to climb walls or create entangling webs, but their bite is poisonous (save vs. Poison or take an additional 1d8 hp damage for two rounds). Spider Kings have a large odd-shaped bulge on the backs of their heads that houses their oversized brains.

Spider Kings can communicate with, employ the senses of, and command the actions of any ordinary spiders within 240'. Their telepathic control is unblocked by interposing materials. They can simultaneously coordinate up to sixty spiders at once. Spider Kings usually build elaborate lairs where they are screened by the defenses of their subordinate spiders. These lairs tend to be underground and in ruined, out-of-the-way places. They may use their high intelligence to devise elaborate lures to bring prey into reach of their spider minions, or they may even cooperate with other intelligent and evil races for their mutual benefit.

Spider Kings, in addition to being highly intelligent, are practitioners of magic. Each such creature has a minimum spellcasting ability of a 5th level Magic-User, although some individuals may be more powerful. Spider Kings consume vascular fluids just as ordinary spiders do, but they are particularly fond of draining spinal and brain nectar; if they suck dry the brains of ten levels of Magic-User, they increase their spell-casting level by one. Spider Kings keep spellbooks woven from spider silk, and can even create gauzy scrolls for their own use.

STRANDER

Armor Class:	4 and 8
Hit Dice:	8
Move:	Fly 120' (40'), 0'
Attacks:	6 (strands)
Damage:	1d8 (strand)
No. Appearing:	1
Save As:	F8
Morale:	12
Treasure Type:	XX
Alignment:	Neutral



Stranders are strange creatures that live deep underground where they lure prey into their clutches. They are actually two organisms - a fungus composed of long ropy strands, and a fragrant central blossom cluster that is actually a plant. The symbiotic relationship of these two allows them to flourish in dangerous environments where either alone would perish. If either part of the creature is killed, the other half will die within 6 turns.

The body of the strander is a birds-nest arrangement 10' across, consisting of tough, snaky fungal strands. Many tendrils spread out from this central body, which is sometimes perched above a high-traffic area so that these fungal tentacles can hang down 30' or more. The multicolored blossom perches atop the main body; it is composed of many jutting petals and sepals, and it gives off a heady perfume.

Although the strander's body is rooted in place, its tendrils are mobile, and the creature may batter targets within 30' with up to six of them. Any tendril that hits will clutch its target, squeezing for automatic damage each round until it or the victim is dead. A tendril may be severed if it takes 8 hp of damage; the fungal portions of the strander are AC 4. The tendrils' hit points are not counted against the hit points of the main body.

The central blossom can see targets up to 120' away. It will give off light and pulse hypnotically if it senses prey; onlookers who fail to save vs. Spells must move at their full movement rate toward the strander. The blossom may also detach from the body and fly by rotating its petal clusters rapidly; it can shoot a bolt of lightning at any target within 90' for 2d4 hp damage, but it can only do this three times before returning to the body. The blossom, if separated, can take 16 hp damage before it dies and is AC 8.

TONGUELESS

Armor Class:	6
Hit Dice:	2
Move:	120' (40')
Attacks:	1 bite and weapon
Damage:	1d3 and by weapon
No. Appearing:	1d6 (5d6)
Save As:	F2
Morale:	10
Treasure Type:	V
Alignment:	Chaotic



Tongueless are hobgoblins that have undergone a horrifying ritual. Those creatures exceptionally dedicated to the worship of N’Kaa the Feaster cut out their own tongues and sacrifice them to the toad-demon that is their god. Once this is done, their teeth are removed and a spring-loaded steel set of jaws is installed. The resulting monstrosity is completely mute, drools constantly, can only eat pre-masticated food (goblin slaves are employed to chew their meat for this purpose), and becomes an elite warrior in the service of N’Kaa.

Tongueless employ the same armor and arms as do ordinary hobgoblins. In addition to attacking with a weapon (which does an additional 1 hp of damage owing to fanatical strength), the tongueless gets a single bite attack against targets within melee range. If a bite attack hits, the jaws lock in place. The tongueless cannot continue to attack with its bite, but it also cannot be separated from its chosen target unless a thief makes an Pick Locks check to release the jaw mechanism. Even in death the tongueless will weigh its enemy down, cutting its movement rate in half. A second tongueless attached effectively immobilizes the enemy.

Tongueless are usually used as shock troops or defenders of N’Kaa’s holy places; their fanaticism makes them unlikely to abandon a fight, and their inability to speak means they never surrender. Tongueless use audible warning devices when they stand guard as they cannot call for help. They live monastic lives when not engaged in combat, often entering a trance-like state in which they contemplate the greatness of their disgusting deity.

WAX GOLEM

Armor Class:	4
Hit Dice:	10 (40 hp)
Move:	60' (20')
Attacks:	2
Damage:	2d6/2d6
No. Appearing:	1
Save As:	F5
Morale:	12
Treasure Type:	none
Alignment:	Neutral



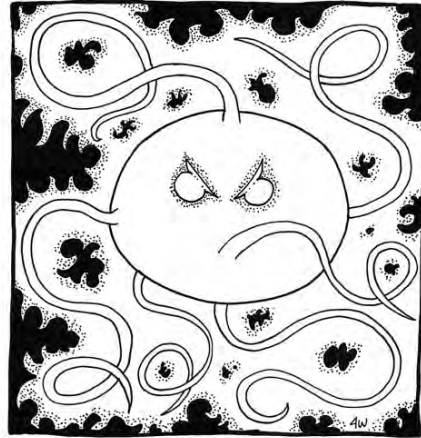
Wax Golems are automatons created using very powerful magic. They take the form of an enormous mound of half-molten wax, at least 1,000 pounds of it, studded all over with lighted candles. Their forms are somewhat amorphous, and they pull themselves into a vaguely humanoid shape when they move or attack, but they are equally capable of flattening themselves sufficiently to slowly flow underneath a doorway.

Wax golems are immune to most magic. They also take no damage from weapons; indeed, any objects (including weapons) that strike their semi-fluid bodies will stick unless the wielder makes a Dexterity check. Each creature has 40 hp, one for each of the 40 lit candles on its body, and it loses one hit point when a candle is extinguished. The candles do not burn down or go out naturally, but the following attacks are effective: An attacker may choose to attack by pinching out a single candle if they hit AC 4; a gout of water will extinguish 1d6 candles, but these will dry out and relight in a turn; cold-related spells extinguish one candle per die of damage; **Gust of Wind** or **Wind Control** will blow out 3d6 candles. Instead of attacking with enormous waxy fists, a wax golem can throw a glob of its own material at any creature within 30'; this gout of boiling-hot material does 2d6 hp damage, but causes the golem to lose one candle.

Wax golems are created as guardians. They can be given commands no longer than fifty words, and they do not have any intelligence, so they cannot extrapolate actions outside of their instructions. A wax golem will relight one candle per day if any are extinguished.

XAG-YA

Armor Class:	2
Hit Dice:	6
Move:	Fly 60' (20')
Attacks:	1
Damage:	1d8 plus Heat Metal
No. Appearing:	1
Save As:	M6
Morale:	10
Treasure Type:	none
Alignment:	Neutral



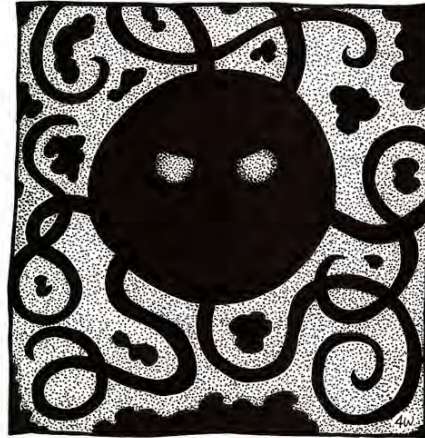
Xag-yas are natives of another plane of existence - the Positive Energy Plane, the source of elemental life energy. In their home dimension, they live simple and uncomplicated lives, directly absorbing positive energy from their surroundings. When summoned to the Prime Material Plane, however, they are uncomfortable, disoriented - and angry.

Xag-yas appear as silvery spheres about 4' in diameter; six wispy 10' long tentacles radiate out from their center in all directions, and they have two large, glowing, golden eyes. A silvery flame crackles over the surface of their bodies - positive energy. They use this energy to attack, reaching out to targets up to 10' away to shock them with a bolt of this life-stuff. In addition to causing damage, targets who fail a saving throw versus spells are affected by a Druid's **Heat Metal** spell. Xag-yas are only damaged by magical weapons. If a xag-ya is killed, it explodes causing 4d6 hp of damage in a 30' radius (save vs. Breath Attacks for half damage).

Xag-yas are sometimes summoned as guardians of magical treasures. They are hostile to all living creatures, but if a xeg-yi is present, they will choose to attack that monster over all other targets. If a xag-ya and a xeg-yi touch each other, however briefly, they explode for 8d6 hp damage in a 30' radius (save vs. Breath Attacks for half damage).

XEG-YI

Armor Class:	2
Hit Dice:	6
Move:	Fly 60' (20')
Attacks:	1
Damage:	1d8 plus Chill Metal
No. Appearing:	1
Save As:	M6
Morale:	10
Treasure Type:	none
Alignment:	Neutral



Xeg-yis originate from the Negative Energy Plane, a void to which life energy flows when it is discharged. These creatures subsist on this free-floating negative energy. If one is transported to the Prime Material Plane, its touch is destructive to the life energy that permeates that dimension, and it hates and fears the living creatures native to it.

Xeg-yis appear as matte-black spheres about 4' in diameter; six wispy 10' long tentacles radiate out from their center in all directions, and they have two dull, metallic, silver eyes. A smoky haze screens their forms; this is their negative energy boiling away in contact with the mortal world. Xeg-yis attack by reaching out to touch targets up to 10' away and shocking them with negative energy, which blackens and corrodes living things. In addition to causing damage, targets who fail a saving throw versus spells are affected by the reverse of a Druid's **Heat Metal** spell. Xeg-yis can only be harmed by magical weapons. If a xeg-yi is killed, it explodes causing 4d6 hp of damage in a 30' radius (save vs. Breath Attacks for half damage).

Powerful wizards or necromancers may summon xeg-yis to watch over important treasure. Xeg-yis will attack all living things, but if a xag-ya is present, they ignore all other threats to attack that monster alone. If a xag-ya and a xeg-yi come into contact, they explode for 8d6 hp damage in a 30' radius (save vs. Breath Attacks for half damage).

XOWL

Armor Class:	0
Hit Dice:	7
Move:	90' (30')
Attacks:	4 (3 claws, 1 bite)
Damage:	1d3 claws, 4d4 bite
No. Appearing:	1d4 (1d4)
Save As:	F7
Morale:	10
Treasure Type:	100x types I-V
Alignment:	Neutral



Xowls are magical fusions of owls and xorn, natives of the Elemental Plane of Earth. They are barrel-shaped and stand about 5' tall, covered in stony plates with the appearance of fossilized feathers. They have trilateral symmetry, standing on three stumpy clawed legs, with three pinching taloned arms and three staring avian eyes spaced between their arms. The top of the monster is a clacking tripartite beak made of gleaming steel.

Xowls subsist on gemstones and consume them voraciously. They can detect gemstones within 120' without error and will aggressively attack anybody carrying them. Xowls can be distracted with gemstone bribes, but they are not as intelligent as ordinary xorns, and they cannot be spoken to or bargained with. They are capable of phasing through solid stone, although it takes them a round to adjust their body's structure to do this.

Xowls often greedily consume treasure to get at the gemstones before separating it from non-gemstone items. As a result, precious metals (which they cannot digest) are frequently found in their guts if they are cut open. Other magical items may be found as well. Xowls do not eat meat, and hence will usually leave living creatures alone if they have no gems.

Xowls are immune to fire and cold damage and take half damage from electricity. The spells **Transmute Rock to Mud** and **Stone to Flesh** will make them AC 8 for one round.

PART 7: NEW CHARACTER CLASS

ARACHNOMANCER



Requirements:	INT 12, DEX 12
Prime Requisite:	INT, DEX
Hit Dice:	1d6
Maximum Level:	12
Attacks As:	Thief
Saves As:	Magic-User

Arachnomancers are students of the arcane arts whose focus is upon spider magic. The only practitioners of this unusual school of sorcery are goblins and their related races; it is possible that only those with goblin blood are capable of working such enchantments. Sages believe that the first secrets of arachnomancy were taught to goblins by **Spider Kings**, a race of intelligent magic-using arachnids that live deep underground.

Goblin Arachnomancers use their class levels for hit dice and hit points instead of the statistics listed for their race; in all other respects (such as movement rate and racial abilities), they are identical to a common member of their species. Like Magic-Users, Arachnomancers cannot wear armor or use shields while casting spells, and they are limited to a Magic-User's selection of weapons. An Arachnomancer must meet prime requisite requirements for Intelligence and Dexterity to receive a bonus to experience.

Arachnomancers learn their magic every morning by studying a spellbook, which is made from spider-silk with the arcane words to the spell picked out in magical glowing needlepoint. Unlike Magic-Users, Arachnomancers have a limited number of spells they can learn, but they have spell slots that allow them to cast any spell they know as many times as they like, limited only by the number of slots of that spell level. An Arachnomancer may use a higher level slot to cast a lower level spell.

Arachnomancers can employ most magic items usable by Magic-Users.

Reaching 2nd level: Arachnomancers gain the service of a giant crab spider which serves them as a familiar. If this spider dies, it may only be replaced in a week's time.

Reaching 3rd level: Arachnomancers gain the ability to continuously **Spider Climb** as the spell.

Reaching 4th level: Arachnomancers gain the service of an additional giant crab spider, or may replace the one they have with a giant black widow spider.

Reaching 6th level: Arachnomancers gain the service of an additional giant crab spider, or may replace all three with a giant tarantula spider.

Reaching 8th level: Arachnomancers grow a spider's jaws and gain the ability to deliver a bite attack. This bite does 1d3 hp plus injects poison similar to that of the giant black widow spider.

Reaching 10th level: Arachnomancers may brew potions, create poisons and craft other magical items.

Reaching 12th level: An Arachnomancer may choose to found a lair and attract the services of giant spiders. 2d6 giant crab spiders, 2d4 giant black widow spiders and 1d6 giant tarantula spiders will live in the lair, and they and their young will serve the Arachnomancer willingly. However, every day there is a 1% chance that the spiders will attack and kill the Arachnomancer and implant a special egg in his body - an egg that will hatch a juvenile spider king in 10 days.

Arachnomancer Level Progression						
Experience	Level	Hit Dice (1d6)	Spell Level - Known/Slots Usable			
			1	2	3	4
0	1	1	1/3			
2,501	2	2	2/4			
5,001	3	3	3/5			
10,001	4	4	3/6	1/3		
20,001	5	5	3/6	2/4		
40,001	6	6	4/7	3/5		
80,001	7	7	4/7	3/6	1/3	
160,001	8	8	4/7	3/6	2/4	
310,001	9	9	4/8	4/7	3/5	
460,001	10	10	4/8	4/7	3/6	1/3
610,001	11	11	4/8	4/7	3/6	2/4
760,001	12	12	4/8	4/8	4/7	3/5

Arachnomancer Spells by Level				
Level				
1		2	3	4
1.	Chitin Armor	Burning Strand	Cone of Poison	Dimension Door
2.	Detect Magic	Detect Danger	Dispel Magic	Fear
3.	Entangling Strand	Hold Person	Enervating Strand	Finger of Venom
4.	Hold Portal	Scare	Fly	Polymorph Others
5.	Poison Ray	Speak with Spiders	Protection from Good 10' Radius	Spider Plague
6.	Protection from Good	Spider Swarm	Spider Growth	Strangling Strand
7.	Spider Watch	Web	Summon Spider I	Summon Spider II
8.	Swing	Web Snare	Wall of Webbing	Web Construct

Arachnomancer Spells

Burning Strand

Level: 2

Duration: see below

Range: 30'

This spell functions in all respects similarly to **Entangling Strand**. In addition, the webbing is coated with acid which causes 1d6 hp damage to the target every round the spell continues. When the target saves against Spells, the acid damage ends.

Chitin Armor

Level: 1

Duration: 1 hour/level

Range: personal

The caster grows chitinous plates, spines and spurs that resemble the natural protection of a spider. This armor is hideous but does not interfere with spell-casting. This spell improves armor class by -3, with an additional reduction for every four Arachnomancer levels (i.e., a 4th level Arachnomancer's spell improves armor class by four, while a 12th level Arachnomancer's spell improves armor class by six).

Cone of Poison

Level: 3

Duration: 1 round per level, up to 10 rounds maximum

Range: 60' cone

This spell operates similarly to **Poison Ray**, except for duration and range differences above. All targets within the cone are affected.

Detect Danger

Level: 2

Duration: instantaneous

Range: 30'

This spell is not cast in the traditional sense; instead, the Arachnomancer declares that a **Detect Danger** spell is readied. If the spell is activated, it immediately uses a Level 2 spell slot (or higher). The spell activates when a hostile creature within 30' plans to attack the Arachnomancer within one round. When activated, the spell enables the Arachnomancer to act immediately, regardless of surprise status or initiative order. This spell cannot activate more than once per hour.

Detect Magic

Level: 1

Duration: 2 turns

Range: 60'

In all respects, this spell works as the Magic-User spell of the same name.

Dimension Door

Level: 4

Duration: 1 round

Range: 10'

In all respects, this spell works as the Magic-User spell of the same name.

Enervating Strand

Level: 3

Duration: see below

Range: 30'

This spell functions in all respects similarly to **Entangling Strand**. In addition, the webbing drains 1d3 points of Strength in any round where the target fails its saving throw. Upon losing all points of Strength, a target falls unconscious. Strength is regained at a rate of one point per turn of rest.

Entangling Strand

Level: 1

Duration: see below

Range: 30'

The caster fires a slender strand of webbing at a single target within range. If the target fails a saving throw against magic, that target is entangled and must roll 1d6 on the following chart:

- 1: Target is stuck in one place, and both arms are pinned.
- 2: Target is stuck in one place, and one arm is pinned (target's choice).
- 3: Target is stuck in one place, and neither arm is pinned.
- 4: Target can move normally, but both arms are pinned.
- 5: Target can move normally, and one arm is pinned (target's choice).
- 6: Target can move normally, and neither arm is pinned, but webbing in the eyes temporarily blinds the target.

Each round the target may attempt a new saving throw against Spells, and a successful save ends the spell.

Fear

Level: 4

Duration: see below

Range: 60' cone

In all respects, this spell works as the Magic-User spell of the same name.

Finger of Venom

Level: 4

Duration: permanent

Range: 60'

The caster points at one target within range, and that target must immediately make a saving throw vs. Poison. If it fails its save, the target dies.

Fly

Level: 3

Duration: see below

Range: 0

In all respects, this spell works as the Magic-User spell of the same name.

Hold Person

Level: 2

Duration: 9 turns

Range: 180'

In all respects, this spell works as the Cleric spell of the same name.

Hold Portal

Level: 1

Duration: 2d6 turns

Range: 10'

In all respects, this spell works as the Magic-User spell of the same name, except that it works by jamming the door frame with webbing.

Poison Ray

Level: 1

Duration: 1 round/level, up to 5 rounds

Range: 60'

A black ray strikes one target within range without any chance of missing, automatically dealing 1d6 hp of damage from a sickening venom. Every round after the first, the target must make a saving throw vs. Poison or take another 1d6 hp damage. Whether the save is made or missed, saves must be made in subsequent rounds until the spell ends, unless the poison in the victim's system is cured by magical means.

Polymorph Others

Level: 4

Duration: see below

Range: 60'

In all respects, this spell works as the Magic-User spell of the same name.

Protection from Good

Level: 1

Duration: 12 turns

Range: touch

This spell works as the Cleric spell **Protection from Evil**, but it protects against 'Good' creatures such as Paladins, Clerics of benevolent gods, and denizens of the higher planes. It still hedges against summoned or created creatures.

Protection from Good 10' Radius

Level: 3

Duration: 12 turns

Range: touch

This spell works as the Cleric spell **Protection from Evil 10' Radius**, but it protects against 'Good' creatures such as Paladins, Clerics of benevolent gods, and denizens of the higher planes. It still hedges against summoned or created creatures.

Spider Growth

Level: 3

Duration: 2 rounds per level

Range: 80'

The Arachnomancer may affect a number of spiders not exceeding twice their level, all within a 20' x 20' area. This spell will grow an ordinary sized spider to gigantic size, creating a giant crab spider, giant black widow spider, or giant tarantula spider, or it may further increase the size of giant spiders, adding two hit dice to each creature and doubling the damage of its attacks. Multiple castings of this spell will not further increase the size of a spider already enhanced once.

Spider Plague

Level: 4

Duration: 1 day

Range: 480'

In all respects, this spell works as the Cleric spell **Insect Plague**.

Spider Swarm

Level: 2

Duration: 1 round/level

Range: 30'

In all respects, this spell works as the Druid spell **Insect Swarm**. The swarm is always of the crawling variety.

Spider Watch

Level: 1

Duration: 1 hour/level

Range: 180'

The Arachnomancer instructs ordinary-sized spiders to watch for intruders and telepathically inform the caster. The spiders must be given clear and uncomplicated instructions regarding the conditions that must be fulfilled to alert the caster. Spiders are not particularly discriminatory and cannot perceive fine differences (i.e., “Wake me when creatures who are not goblins come this way” is acceptable, but “Wake me when a Cleric comes this way” is not.) The spiders can watch over an area no larger than 40' x 40'. If the distance between the caster and the guarded area exceeds the range, the spell fails.

Strangling Strand

Level: 4

Duration: see below

Range: 30'

This spell functions in all respects similarly to **Entangling Strand**. In addition, the webbing blocks the nose and throat of the target, and they begin to suffocate. For every round the target fails a saving throw vs. Spells, it must pass a System Shock check or die. If it survives this check, the target still takes 1d6 hp damage.

Summon Spider I

Level: 3

Duration: 2 rounds + 1 round/level

Range: 30'

The spell summons 1d6 giant crab spiders or 1d2 giant black widow spiders. In all other respects, this spell functions as the Magic-User **Summon Monster** spells.

Summon Spider II

Level: 4

Duration: 3 rounds + 1 round/level

Range: 40'

The spell summons 2d6 giant crab spiders, 1d6 giant black widow spiders or 1d3 giant tarantulas. In all other respects, this spell functions as the Magic-User **Summon Monster** spells.

Swing

Level: 1

Duration: 2 turns

Range: 0

The Arachnomancer or any other one creature touched gains the ability to swing rapidly from place to place using thin but strong filaments of webbing. The recipient's movement rate increases to 180' per round, or 60' when taking an action. They cannot fly, but can effectively jump up to 30' vertically and horizontally by swinging on web strands. Movement must end on a surface upon which the recipient can stand.

Wall of Webbing

Level: 3

Duration: 12 turns

Range: 60'

This spell creates an immobile wall built up from many layers of webbing. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, such as a straight wall 10' and 120' long, or a protective dome about 30' in diameter, or a box about 15' per side. Unlike ordinary webbing, the wall will not burn. The wall is 1" thick per level of the caster, and cutting a hole in it requires 5 hp of slashing damage per inch of thickness.

Web

Level: 2

Duration: 48 turns

Range: 10'

In all respects, this spell works as the Magic-User spell of the same name.

Web Construct

Level: 4

Duration: 48 hours

Range: 10'

The arachnomancer uses carefully layered strands of webbing to build simple objects. A total of 1,000 cubic feet of material can be created with a single casting of the spell, and multiple different objects can be made. The objects can be flexible or hard and rigid; a bridge or a parapet wall can be created, for instance, but so can a sail or a net. No object with moving parts, such as a door, or objects that require a tool's level of sophistication, such as an edged weapon, can be effectively created using this spell. Web constructs will not burn.

Web Snare

Level: 2

Duration: see below

Range: touch

In all respects, this spell works as the Druid spell **Snare**.

PART 8: READY-TO-PLAY CHARACTERS

The following characters can be used as player characters or NPCs. Armor Class and hit points have already been adjusted for Dexterity and Constitution. These characters can be made higher level by rolling the extra hit dice and adding any Constitution bonuses for each additional level.

The Amazing Kordruu (Race G, Class F5/I5; AC 1; hp 17; S 13, I 15, W 10, D 16, C 9, Ch 11; MV 60'(20'); AL L)

Spells Memorized: Dancing Lights, Color Spray, Mirror Image, Invisibility, Fear

Spellbook: spells listed above, plus **Auditory Illusion, Detect Illusion, Phantasmal Force, Wall of Vapor, Blur, Hypnotic Pattern, Misdirection, Paralyze, Suggestion**

Equipment: 50 GP; **Heavy Pick +1, Ring of X-Ray Vision**, potion of **Healing**, scroll of **Confusion, Cloak of Protection +1, Wand of Illusion (15 charges)**; Backpack, Banded Mail, Light Crossbow, Case with 10 bolts, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Crowbar, Shovel, Spellbook.

Languages: Common, Lawful, Owl-Speech, Gnomish, Dwarvish, Halfling, Goblin, Orc, Kobold, Giant

Balto Beerbottle (Race H, Class F5/T6; AC 5; hp 31; S 14, I 12, W 7, D 15, C 13, Ch 9; MV 120'(40'); AL N)

Equipment: 60 GP; **Leather Armor +1, Short Sword +1, Elven Cloak**, potion of **Healing**, potion of **Gaseous Form, Chime of Opening (12 charges)**; Backpack, Shield, Shortbow, Quiver with 20 Arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Lantern, 3 Flasks Oil, Thieves' Tools.

Languages: Common, Neutral, Owl-Speech, Halfling

Dabol the Mendicant (Race Hu, Class P6; AC 5; hp 39; S 16, I 9, W 13, D 13, C 13, Ch 17; MV 120'(40'); AL L)

Equipment: 1 GP; **Longsword +1 "Last Resort" (Sapient: Int 10, Lawful, Detects Secret Doors and Dimensional Portals, Regenerates)**, potion of **Healing**, potion of **Plant Control**; Backpack, Studded Leather Armor, Shield, Sling, Pouch with 10 Bullets, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Wooden Holy Symbol, Small Steel Mirror, 3 Vials Holy Water

Languages: Common, Lawful, Owl-Speech

Howling Hauknir (Race D, Class F6; AC 2; hp 45; S 14, I 7, W 12, D 13, C 16, Ch 9; MV 90'(30'); AL N)

Equipment: 50 GP; **Chain Mail +1, Battle Axe +1**, potion of **Healing**, potion of **Extra Healing, Brass Horn of Valhalla, Stone of Good Luck**; Backpack, Shield, Heavy Crossbow, Case with 10 bolts, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Silk Rope 50', Hammer and 12 Iron Spikes, Mandolin

Languages: Common, Neutral, Owl-Speech, Dwarvish, Gnomish, Goblin, Kobold

Phantom (Race E, Class M5/T6; AC 3; hp 18; S 10, I 14, W 10, D 16, C 10, Ch 14; MV 120'(40'); AL N)

Spells Memorized: Charm Person, Magic Missile, Web, ESP, Lightning Bolt

Spellbook: spells listed above, plus **Detect Magic, Read Magic, Shield, Sleep, Continual Light, Levitate, Ray of Enfeeblement, Haste, Summon Monster I**

Equipment: 60 GP; **Ioun Stone (vibrant purple prism - stores 5 spells), Bracers of Armor AC 5, Wand of Paralysis (2 charges), Robe of Useful Items**, potion of **Healing, Oil of Slipperiness**; Backpack, Longsword, Longbow, Quiver with 20 Arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, 10' Pole, Spellbook, Thieves' Tools.

Languages: Common, Neutral, Owl-Speech, Elvish, Gnomish, Hobgoblin, Orc, Abyssal

Redemptive Truth (Race Hu, Class C7; AC 2; hp 30; S 14, I 8, W 16, D 9, C 12, Ch 13; MV 30'(10'); AL L)

Spells Memorized: Command, Cure Light Wounds x2, Light, Protection from Evil, Resist Cold, Bless, Find Traps, Silence 15' Radius, Spiritual Weapon, Cure Disease, Dispel Magic, Neutralize Poison

Equipment: 50 GP; **+1 Shield, +1 Mace, Staff of Healing, Helm of Comprehending Languages and Reading Magic**, potion of **Healing**, potion of **Growth**; Backpack, Plate Mail, Sling, Pouch with 10 Bullets, Trail Rations (5 Days), Waterskin, Flint and Steel, Silk Rope 50', Grappling Hook, Silver Holy Symbol.
Languages: Common, Lawful, Owl-Speech

Snake-Whisperer (Race HE, Class R6; AC 3; hp 37; S 14, I 12, W 12, D 13, C 15, Ch 7; MV 90'(30'); AL L)

Equipment: 50 GP; **+1 Two-Handed Sword, Ring of Protection +1, +1 Longbow, Ring of Fire Resistance**, potion of **Healing**, potion of **Giant Strength**; Backpack, Chainmail, Quiver with 20 Arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, 8 Torches, 5 Large Sacks, Bear Trap
Languages: Common, Lawful, Owl-Speech, Elvish, Gnoll, Hobgoblin, Orc

PART 9: COMBATANT ROSTER

This is a tabulation of all monsters found in keyed areas of the adventure. Break this out separately for your use in keeping track of combatants during gameplay.

PART 2 COMBATANTS (1 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
1D	Tongueless hit points (x4):	6 (9)	2 00000	2 0000	1d3/1d6+1 or 1d6	120'(40')	F2	10	C
1E	Tongueless hit points (x4):	6 (9)	2 00000	2 0000	1d3/1d8+1	120'(40')	F2	10	C
1F	Tongueless hit points (x4):	6 (9)	2 00000	2 0000	1d3/1d6+1 or 1d6	120'(40')	F2	10	C
1G	Tongueless hit points (x4):	6 (9)	2 00000	2 0000	1d3/1d8+1	120'(40')	F2	10	C
1I	Troll hit points:	4 (30)	6+3 00000	3 00000	1d6/1d6/ 1d10	120'(40')	F6	10	C
1J	Tongueless hit points (x6):	6 (9)	2 00000	2 0000	1d3/1d8+1	120'(40')	F2	10	C
1K	Insane Tongueless hit points:	6 (18)	4 00000	3 00000	1d3/1d4+1/ 1d4+1	120'(40')	F4	12	C
1L	The Master hit points:	1 (34)	7 00000	3/2 plus bite 00000	1d3/2d8	210'(70')	Mk7	11	C
1M	Giant Centipede hit points(x20):	9 (3)	1-4 hp 000	1	poison	60'(20')	F0	7	N

PART 2 COMBATANTS (2 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
2C	Hobgoblins hit points (x6):	6 (6)	1+1 00000	1 0	1d8 or 1d6	90'(30')	F1	8	C
2D	Skobborth hit points:	4 (21)	4 00000	1 00000	1d8+2 or 1d6 00000	90'(30')	F4	9	C
2E	Hrag-Thoth hit points:	4 (31)	7 00000	1 00000	1d6+1 00000	120'(40')	M7	12	C
2E	Crab Spiders hit points (x3):	7 (9)	2 00000	1 0000	1d8+poison	120'(40')	F1	7	N
2F	Hobgoblins hit points (x2):	6 (6)	1+1 00000	1 0	1d8 or 1d6	90'(30')	F1	8	C
2F	Giant Gecko Lizards hit points (x3):	5 (15)	3+1 00000	1 00000	1d8 00000	120'(40')	F2	7	N
2G	Cave Fishers hit points (x2):	5 (14)	3 00000	2 00000	1d4+3/1d4+3 0000	15'(5')	F3	9	N
2H	Chain Snake hit points:	4 (27)	6 00000	2 00000	3d4/2d6 00000	90'(30')	F6	12	N
3C	Owl of the Deep hit points:	5 (45)	10 00000	3 00000	2d4/2d4/1d6 00000	Swim 60'(20') or Fly 30'(10')	M10	8	C

PART 2 COMBATANTS (3 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
3G	Strander Body hit points:	4	8	6	1d8 each	N/A	F8	12	N
		(36)	00000	00000	00000	00000	00000	00000	0
3G	Strander Blossom hit points:	8	N/A	1	lightning	Fly 120'(40')	F8	12	N
		(16)	00000	00000	00000	0			
3H	Lacedons hit points (x3):	6	2	3	1d3/1d3/1d3	Swim 90'(30')	F2	9	C
		(9)	00000	0000					
3H	Ghast hit points:	4	4	3	1d4/1d4/1d8	Swim 150'(50')	F4	9	C
		(18)	00000	00000	00000	000			
4B	Crab Spiders hit points (x4):	7	2	1	1d8+poison	120'(40')	F1	7	N
		(9)	00000	0000					
4B	Trapdoor Spider hit points (each):	6	3	1	2d6+poison	60'(20')	F2	8	N
		(14)	00000	00000	0000				
4D	Crooked-Mandible hit points:	8	6	1	1d6+poison	60'(20')	M6	8	C
		(27)	00000	00000	00000	00000	00		
4D	Ate-Her-Own-Mother hit points:	8	8	1	1d6+poison	0'	M8	8	C
		(36)	00000	00000	00000	00000	00000	00000	0

PART 2 COMBATANTS (4 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
4D	Giant Tarantulas hit points (x6):	5 (18)	4 00000	1 00000	1d8+poison 00000 000	120'(40')	F2	8	N
4D	Crab Spider hit points:	7 (9)	2 00000	1 0000	1d8+poison	120'(40')	F1	7	N
4F	Spider Hulk hit points:	8 (45)	10 00000	1 00000	1d12 00000 00000 00000 00000 00000	60'(20')	F5	12	N
5E	Owlverines hit points (x6):	6 (18)	4 00000	3 00000	1d4/1d4/1d8 00000 000	180'(60')	F4	11	N
5G	Skeletons hit points (x20):	7 (5)	1 00000	1	1d6	60'(20')	F1	12	C
5H	Flesh Golem hit points:	9 (40)	9 00000	2 00000	2d8/2d8 00000 00000 00000 00000 00000 00000	90'(30')	F9	12	N
5H	Polar Bear hit points:	6 (23)	6 00000	3 00000	1d3/1d3/1d6 00000 00000 000	120'(40')	F3	8	N
5I	Ice Toads hit points (x5):	4 (23)	5 00000	1 00000	3d4 00000 00000 000	90'(30')	F5	7	N
5K	Remorhaz hit points:	0/2/4 (45)	10 00000	1 00000	6d6 00000 00000 00000 00000 00000 00000 00000	120'(40')	F10	10	N

PART 2 COMBATANTS (5 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
6B	Hobgoblins hit points (x10):	6 (6)	1+1 00000	1 0	1d8 or 1d6	90'(30')	F1	8	C
6B	Hobgoblin Sergeant hit points:	5 (18)	4 00000	1 00000	1d8+1 or 1d6 00000	90'(30')	F4	9	C
6B	Goblins hit points (x4):	6 (4)	1-1 0000	1	1d6	60'(20')	F0	7	C
6B	Fire Beetle hit points:	4 (7)	1+2 00000	1 00	2d4	120'(40')	F1	7	N
6B	Vampiric Giant Bat hit points:	6 (9)	2 00000	1 0000	1d4+paralysis	60'(20')	F1	8	N
6C	Spazzichur hit points:	5 (23)	5 00000	1 00000	1d4+1 00000	60'(20')	C5	9	C
6D	Zombies hit points (x14):	8 (9)	2 00000	1 0000	1d8	120'(40')	F1	12	C
6E	Hobgoblins hit points (x10):	6 (6)	1+1 00000	1 0	1d8 or 1d6	90'(30')	F1	8	C
6E	Hobgoblin Sergeant hit points:	5 (18)	4 00000	1 00000	1d8+1 or 1d6 0000	90'(30')	F4	9	C

PART 2 COMBATANTS (6 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
6E	Goblins hit points (x4):	6 (4)	1-1 0000	1	1d6	60'(20')	F0	7	C
6F	Xowls hit points (each):	0 (32)	7 00000	4 00000	1d3/1d3/1d3/ 4d4 00000	90'(30')	F7	10	N
6G	Torrglut hit points:	5 (23)	5 00000	1 00000	1d4+2 00000	90'(30')	F5	10	C
6G	Siffrok hit points:	4 (23)	5 00000	1 00000	1d6+1 00000	120'(40')	F5	10	C
6J	Hobgoblins hit points (x10):	6 (6)	1+1 00000	1 0	1d8 or 1d6	90'(30')	F1	8	C
6J	Hobgoblin Sergeant hit points:	5 (18)	4 00000	1 00000	1d8+1 or 1d6 000	90'(30')	F4	9	C
6J	Goblins hit points (x4):	6 (4)	1-1 0000	1	1d6	60'(20')	F0	7	C
6K	Hobgoblin Sergeants hit points (x2):	5 (18)	4 00000	1 00000	1d6+1 000	90'(30')	F4	9	C
6L	Gurrokt hit points:	2 (30)	6 00000	1 00000	1d8+3 00000	90'(30')	F6	11	C

PART 2 COMBATANTS (7 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
6L	Planisaarvik hit points:	7 (17)	7 00000	1 00000	1d4 00000 00	120'(40')	I7	7	N
6M	Underpriests hit points (x2):	5 (14)	3 00000	1 00000	1d8 0000	90'(30')	C3	9	C
6M	Green Slime hit points:	N/A (9)	2 00000	1 0000	digest	3'(1')	F1	12	N
6N	Morlocks hit points (x10):	8 (5)	1 00000	1	1d6	120'(40')	F1	9	C
6O	Basilisk hit points:	4 (28)	6+1 00000	2 00000	1d10, gaze 00000 00000 00000 000	60'(20')	F6	9	N
6P	Bugbears hit points (x6):	5 (15)	3+1 00000	1 00000	1d10+1 00000	90'(30')	F3	9	C
7D	Hobgoblin Sergeant hit points:	5 (18)	4 00000	1 00000	1d6+1 or 1d6 00000 000	90'(30')	F4	9	C
7D	Hobgoblins hit points (x6):	6 (6)	1+1 00000	1 0	1d6 or 1d6	90'(30')	F1	8	C
7D	Goblins hit points (x3):	6 (4)	1-1 0000	1	1d6 or 1d4	60'(20')	F0	7	C

PART 2 COMBATANTS (8 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
7E	Tongueless hit points (x8):	6 (9)	2 00000	2 0000	1d3/1d8+1	120'(40')	F2	10	C
7F	Hoot Horrors hit points (x4):	3 (27)	6 00000	2 00000	2d6 00000	90'(30')	F6	10	N
7G	Violet Fungi hit points (x2):	7 (14)	3 00000	1d4 00000	rot 0000	10'(3')	F3	8	N
8A	Metamorphic Ooze hit points:	0 (41) 0	9 00000	1 00000	4d4+weakness 00000	0' 00000	F9	12	N
8D	Morlocks hit points (x4):	8 (5)	1 00000	1	1d6	120'(40')	F1	9	C
8E	Carcass Scavengers hit points (x2):	7 (15)	3+1 00000	8 00000	paralysis 00000	120'(40')	F1	9	N
8F	Morlocks hit points (x2-4):	8 (5)	1 00000	1	1d6	120'(40')	F1	9	C
8G	Morlocks hit points (x4):	8 (5)	1 00000	1	1d6	120'(40')	F1	9	C
8G	Albino Ape hit points:	6 (18)	4 00000	2 00000	1d4/1d4 000	120'(40')	F2	7	N

PART 2 COMBATANTS (9 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
8G	Morlock Chief hit points:	7	6	1	1d8+2	120'(40')	F6	11	C
		(27)	00000	00000	00000	00000	00000	00	
9B	Tongueless hit points (x2):	6	2	2	1d3/1d6+1 or 1d6	120'(40')	F2	10	C
		(9)	00000	0000					
9B	Stone Animate Statue hit points:	4	5	2	2d6/2d6	60'(20')	F5	11	C
		(23)	00000	00000	00000	00000	000		
9C	Tongueless hit points (x12):	6	2	2	1d3/1d6+1 or 1d6	120'(40')	F2	10	C
		(9)	00000	0000					
9C	Tongueless Lieutenant hit points:	2	6	2	1d3+1/2d4+2	240'(80')	F6	12	C
		(27)	00000	00000	00000	00000	00000	00	
9D	Brudbilz hit points:	6	7	1	1d6+3	60'(20')	F7	12	C
		(32)	00000	00000	00000	00000	00000	00000	00
9D	Fire Elemental hit points:	2	8	1	1d8	120'(40')	F8	10	N
		(36)	00000	00000	00000	00000	00000	00000	0
9F	Hobgoblins hit points (x10):	6	1+1	1	1d8 or 1d6	90'(30')	F1	8	C
		(6)	00000	0					

PART 2 COMBATANTS (10 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
9F	Hobgoblin Sergeant hit points:	5	4	1	1d8+1 or 1d6	90'(30')	F4	9	C
		(18)	00000	00000	00000	000			
9G	Bugbears hit points (x6):	5	3+1	1	1d10+1	90'(30')	F3	9	C
		(15)	00000	00000	00000				
9H	Haaktokur hit points:	3	6	1	1d8+4 or 1d8	120'(40')	R6	12	C
		(40)	00000	00000	00000	00000	00000	00000	00000
9I	Goblins hit points (x20):	6	1-1	1	1d6	60'(20')	F0	7	C
		(4)	0000						
9J	Fasgluuk hit points:	5	4	1	1d6+1	90'(30')	F4	9	C
		(18)	00000	00000	00000	000			
9K	Underpriest hit points:	4	4	1	1d6+1	90'(30')	C4	10	C
		(18)	00000	00000	00000	000			
9K	Hobgoblins hit points (x10):	6	1+1	1	1d8 or 1d6	90'(30')	F1	8	C
		(6)	00000	0					
9K	Hobgoblin Sergeant hit points:	5	4	1	1d8+1 or 1d6	90'(30')	F4	9	C
		(18)	00000	00000	00000	000			
9L	Throghrin hit points (x6):	6	3	2	1d3/1d3	120'(40')	F3	10	C
		(14)	00000	00000	0000				

PART 2 COMBATANTS (11 of 11)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
9M	Throghrin Leader hit points:	5	8	4	1d6 each	120'(40')	F8	12	C
		(36)	00000	00000	00000	00000	00000	00000	0
9N	Bugbears hit points (x6):	5	3+1	1	1d10+1	90'(30')	F3	N/A	C
		(15)	00000	00000	00000				
9O	Underpriest hit points:	4	4	1	1d6+1	90'(30')	C4	10	C
		(18)	00000	00000	00000	000			
9P	Djukunz hit points:	-1	9	1	1d6+4	90'(30')	C9	12	C
		(49)	00000	00000	00000	00000	00000	00000	00000
			00000	0000					
9Q	Invisible Stalker hit points:	3	8	1	4d4	120'(40')	F8	12	N
		(36)	00000	00000	00000	00000	00000	00000	0
9R	Vrock hit points:	0	8	5	1d4/1d4/1d8/1d8/1d6	120'(40') or Fly 180'(60')	F8	11	C
		(36)	00000	00000	00000	00000	00000	00000	0
9S	Giant Crayfish hit points (x2):	4	4+4	2	2d6/2d6	60'(20') or Swim 120'(40')	F4	9	N
		(22)	00000	00000	00000	00000	00		

PART 3 COMBATANTS (1 of 4)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
10B	Wights hit points (x6):	5	3	1	drain	90'(30')	F3	12	C
		(14)	00000	00000	0000				
10D	Hieracosphinx hit points:	6	9	3	2d4/2d4/ 1d10	90'(30') or Fly 360'(120')	F9	10	C
		(41)	00000	00000	00000	00000	00000	00000	00000
		0							
10F	Bugbears hit points (x2):	5	3+1	1	1d10+1	90'(30')	F3	9	C
		(15)	00000	00000	00000				
10F	Goblins hit points (x4):	6	1-1	1	1d6	60'(20')	F0	7	C
		(4)	0000						
10I	Giant Scorpions hit points (x2):	2	4	3	1d10/1d10/ 1d4+poison	150'(50')	F2	11	N
		(18)	00000	00000	00000	000			
10L	Hobgoblins hit points (x2):	6	1+1	1	1d6 or 1d6	90'(30')	F1	8	C
		(6)	00000	0					
10M	Hobgoblins hit points (x6):	6	1+1	1	1d6 or 1d6	90'(30')	F1	8	C
		(6)	00000	0					
10M	Hobgoblin Sergeant hit points:	5	4	1	1d6+1 or 1d6	90'(30')	F4	9	C
		(18)	00000	00000	00000	000			
10N	Goblins hit points (x6):	6	1-1	1	1d6	60'(20')	F0	7	C
		(4)	0000						

PART 3 COMBATANTS (2 of 4)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
10P	Hobgoblins hit points (x4):	6 (6)	1+1 00000	1 0	1d6 or 1d6	90'(30')	F1	8	C
10Q	Daskarrup hit points:	3 (27)	6 00000	1 00000	1d8+2 00000	60'(20')	C6	8	C
10R	Quan Yeo hit points:	4 (25)	5+2 00000	1 00000	1d12 00000	90'(30') or Fly 150'(50')	M5	9	L
10S	Giant Stag Beetle hit points:	3 (32)	7 00000	3 00000	1d10/1d10/ 4d4 00000	60'(20')	F7	8	N
12F	Gelatinous Cube hit points:	8 (18)	4 00000	1 00000	2d4+paralyze 00000	60'(20')	F2	12	N
12G	Shadows hit points (x4):	7 (11)	2+2 00000	1 00000	1d4+drain 0	90'(30')	F2	12	C
12H	Minotaur hit points:	6 (27)	6 00000	2 00000	1d6/1d6 00000	120'(40')	F6	12	C
13G	Wax Golem hit points:	4 (40)	10 00000	2 00000	2d6/2d6 00000	60'(20')	F5	12	N
14G	Fire Bats hit points (each):	8 (9)	2 00000	1 0000	1d4+1d4 fire	30'(10') or Fly 180'(60')	F2	8	N

PART 3 COMBATANTS (3 of 4)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
15D	Xag-Ya hit points (each):	2	6	1	1d8	Fly 60'(20')	M6	10	N
		(27)	00000	00000	00000	00000	00		
15D	Xeg-Yi hit points (each):	2	6	1	1d8	Fly 60'(20')	M6	10	N
		(27)	00000	00000	00000	00000	00		
16	Erbilg hit points:	1	9	1	1d6+2	120'(40')	A9	11	C
		(51)	00000	00000	00000	00000	00000	00000	00000
			00000	00000	0				
16C	Norkers hit points (x4):	3	1+2	2	1d3/1d6	90'(30')	F1	10 or 6	C
		(7)	00000	00					
16J	Norkers hit points (x2):	3	1+2	2	1d3/1d6	90'(30')	F1	10 or 6	C
		(7)	00000	00					
16M	Devil Bird hit points:	6	2+2	2	2d4/1d4+acid	150'(50')	F2	8	C
		(11)	00000	00000	0				
16P	Norkers hit points (x6):	3	1+2	2	1d3/1d6	90'(30')	F1	10 or 6	C
		(7)	00000	00					
16Q	Wraiths hit points (x4):	3	4	1	1d6+drain	120'(40') or Fly 240'(80')	F4	12	C
		(18)	00000	00000	00000	000			

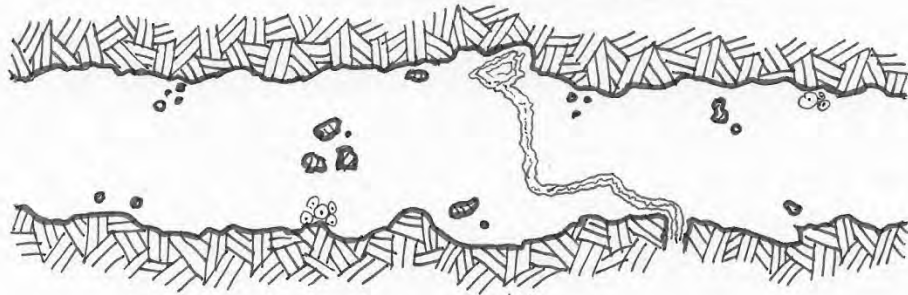
PART 3 COMBATANTS (4 of 4)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
16S	Devil Birds	6	2+2	2	2d4/1d4+acid	150'(50')	F2	8	C
	hit points (x6):	(11)	00000	00000	0				
16T	Zombies	2	2	1	1d8+1	60'(20')	F1	12	N
	hit points (x8):	(9)	00000	0000					
						120'(40') or Fly			
16U	Zavatasha	2	6	1	1d8	180'(60')	M6	12	N
	hit points:	(34)	00000	00000	00000	00000	00000	0000	

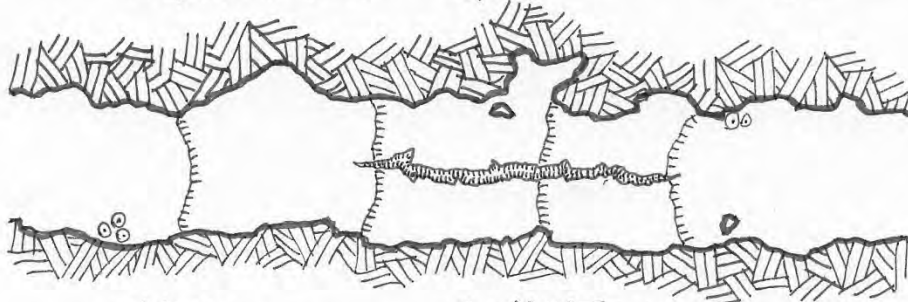
PART 10: MAPS

All maps referring to keyed areas of the adventure are found here. Break these out separately for handy reference.

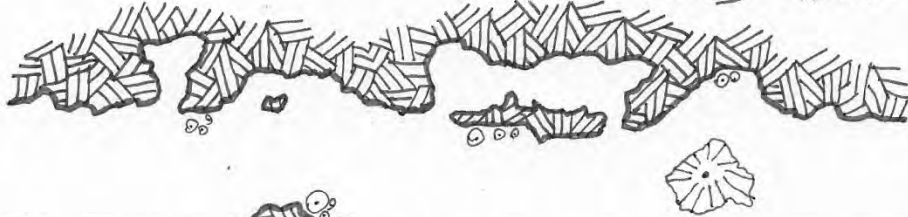
MAJOR TUNNEL GEOMORPHS



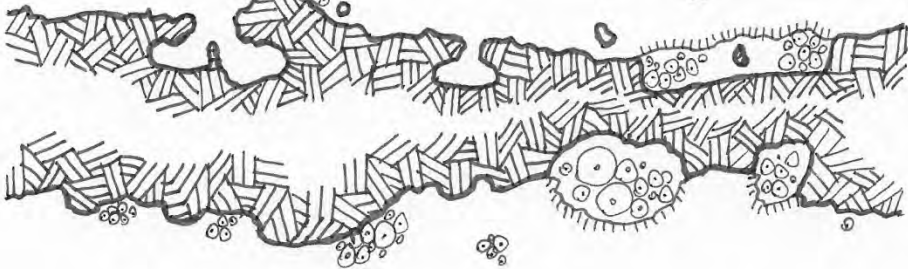
A. STALACTITES
AND SPRING



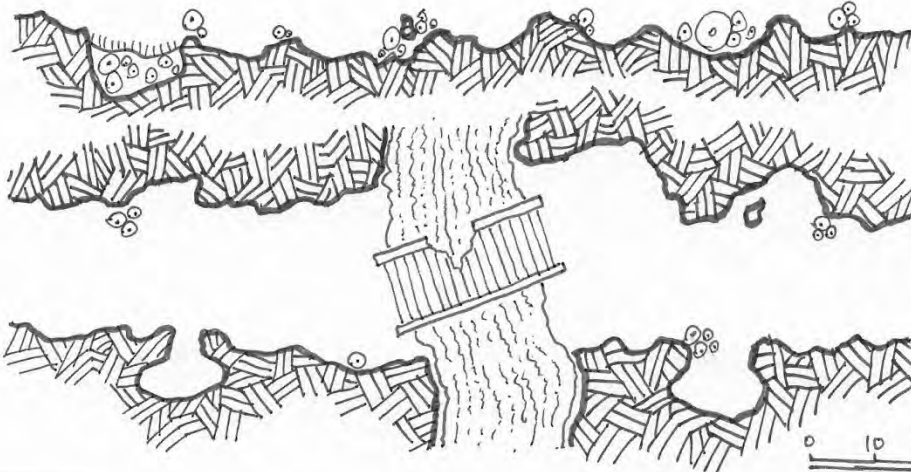
B. STEPS
AND CHASM



C. SIDE-CAVES
AND SINKHOLE



D. FUNGAL
PATHWAY



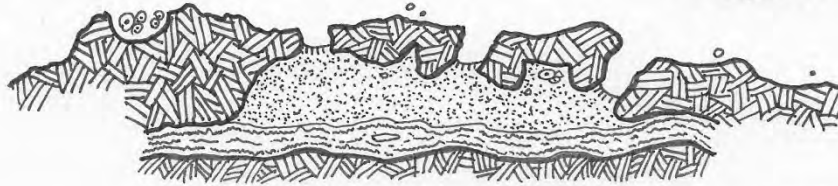
E. BROKEN
BRIDGE

0 10 20 30 40 50 FEET

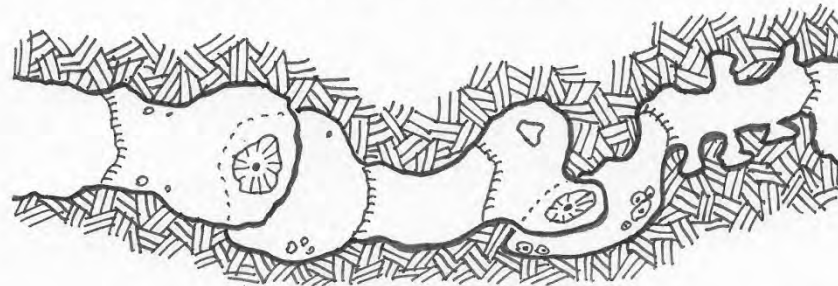
MINOR TUNNEL GEOMORPHS



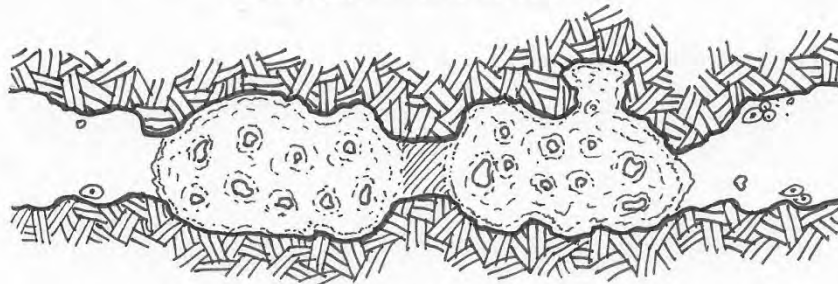
A. SIDE
WATERWAY



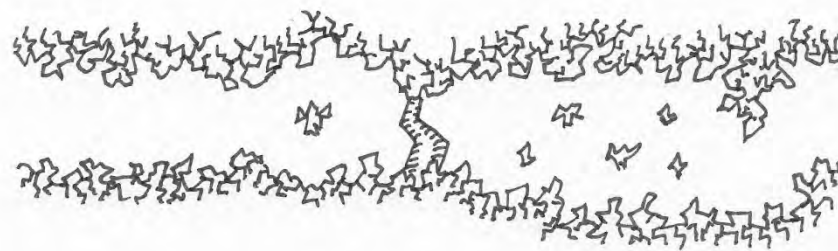
B. SINKHOLE
STAIR - STEPS



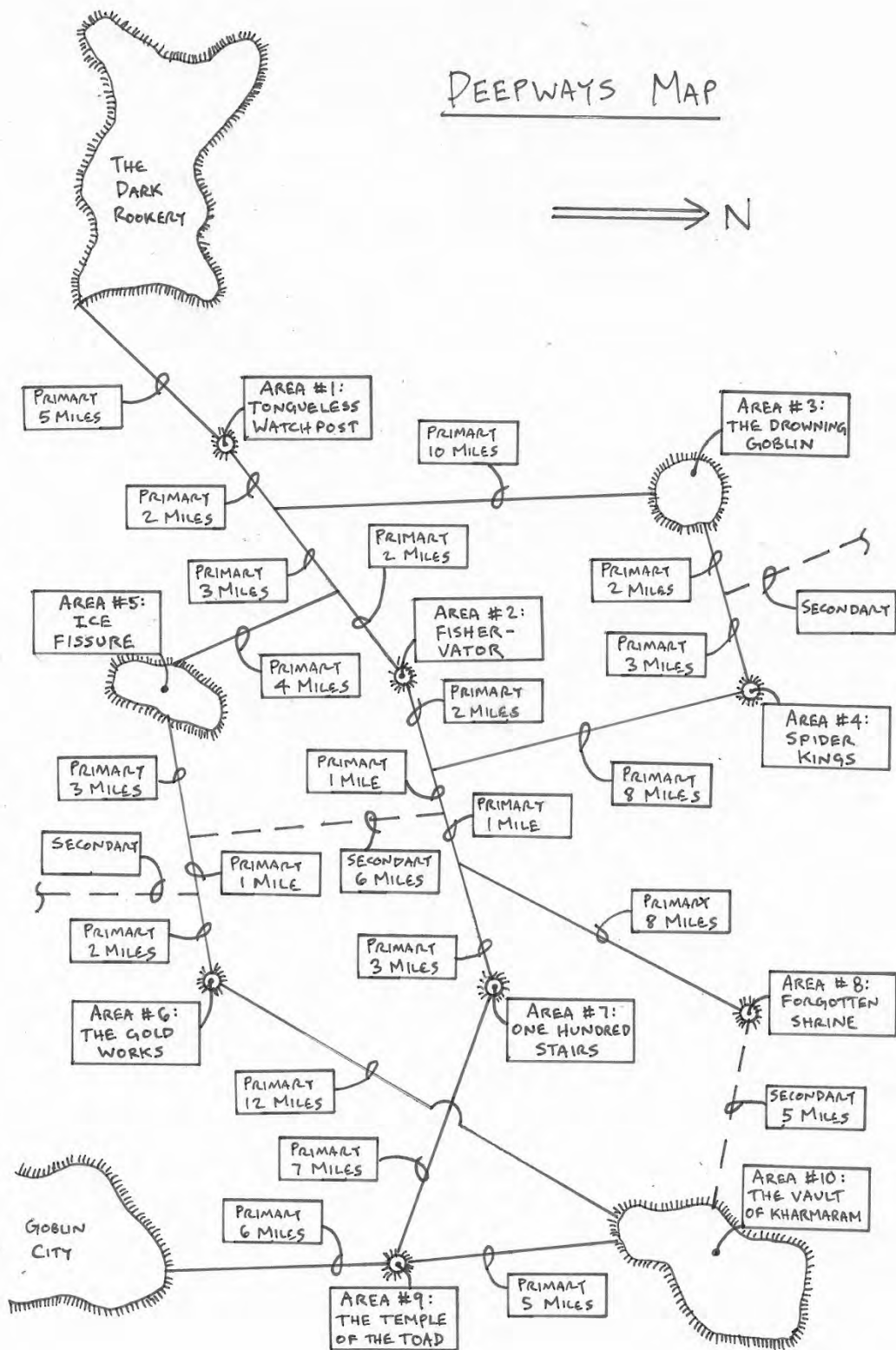
C. WADING
POOLS

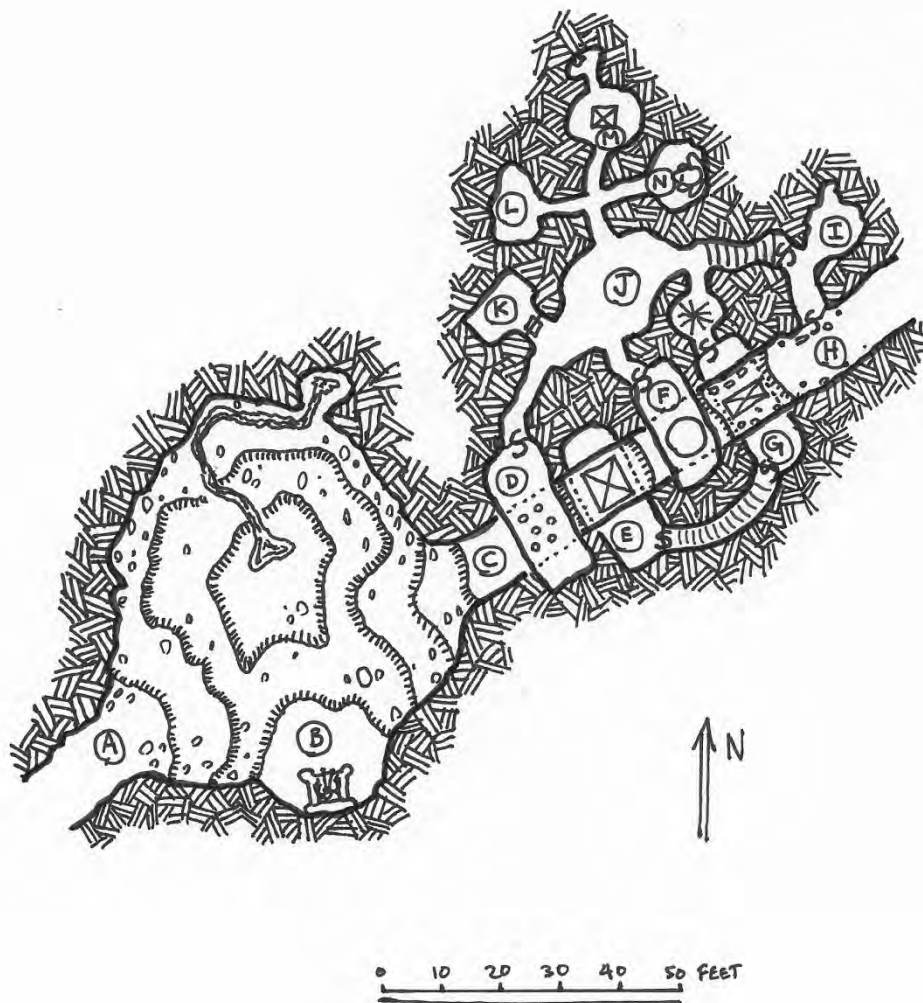


D. CRYSTALLINE
CORRIDOR



0 10 20 30 40 50 FEET

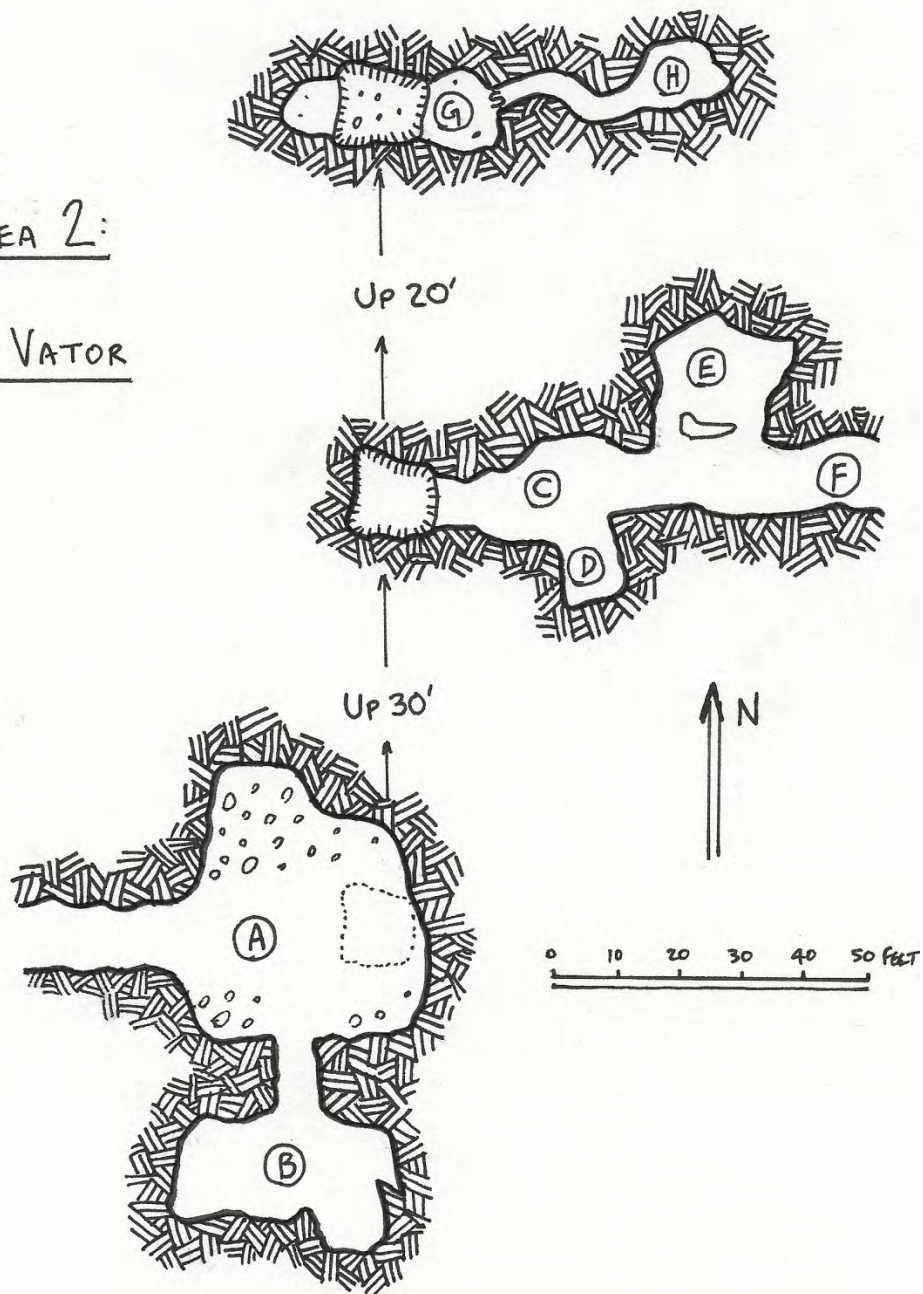


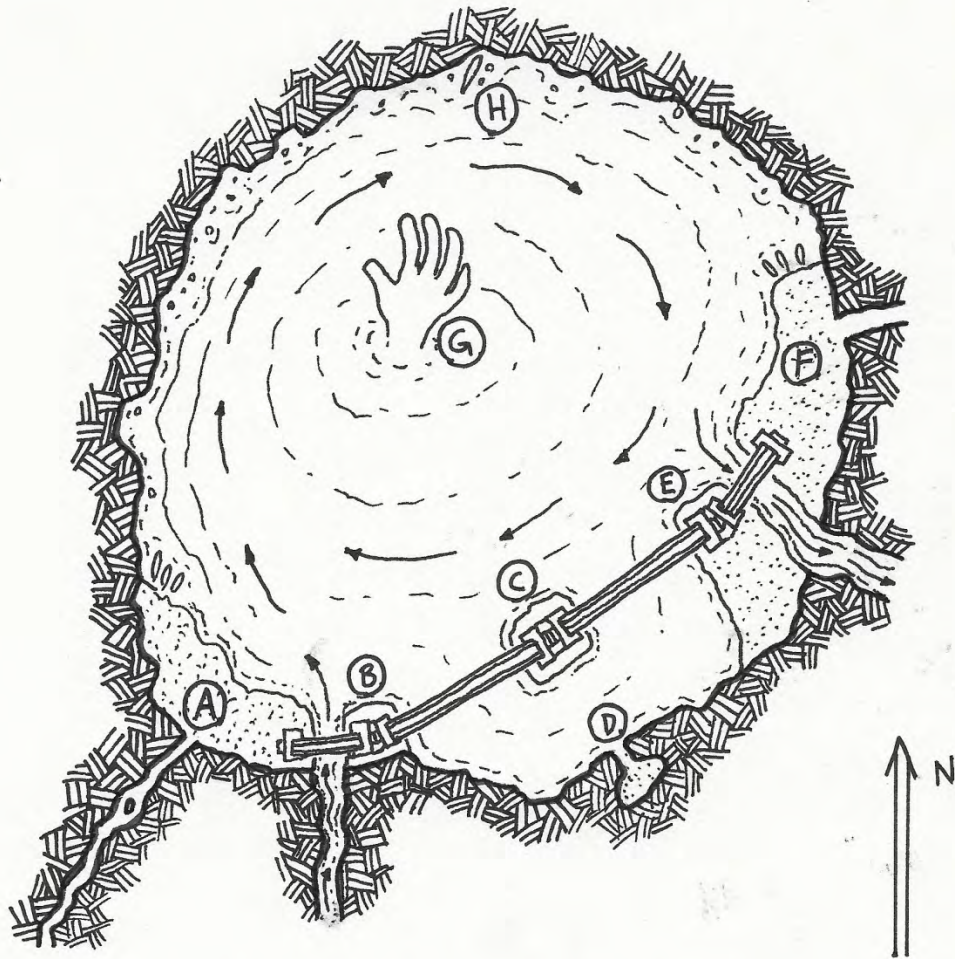


Area 1: Tongueless Watchpost

AREA 2:

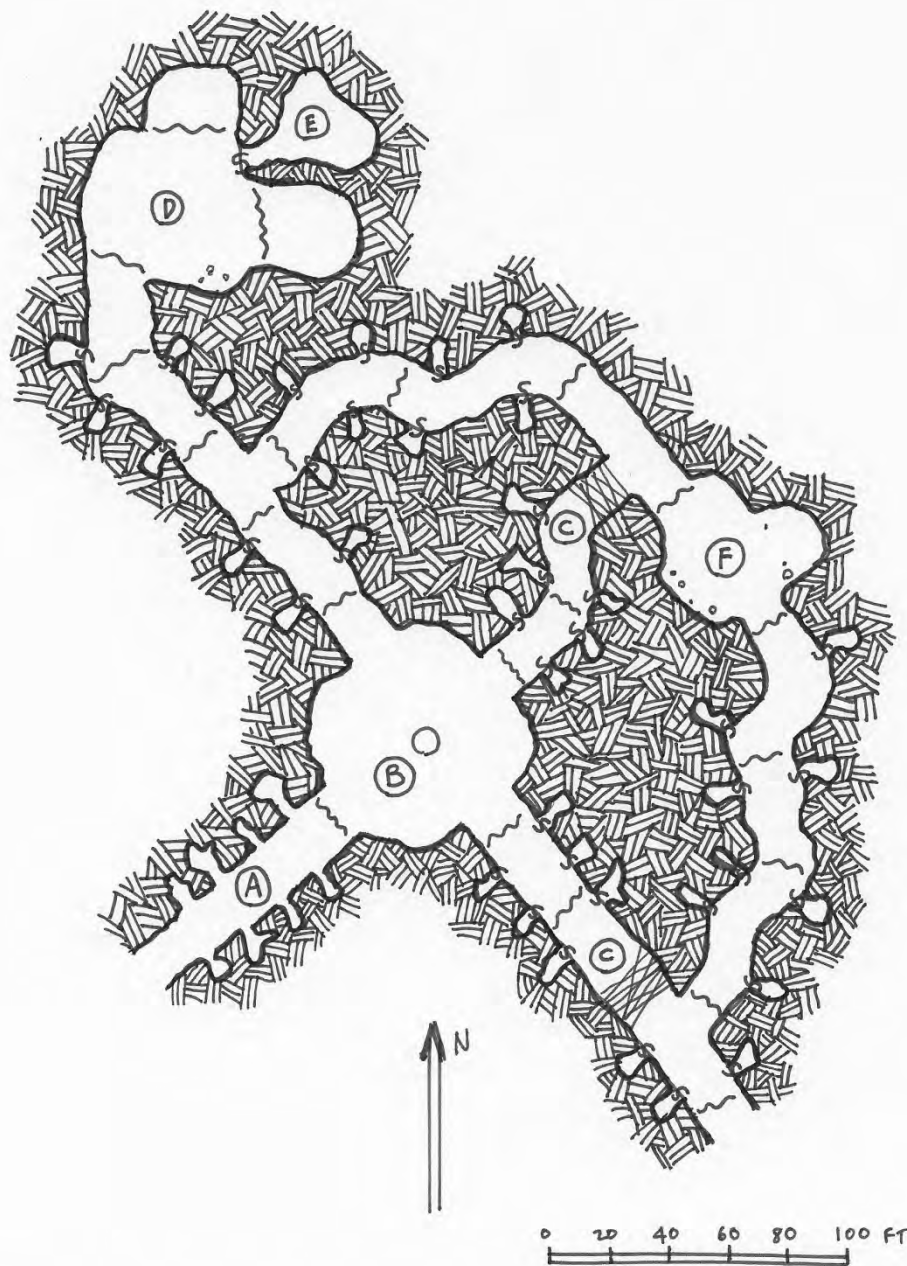
FISHER-VATOR



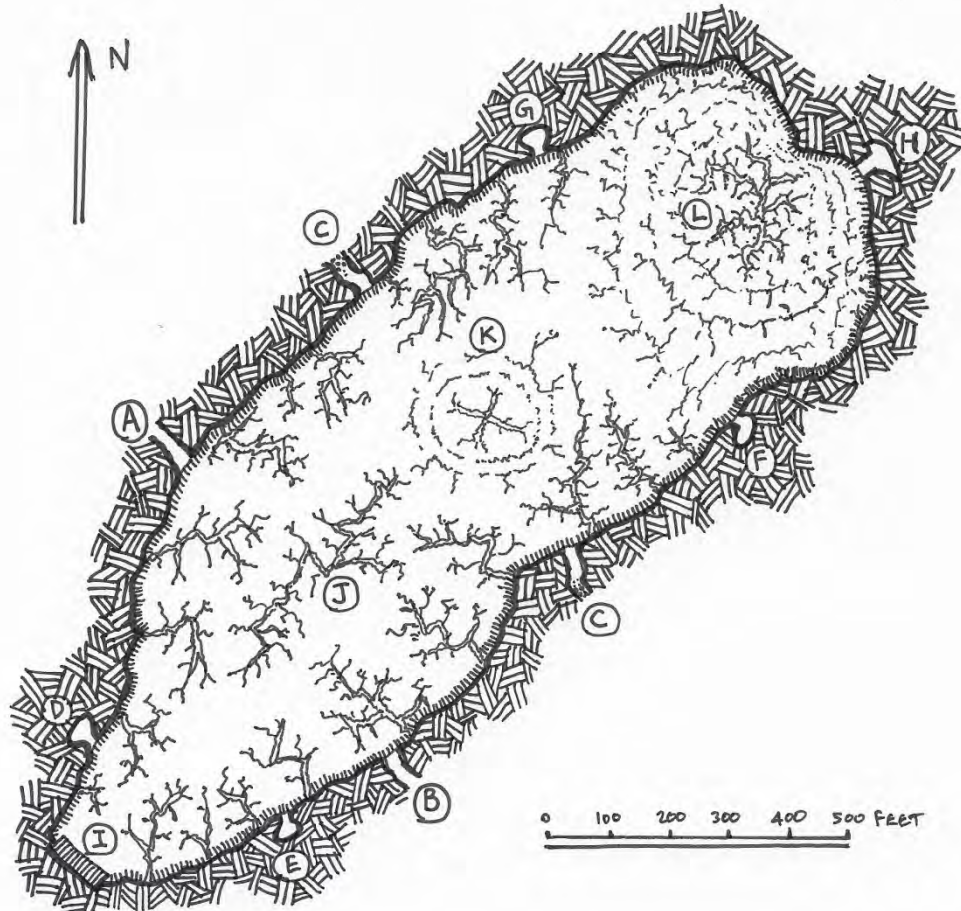


AREA 3: THE DROWNING GOBLIN

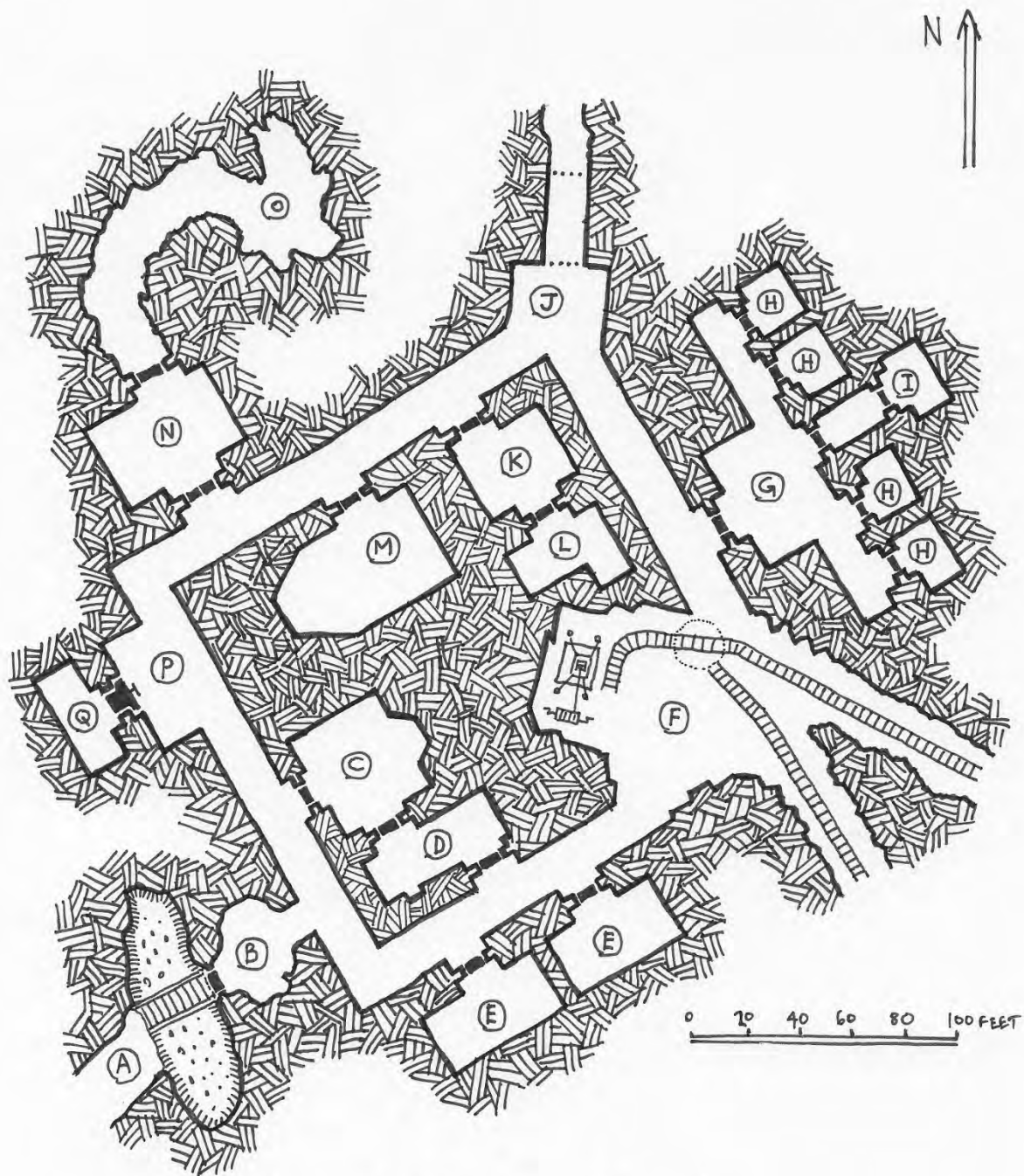
0 50 100 150 200 250 FEET



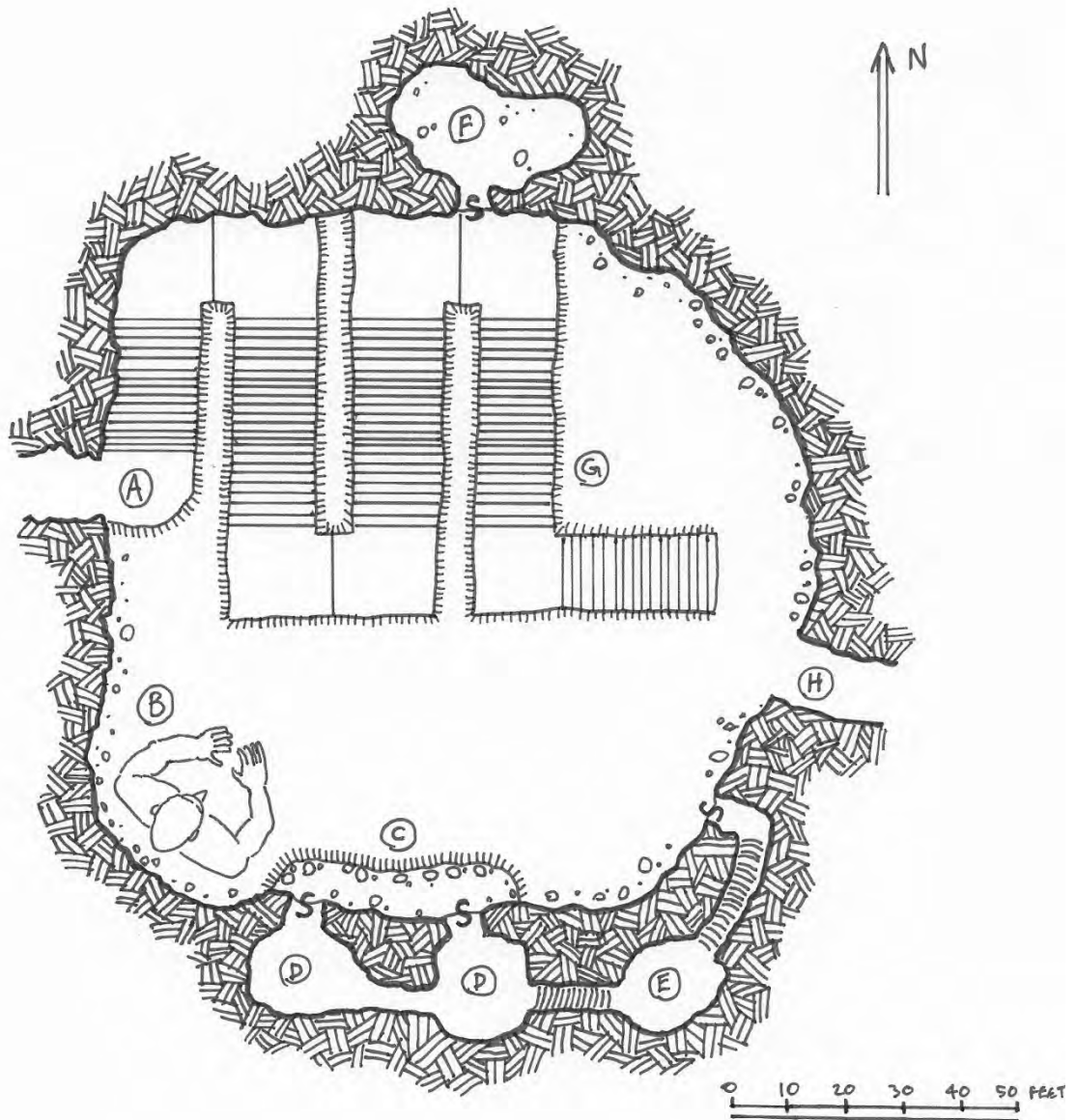
AREA 4: SPIDER KINGS



AREA 5: ICE FISSURE

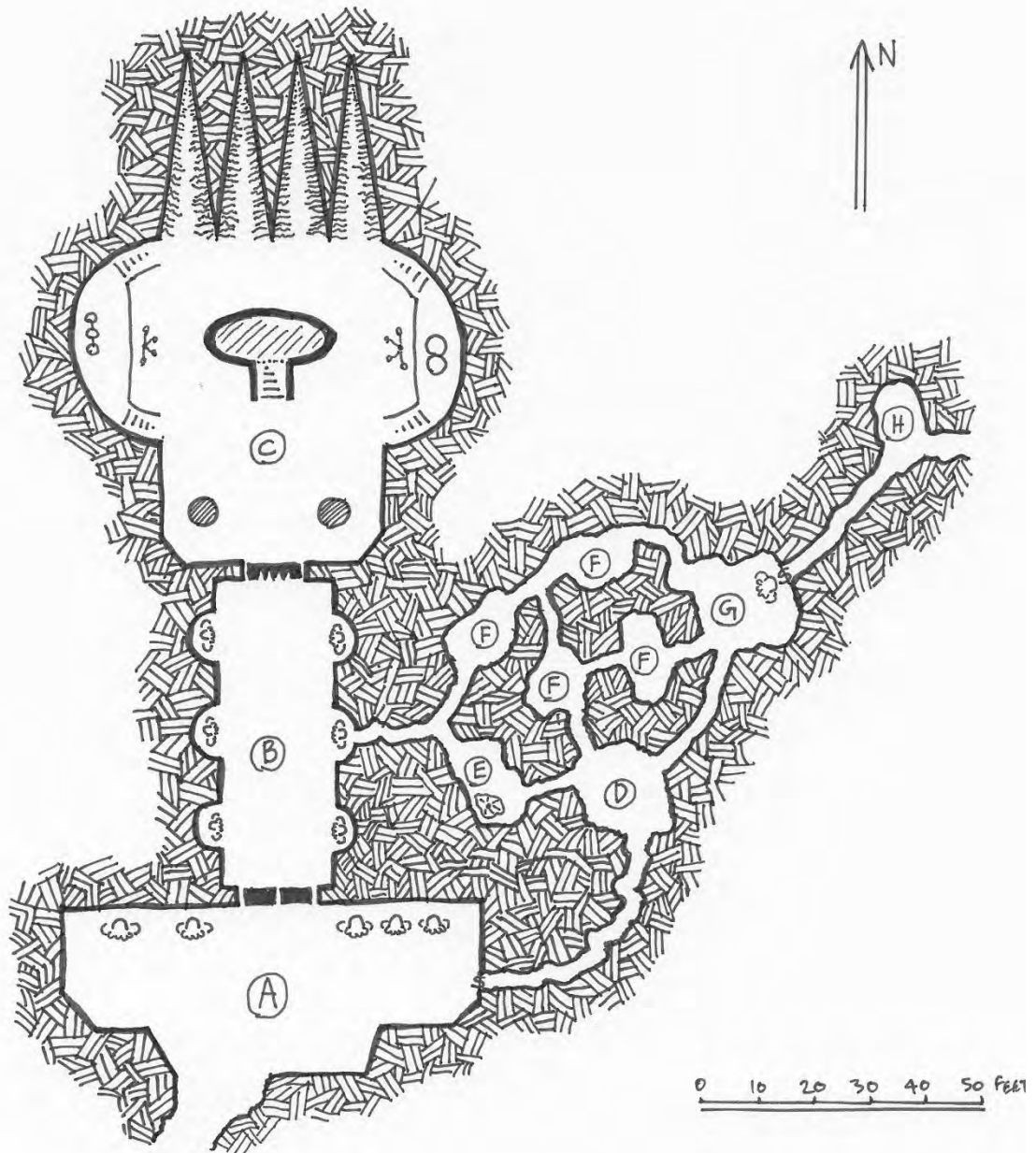


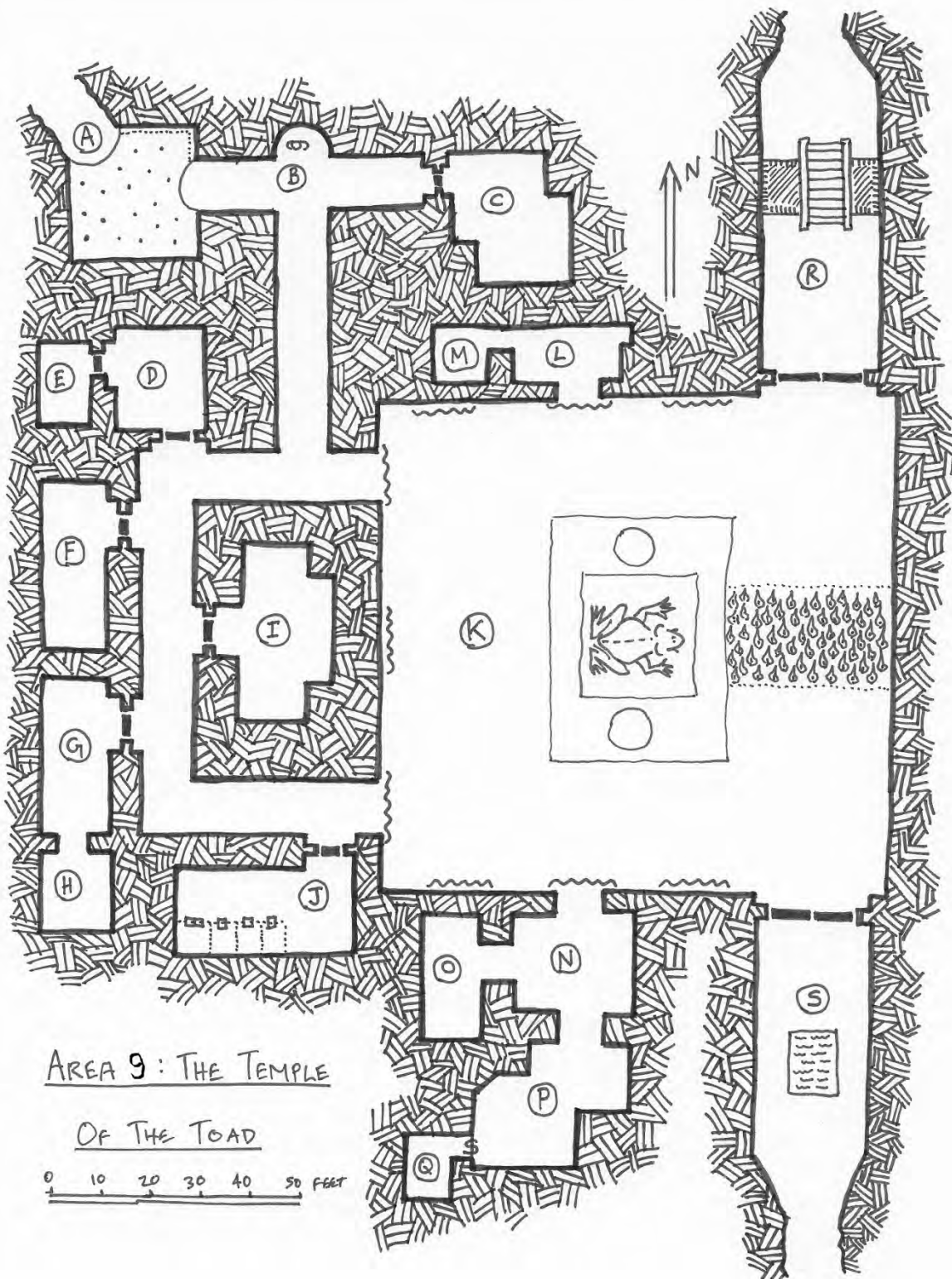
AREA 6: THE GOLD WORKS

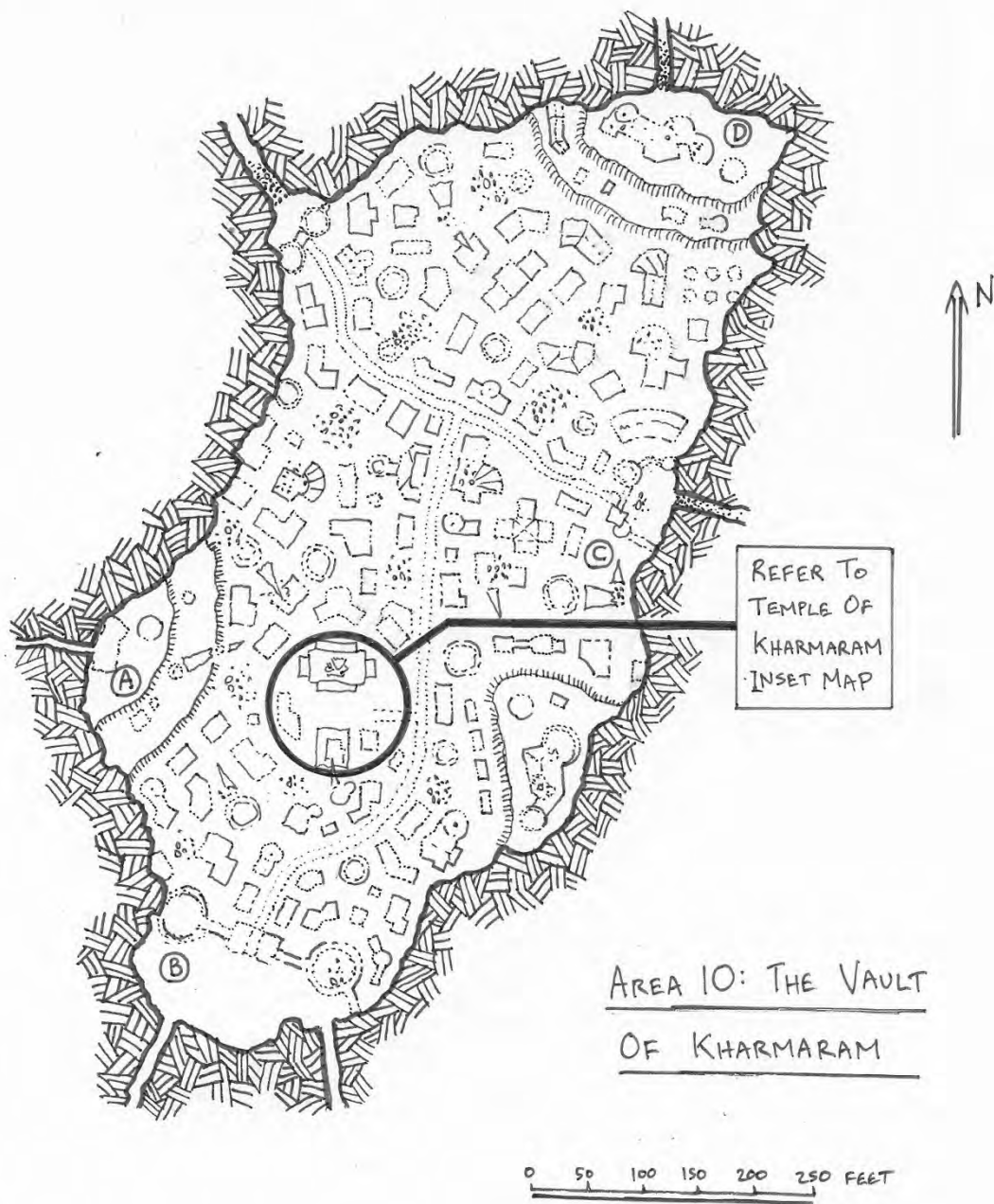


AREA 7: ONE HUNDRED STAIRS

AREA 8: FORGOTTEN SHRINE



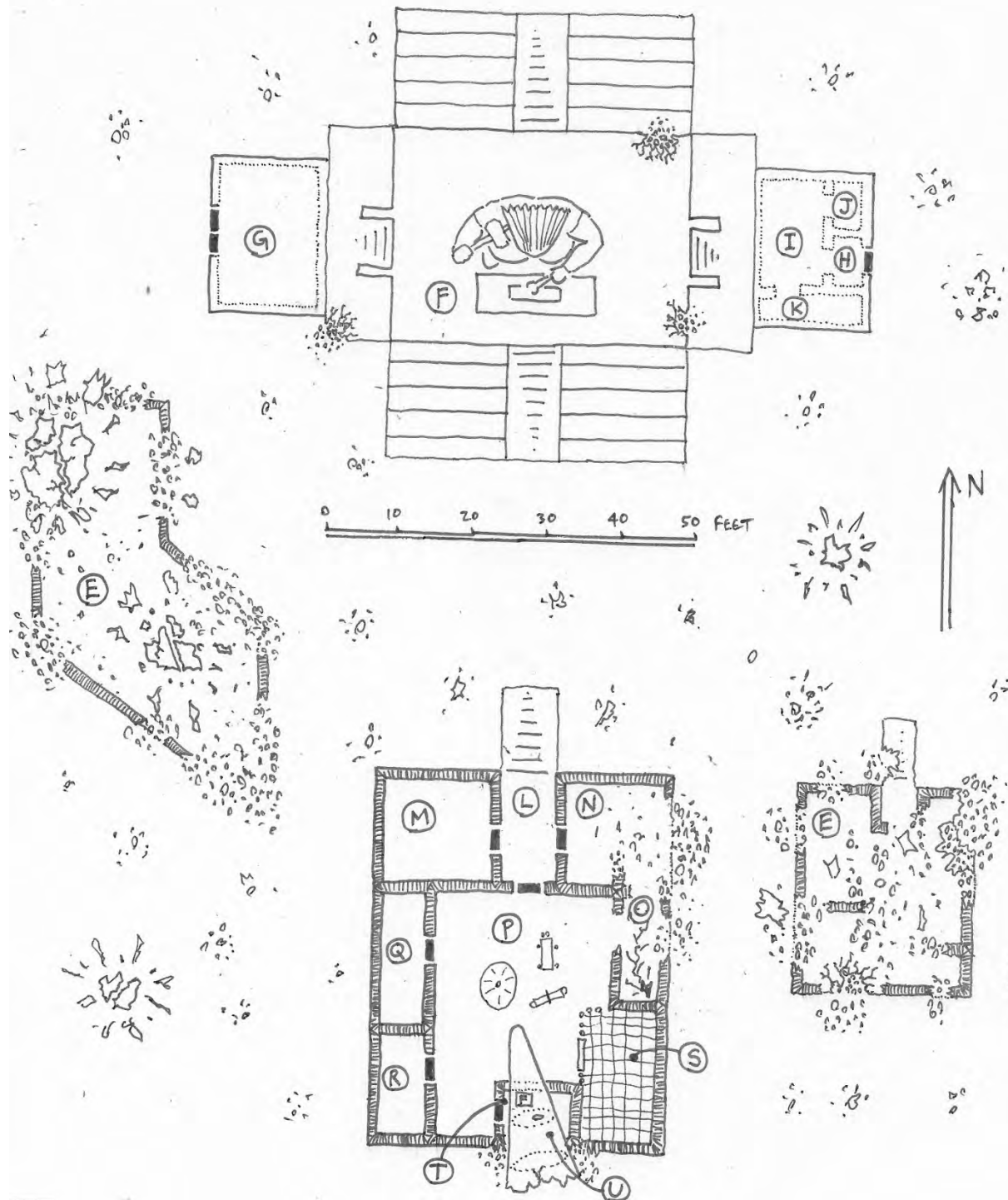




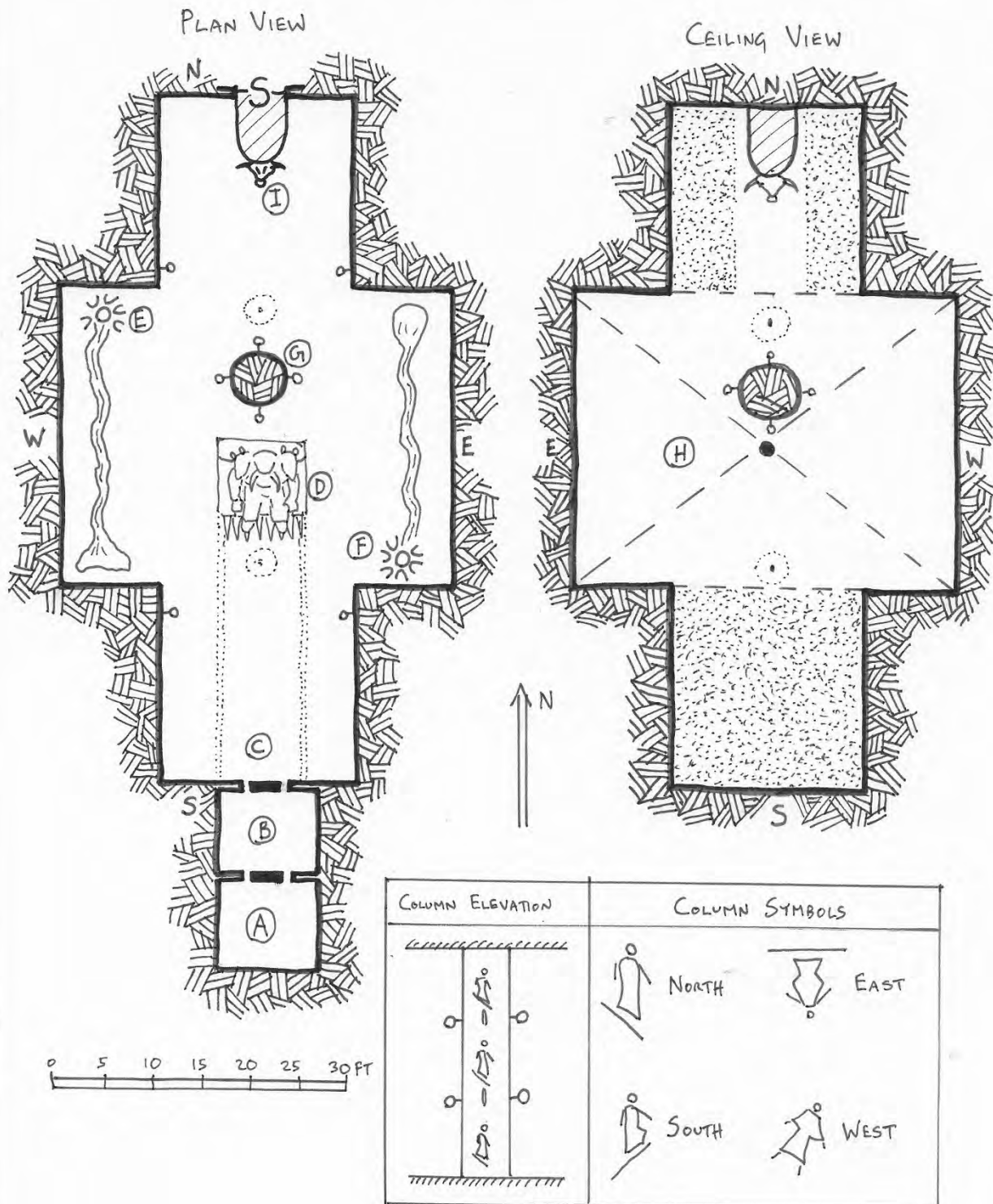
TEMPLE OF KHARMARAM

INSET MAP

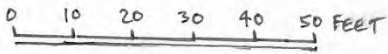
AREA 10



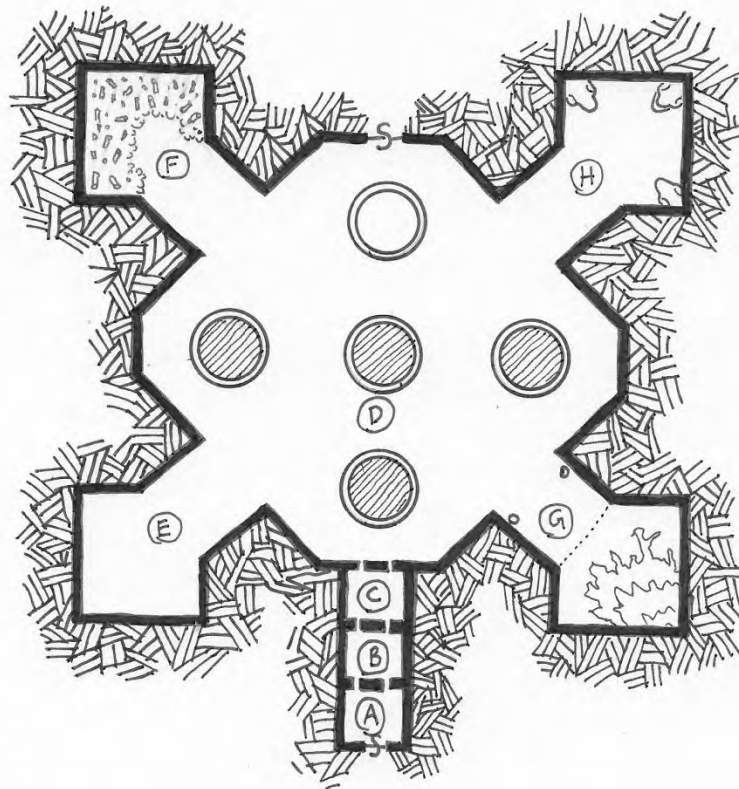
AREA II: THE FIRST TEST



AREA 12: THE SECOND TEST



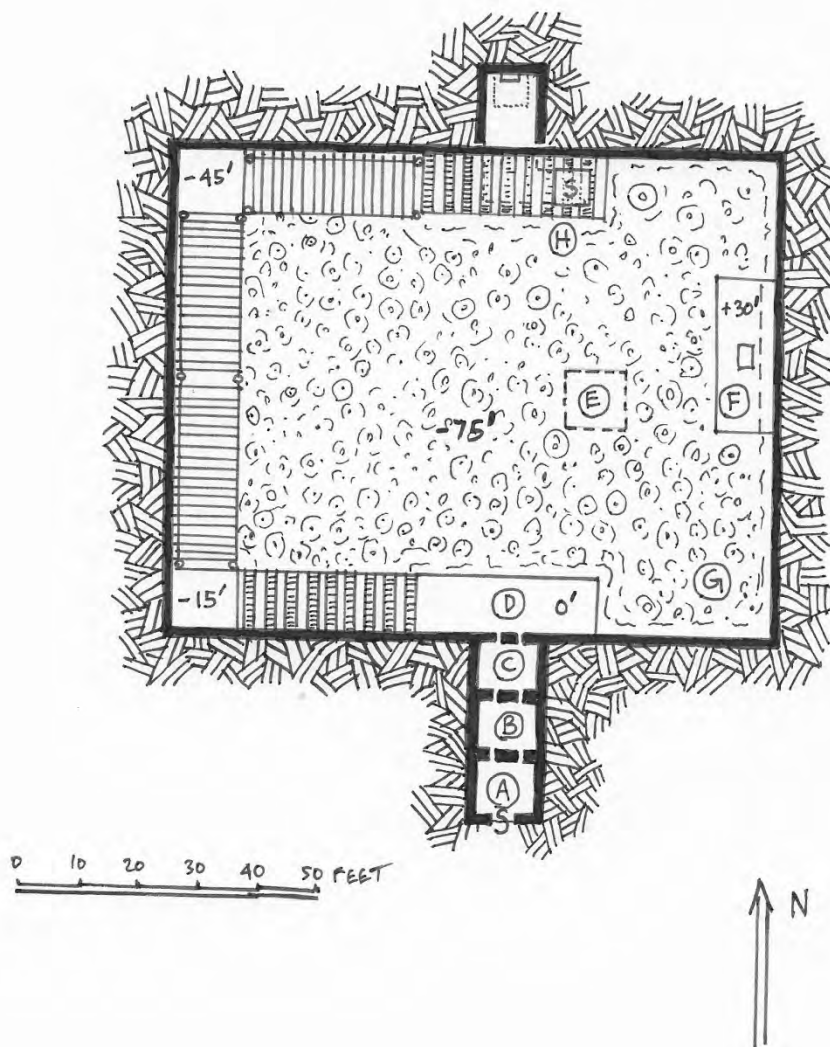
AREA 13: THE THIRD TEST



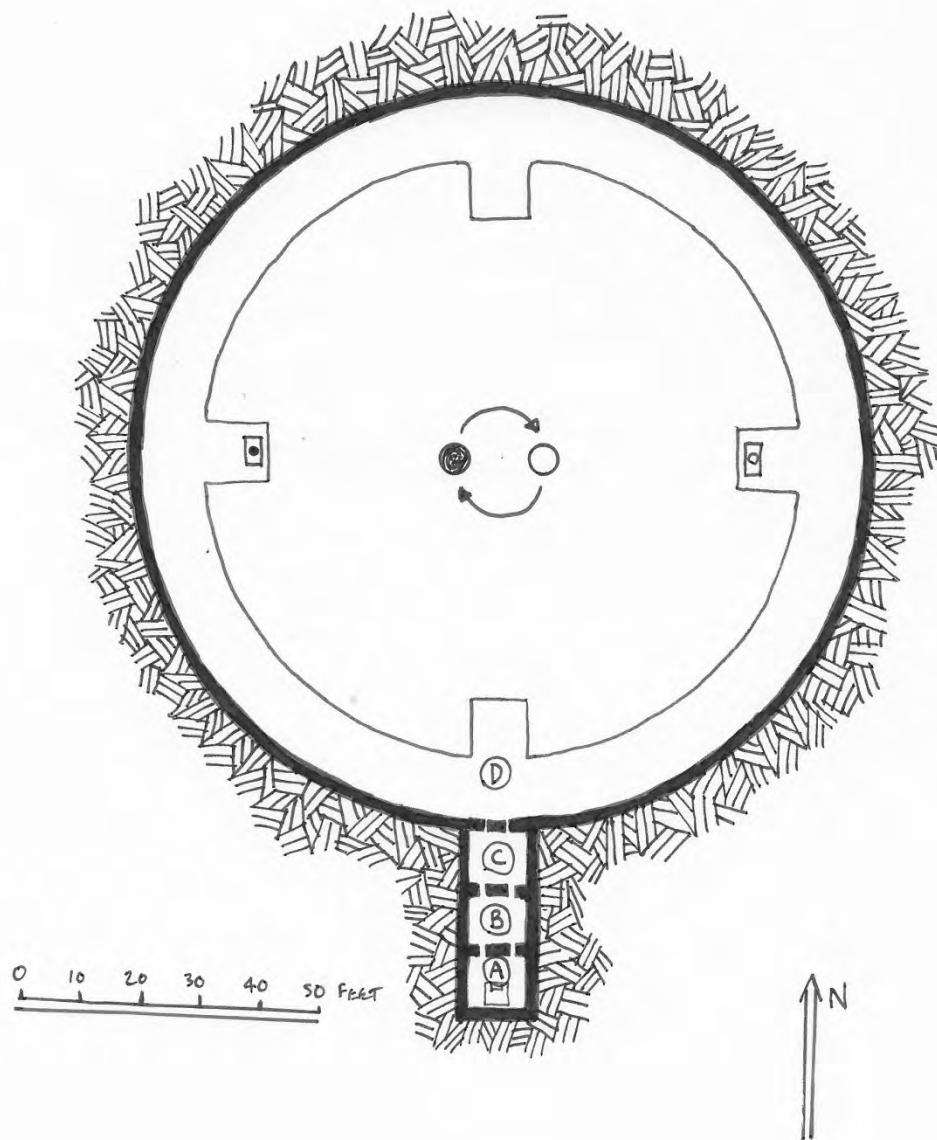
0 10 20 30 40 50 FEET



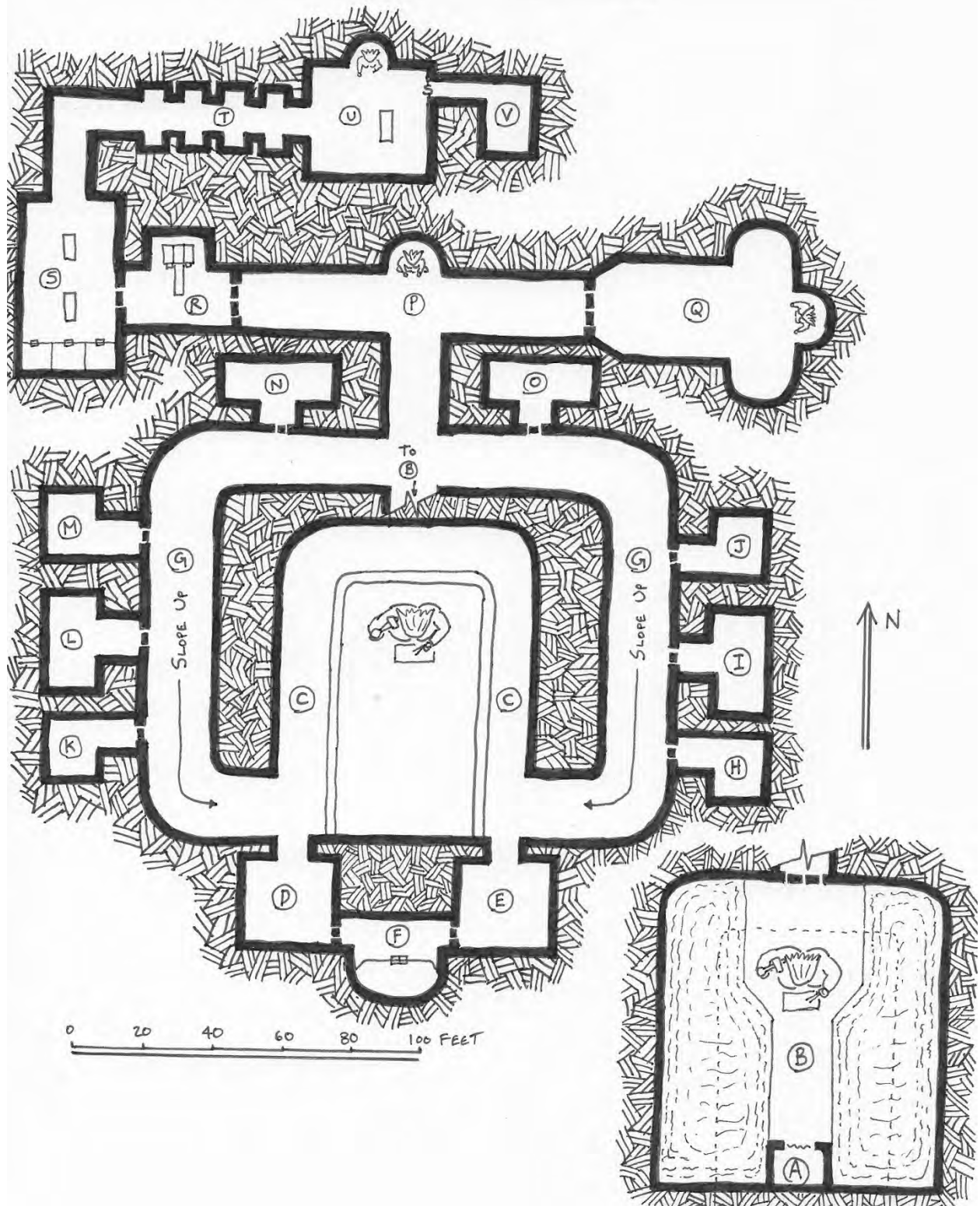
AREA 14: THE FOURTH TEST



AREA 15: THE FIFTH TEST



AREA 16: THE INNER SANCTUM



PART 11: HANDOUTS

These handouts are intended as 'adventure props' for the players. Make copies of these handouts and provide them to the players as directed by the adventure.

MOST HONOURABLE SHAZZEK - RA:

I REGRET THE NEED TO ASK YOUR HELP

AND WRITE WITH SUCH BREVITY, BUT

SCARCE IS THE TIME, AND DANGER ABUNDANT.

MASTER IS FALLEN PREY TO STRANGE ILLNESS

AND I CANNOT MOVE HIM. WE HIDE FROM

GOBLIN RAIDERS, IN THE TEMPLE OF KHARMARAM,

OTHERWISE KNOWN AS THE HAMMERER, IN THE

REMNANTS OF THE DEEP DELVERS' VAULT. IT

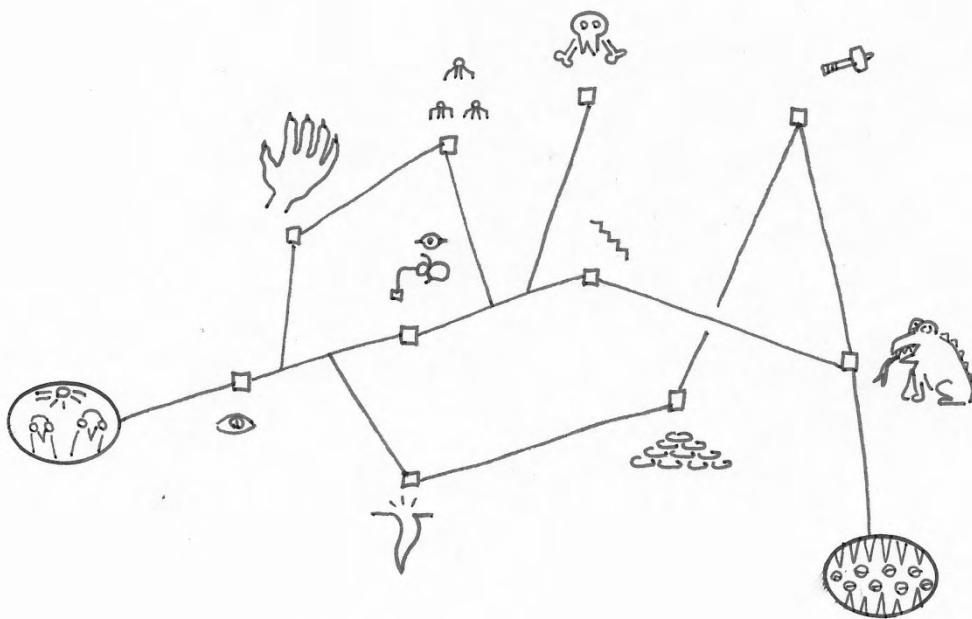
IS UPON FIRST PRINCIPALS THAT YOU MUST RELY,

AS EVER YOU DID, TO ASSIST ME. PLEASE HURRY!

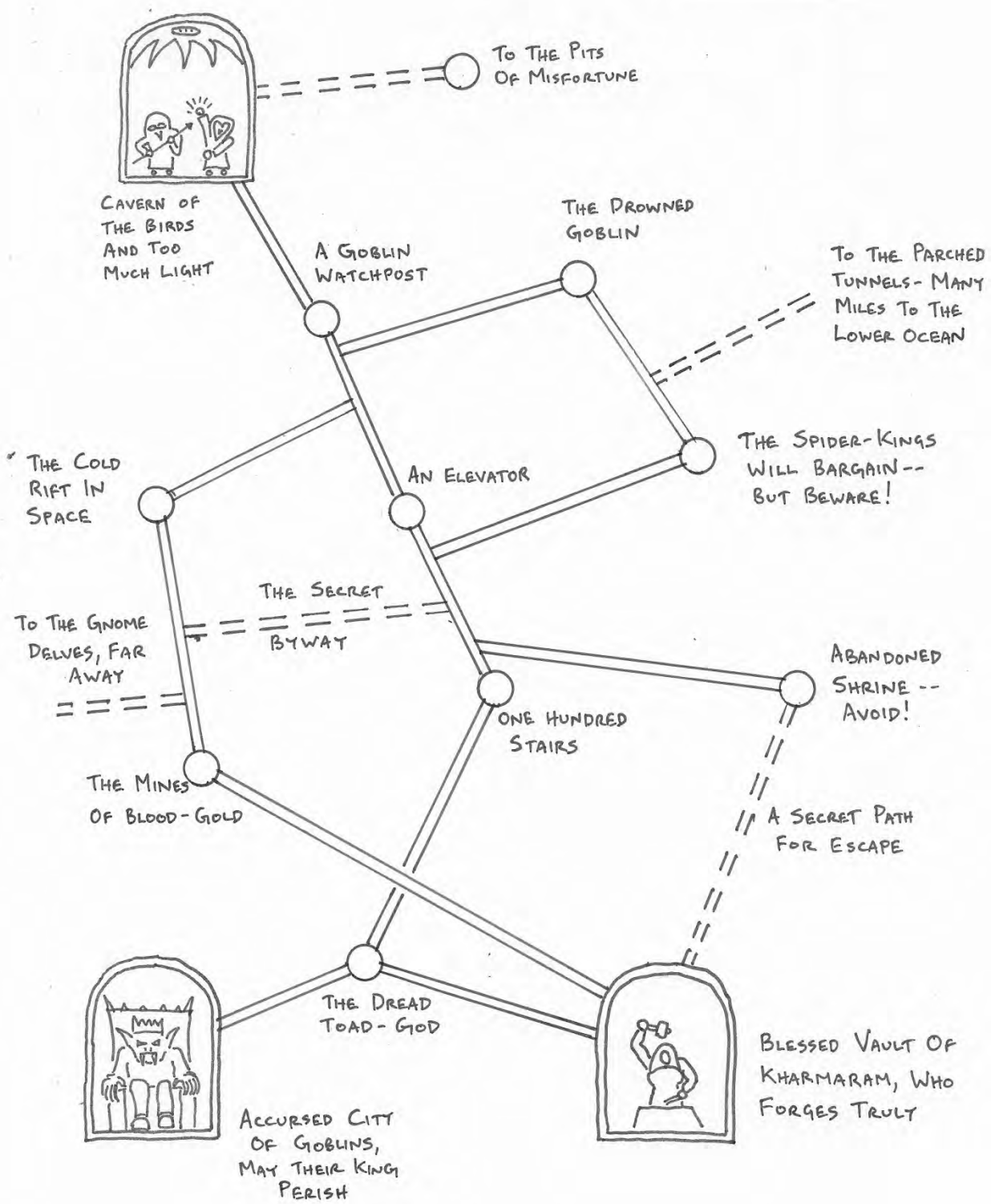
- ZAVATASHA

Farruf-Ahri: Pass this
information to our
Goblin friends.
They should be
grateful!
-AD

HANDOUT #2



HANDOUT #3



PART 12: CREDITS

Design/Layout: Andy Solberg

Editing: Mason Hart

Art: James V. West (go to jwarts.com for more excellent fantasy gaming artwork!)

Playtesting: Angelo Benedetto, Danny Bothwell, Bill Brecht, Theron Bretz, Cydnee Clark-Praxis, Tim Gilheart, Chris Goldsberry, Matt Hildebrand, Rick Jones, Reed Macomber, Greg Morrow, James V. West

Special Thanks: This could not have happened without Daniel Proctor, who compiled the Labyrinth Lord rules, and Tom Moldvay, who is missed. I would also like to thank the staff of OwlCon and the students of Rice FastWarp for their support. Finally, thanks to the Houston Food Bank for all the great work they do with Houston's hungry. <http://www.houstonfoodbank.org>

I appreciate receiving constructive feedback on my adventures. If you have a comment or question, contact me at andysolberg@gmail.com. Thanks!

PART 13: OPEN GAMING LICENSE

DESIGNATION OF OPEN GAME CONTENT

This entire product is open game content.

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Thanks to all OwlCon attendees, guests, vendors, game-masters and staff. We'll see you soon at OwlCon 36!