

**IW1**  
FOR SWORDS & WIZARDRY  
AND OTHER OSR GAMES

# Dungeon Module IW1

## Journey to the Inside Out

by Christian Toft Madsen

AN ADVENTURE FOR CHARACTER LEVELS 2-4



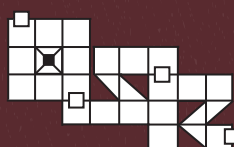
*Beneath our feet is the mythological hollow world – a realm of dense jungles, putrid swamps and rugged mountains. Here a brave party will struggle for survival as they seek to fathom the unseen expanse and to prevent a once defeated god to rise again.*

*The Journey to the Inside Out can be played alone or used as the first installment in a series of three adventure modules. Included herein is a challenging sword and sorcery setting, large scale maps, unique creatures and detailed encounter descriptions for the referee. Also contained within is a background scenario for an ongoing campaign.*

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*Swords  
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# JOURNEY TO THE INSIDE OUT

*Swords & Wizardry* pulp adventures in the Inner World trilogy.

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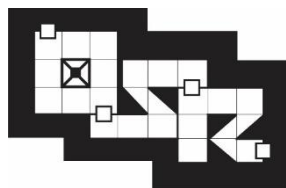
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**Dedication** This work is dedicated to my son.

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“I looked on, I thought, I reflected, I admired, in a state of stupefaction not altogether unmingled with fear!”  
*— Jules Verne, Journey to the Center of the Earth*

“how futile is man's poor, weak imagination by comparison with Nature's incredible genius”  
*— Edgar Rice Burroughs, At the Earth's Core*

# The Inner World – Introduction

The PCs travel inside a giant drill to the Inner World—a hidden realm of forgotten magic and strange creatures. You can play in one of three defined settings: a lost world, a medieval Renaissance world or a futuristic apocalyptic world, each detailed separately in the Inner World (IW1-3) trilogy.

**IW1:** *Journey to the Inside Out*

**IW2:** *Vault of the Mad Baron*

**IW3:** *Labyrinth of the Dreaming Machine*

The adventure is written for **Swords & Wizardry** (0e) but is playable using any early variant of the world’s greatest roleplaying game. Morale and specified saving throws have been added to the *S&W* core throughout the module for optional use. The adventure is best played with low-level PCs—level 2 to 4 is probably a good starting point. The Drowned Grotto will chew up and spit out PCs below level 3, so carefully consider scouting possibilities, information level available and hiring backup.

The adventure is inspired by the mythological concept of a hollow earth theorized by Edmund Halley as early as 1692. The reference works for this module include:

Jules Verne..... *Journey to the Centre of the Earth*  
 Edgar Rice Burroughs.....*At the Earth’s Core*  
 Lin Carter..... *Journey to the Underground World*  
 Tom Moldway & David Z. Cook..... *The Isle of Dread*  
 David Standish..... *Hollow Earth*  
 Aaron Allston..... *Hollow World*  
 James Raggi..... *Random Esoteric Creature Generator*  
 Raging Swan Press..... *GM’s Miscellany Dungeon Dressing*  
 Patrick Stuart & Scrap Princess..... *Veins of the Earth*  
 Richard J. LeBlanc, Jr.....*D30 Sandbox Companion*

### Notes for the Referee

A few things are worth your attention before you sit down to play:

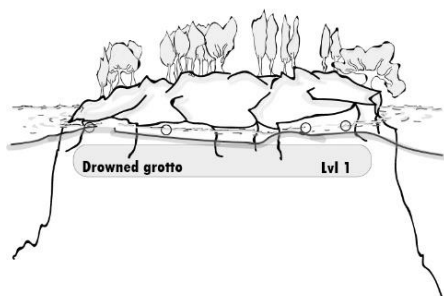
- Anything herein is yours to alter. Change, modify, disregard or combine to run the OSR style game you want. Additional hooks, context, options and campaign themes are presented in **Appendix A-D**.
- The adventure can be approached in two ways. One option is to run the suggested sequence of story-points while the other

is to run the adventure as a sandbox guided by the provided tables.

- Bullet-point descriptions are used to convey the visual and immediately obvious to the PCs. It is incumbent upon the Referee to create a textured imagery to enhance the experience.
- Creatures are succinctly stated when needed, but for additional details consult the Bestiary (**Appendix E**).
- Creatures with an archetypical template, e.g. Giant Ant, are considered evolutionary niches occupied by distinct creatures in the Inner World. Add evocative descriptions to enhance template-type creatures.
- It is recommended to bring hirelings when travelling to the Inner World. When a PC dies hirelings function as a recruitment pool for promotion to PC status. They use the lvl 1 fighter attack matrix with a -1 penalty.
  - ❖ Hirelings cost 2 gp/day and require rations and equipment. Unarmed hirelings have the following stats: HD 1 (4 hp); AC 9[10]; Atk Fist (1 hp); Move 12; Save 17; M 7; AL Any; CL/XP 1/15.
- Additional options for new PCs in the Inner World include:
  - ❖ Someone has used the drill before but got stuck on the inside.
  - ❖ The drill returns to the surface for new PCs.
  - ❖ Someone found their way to the Inner World through cracks extending from the crust.
  - ❖ Teleportation magic gone awry (see note in appendix related to teleportation).
  - ❖ New PCs can be made from indigenous people within the Inner World.
- *Journey to the Inside Out* can be played as a singular adventure. However, the complete trilogy can be linked and played sequentially using hotspots for transportation across the eons of time. Advanced options include running the trilogy in reverse or crisscrossing through time, allowing for a more convoluted experience.
- Key locations within the adventure allow the PCs to either return home to the outside world or continue in another era within the Inner World. In *Journey to the Inside Out* these key locations are the Stargate (Drowned Grotto) and the Druidic Stone Circle (human settlements). These devices work as *Teleport Without Error*, with the destination determined by the Referee.
- One geographical location—the rock containing the Drowned Grotto—forms a nexus of power and is covered in all three modules, adding context and consistency for both the players and the Referee.

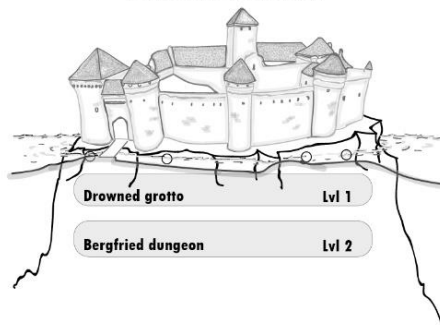
### LOST WORLD

*Journey to the Inside Out*



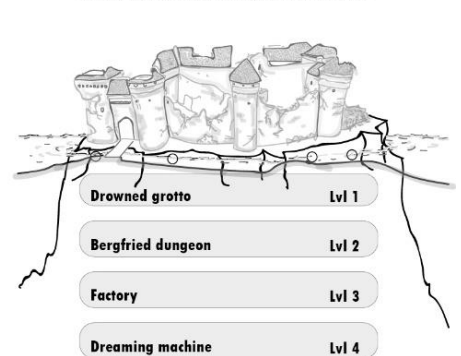
### RENAISSANCE WORLD

*Vault of the Mad Baron*



### APOCALYPTIC WORLD

*Labyrinth of the Dreaming Machine*

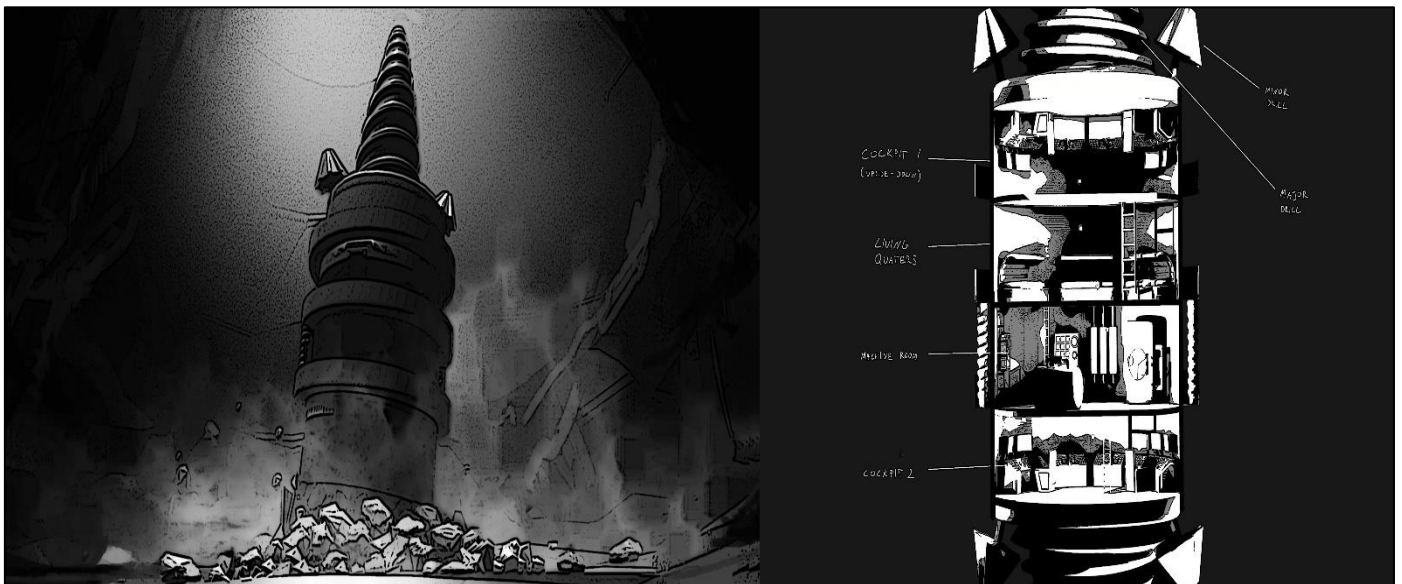




## Journey to the Inside Out

The following describes a few Story-Points to assist your foray into the Inner World, marked **[SP]**, suggesting events that entail all locations. For a more free-form sandbox style game ignore **[SP]** and use the tables to create an adventure.

1. **EXPLORER'S DIARY & CALL FOR HELP.** PCs obtain the explorer's diary detailing the location of a tower leading to the Inner World.
2. **THRESHOLD TO ANOTHER WORLD.** The legendary tower reveals itself to be a giant drill. The drill can be used to bore through the Earth's crust to reach the Inner World and rescue a lost explorer.
3. **SWALLOWED BY THE ADVENTURE WORLD.** Once in the Inner World the drill becomes non-functioning, exhausted of the Improbability Crystals fueling the machine. The heroes must find another way home. Mahocs dominate this world.
4. **TEST.** A village is raided and survivors describe how their people are enslaved—brought to the Nugoth Cave.
5. **TEST.** In the Nugoth Cave the heroes discover the primitive cavemen are subservient to the Mahocs. They bring human slaves through the swamp to the south.
6. **TEST.** The swamps are filled with Lizardmen. The heroes can attempt to strike a bargain or sneak past their concealed outposts. Lizardmen might provide important information about the Mahocs.
7. **TEST.** In the Drowned Grotto the Mahocs reign supreme, using human slaves to excavate their avatar. The Drowned Grotto contains many dangers.
8. **APOTHEOSIS.** In the bowels of the Drowned Grotto a living crystal supplies energy to the Mahoc avatar, slowly awakening the divinity. If the crystal pillar is destroyed it shatters into 'Improbability Crystals' that can fuel the drill for the return.
9. **FLIGHT.** Upon exiting the domain of the Mahocs and returning to the drill the bat-like Mahocs chase the intruders.
10. **BOON.** The drill or other methods are used to return to the outside perhaps with enough Improbability Crystals for a return trip in the future.



## Explorer's Diary [SP] Adventure Start

The PCs have a water-damaged diary written by the explorer Edgarano Rical Burrougolas (**Appendix F**). Within its fragile pages and water-smearred letters is the exact location of a legendary tower hinting at the existence of another world. How exactly the diary comes into the PCs' possession is up to you. Perhaps a wealthy patron hires them to follow in the path of the explorer, perhaps they find the book themselves or perhaps the explorer is a lost friend or family member. It is even conceivable the book spontaneously appears in front of the PCs as it is sent through the Stargate from the Drowned Grotto.

The tower is near the Three-Peaks Crater—a rugged dormant volcano. There is a village at the base of the volcano and from here PCs can employ hirelings.

If you prefer another start to the adventure or another entry into the Inner World see **Appendix B** or weave your own start culminating with encountering the drill.

## Call for Help [SP]

The diary has only disordered fragments of information left. Four bits of text are immediately obtainable:

I: *The Tower. The legend is true! I have found it. The metallic tower is hidden at the base of the volcano Three-Peaked Crater or Snæfellssjökull as the locals call it. The tower is the gateway to another world—a world hidden from our eyes.*

II: *A Hidden World. Rank grass waist-high as far as the eye can see. Each particular blade is tipped with tiny five-pointed blossoms—brilliant little stars of twinkling colors adding another charm to the weird landscape. The horizon curves upwards as if the world bends. I don't know exactly how the purple crystals activated the tower, but now I am here! I dream with my eyes open.*

III: *I am not alone! There are people here, humans wielding spears, primitive but fierce warriors. I have avoided the indigenous people—hidden well within a cave filled with glittering gemstones. Yesterday, or maybe it was the day before, I cannot tell anymore, I saw bat-like creatures hunting the humans.*

IV: *Prisoner. I am captive! The terrifying Mahocs have brought me and many natives to the Drowned Grotto. We are digging into the rock to locate the Avatar—the destroyer of worlds. There is a magical portal here and maybe I can send a call for help through it. They are scared beyond reason of finding the Avatar.*

For every time the PCs subsequently study the book one additional part becomes legible (1-6; d6 or pick) in addition to one free roll on **Table 1**.

1: *Wild-life. What a sight! Words have abandoned me. As high as the bailiff tower and with legs as the thickest oak. The very ground trembles when they walk past. Huge lizards and eight-legged beasts prowl the savanna—best to keep clear.*

2: *Ape-men. Hairy muscular brutes are crawling all over the mountains. They start to grunt as the molten globe is dimming in intensity. Darkness is approaching, better find shelter before they start their hunt. I will move in the direction of the giant lake to avoid the ape-men.*

3: *Lost. It appears I am totally lost. After days of aimless wandering on the savanna, I had suddenly to crawl through the grass to avoid the flying snakes. I have given up finding the tower again. I need water soon.*

4: *Crystal-cave. I have found a strange cave—its walls covered in moving crystals. The crystals are alive with tremors and reconfigure when light comes near it or when the amethyst I found is held against the wall. How can crystals be alive?*

5: *The Natives. They brought me inside a dark smoke-filled cabin prodding me along with spears. An old woman spoke a dialect I could understand. She appears to be the leader of the village and was very inquisitive. She and her druids cannot understand that I come from outside their world. She knows of the metallic tower—her tribe has seen it appear periodically on the savanna. They are hunted and killed by Nugoths and toil in the mines of the Mahocs.*

6: *The Crystal Plague. I understand more and more. First-to-Dance is the matriarch's name. Her tribe has powerful magic and has trapped a dangerous crystal life-form inside their stone-circle. The crystal spreads prodigiously like the plague when it converts living tissue to crystal. The clan wants to use it against the Mahocs.*

## Threshold - Drill [SP]

Access to the Inner World takes place onboard a colossal drill—a mechanical artifact designed to burrow through the earth's crust (**Appendix G**). It can be controlled by any intelligent race, but only moves perpendicularly up and down. The true origin of the drill is shrouded in mystery—perhaps it was constructed by an arch-magician or perhaps some other alien origin is behind it. It is rumored to travel backwards through time with a degree of autonomy and towards an unknown destination.

The drill looks like metallic rings stacked on top of each other with an inner cylindrical core. It has a set of metallic bars functioning as a ladder in the crawl space between the rotating rings and the core, ending near a hatch that can be opened with diligence. When the drill is active the outer rings rotate to carve through solid rock. The drill is four floors high and the core contains cockpits as well as living quarters for 12 humanoids, enabling the PCs to supplement the expedition with hirelings. The cockpit contains chairs that can move upside-down on a set of rails, various displays showing temperature, drill speed in rounds-per-minute, etc., and also the energy status left for operation.

The drill harnesses energy from large chunks of amethyst (so-called 'Improbability Crystals') found exclusively in the Inner World embedded inside living crystal entities (see Drowned Grotto). These unique amethysts are placed in a special tube in the engine and are slowly drained of energy and purple color as the drill runs. Two amethyst crystals are expended for each trip through the crust. When the PCs encounter the drill, it has two fresh crystals remaining, sufficient for a one-way trip.



## Swallowed by the Inside World [SP]

When the PCs operate the drill it moves steadily through the crust, arriving in the Inner World after two days. As the PCs break through the crust and open the hatch they are met with strange sounds and sights while inspecting the Inner World. The crystals in the engine compartment are exhausted and there is no way to restart the drill. In the distance, across the savanna, the PCs see smoke rising. The smoke leads to a burnt-out human village decimated by Nugoth raiders.

This is a good time point to let the PCs encounter the main opposition. Two Mahoc Warriors approach the drill as it breaks into the Inner World.

**Mahoc Warrior:** HD 1+1 (6 hp); AC 4[15]; Atk Claws (1d4), bite (1d4+1) or by Weapon (1d8); Move 4/12 (flying); Save 17; M 8; AL C; CL/XP 3/60; Special: Echo scream, chameleon skin.

## The Lost World

The Lost World is filled with jungles, large swaths of pungent swamps and rugged mountains (Map p.7). A molten core, held in central stasis, provides light and warmth to the interior. The core is recurrently dimming in intensity, providing a cycle of day and night allowing integration into game effects related to rest. Little in terms of seasons is prevalent and a stable hot and humid environment surrounds the PCs. When first viewing the Inner World stress the strangeness of the landscape, the almost imperceptible curvature of the horizon and the reddish hue from the molten globe hanging in the sky. Explain how the sounds appear to travel further and how the grass looks like grass but just slightly different. Explain how the dinosaur-like creatures make the ground tremble as they roam the Inner World trying to satisfy their hunger.

The inside is a place similar to a low-technology distant past where primitive tribes of humanoid fight for survival against each other and scores of dinosaur-like creatures. There are three major humanoid races in the lost world era: Mahocs, Nugoths and humans. Lizardmen are numerous but ineffectual. See **Bestiary** for creature statistics.

**Mahocs:** The Mahocs are a cross between reptiles and bats and dominate the lost world era. They communicate through high-frequency shrieks. According to mythology they came across the *Sea of Ufraria* with conquest in mind. They use slaves to mine for crystals and for digging their way to a buried god prophesied to be beneath a lone hill.

**Nugoths:** The Nugoths are a brutish primitive race, an extinct lineage to man. They are hairy, muscular humanoids adept at climbing and walking upright. Though equipped with an embryonic intellect and solely capable of guttural grunts, they make efficient stone weapons such as spears, axes and daggers. The Nugoths are fully subservient to the Mahocs and often do their bidding without completely comprehending their masters.

**Humans:** The scattered humans are at the bottom of the power hierarchy during the lost world era. They are intelligent and prefer to dwell in protected caves or isolated villages. They speak a dialect of simplistic common—very difficult to articulate, but clearly understandable. The druidic caste is revered for their prophetic visions but also feared for their connection to sinister forces. The druids cultivate crystal lifeforms baptized Silaciums.

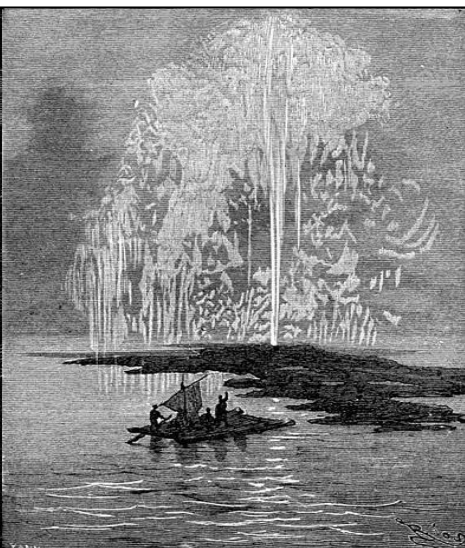
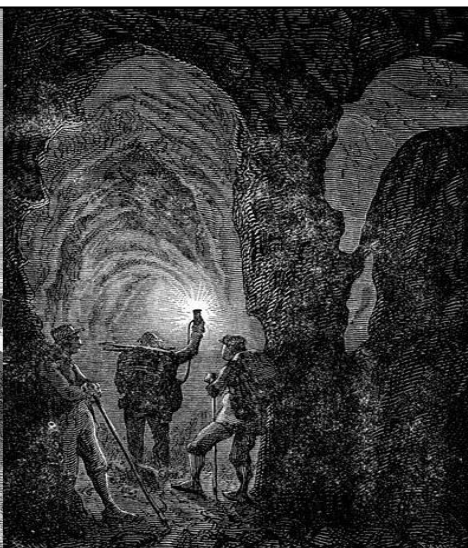
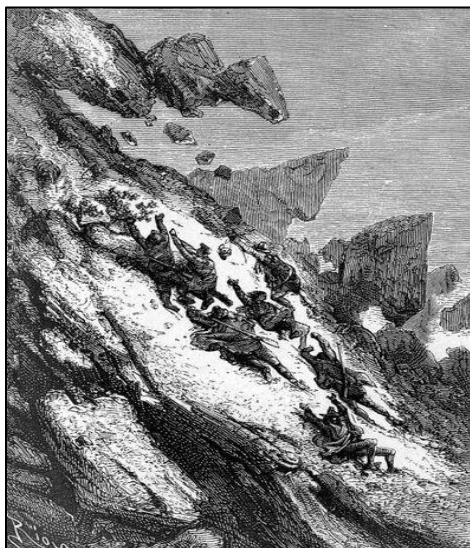
## Travelling in the Lost World

The drill can arrive at any hex. Follow standard suggestions for wilderness adventures, with each hex being 12 miles across. Without a local guide, a landmark or a trail the base chance of getting lost is shown below. Food equivalent to 1d4 rations can be found each day through foraging/hunting with base chance as indicated.

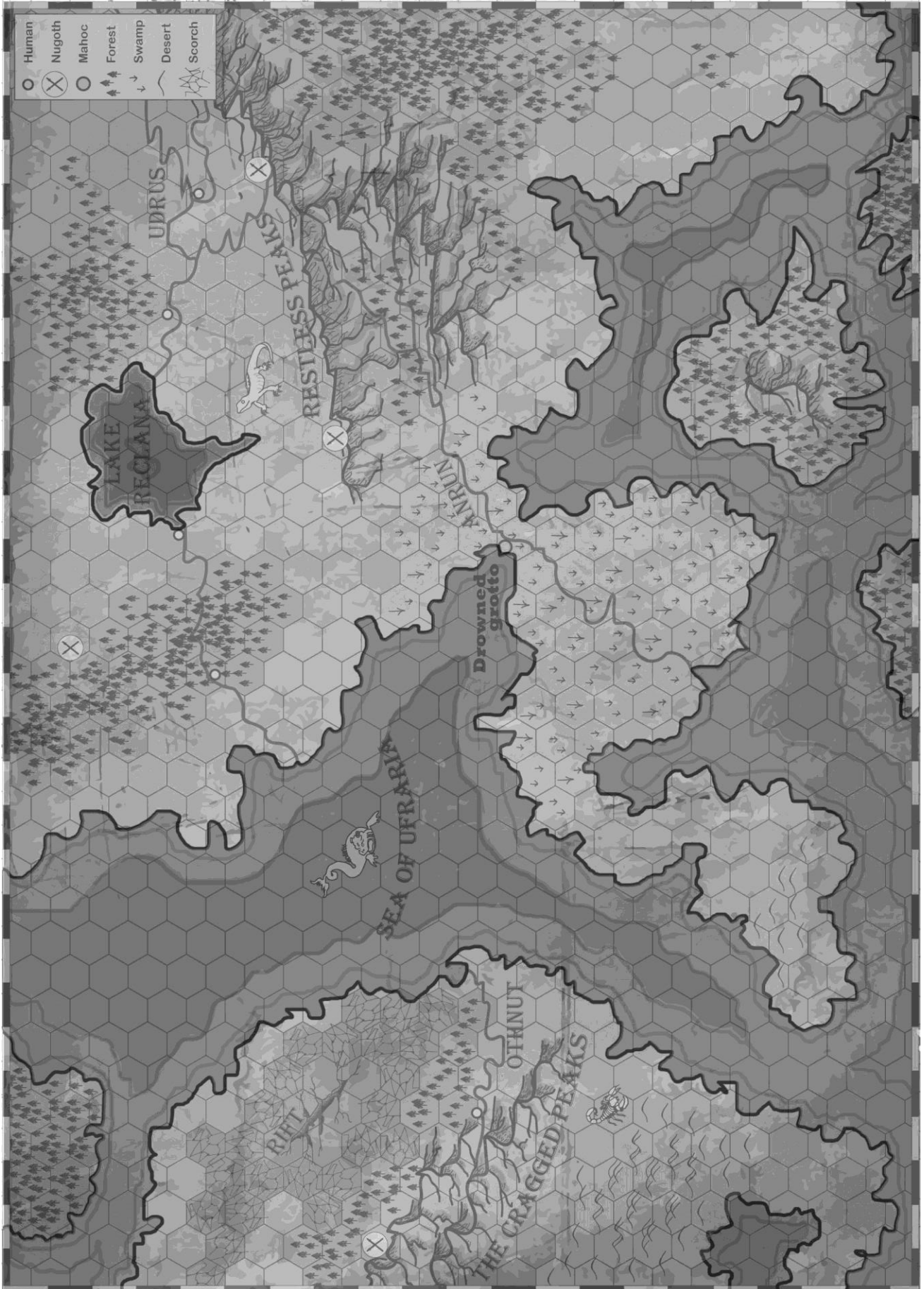
Terrain	Lost	Foraging
Savanna	10%	2-in-6
Scorched Earth	20%	1-in-6
Desert	40%	0-in-6
Mountains	50%	1-in-6
Swamp	60%	1-in-6
Forest or Jungle	70%	4-in-6
Sea / River	70% / 0%	2-in-6

If the party gets lost roll 1d6 to determine which hex they move compared to their intended direction. If the roll indicates moving in the direction the PCs intended they walk in circles and do not progress beyond the starting hex for that day.

Rumors of the lost world can be obtained when encountering the intelligent races. Text bits from the diary use the same table. Roll for wandering monsters and events 3 times/day with a base chance of 2-in-6 and work the outcome into the current scenario. You can choose to combine wandering monsters from **Table 2** with events on **Table 3** or roll separately. Creatures are detailed in **Bestiary** and follow *Swords & Wizardry* standards (0e).



# The Lost World (1 hex = 12 miles)







**TABLE 1**

**RUMORS & TEXT BITS ABOUT THE LOST WORLD**

1d20	Specifics
1	The Mahocs keep scores of slaves. In the big swamp they are digging to find a buried god.
2	The Mahocs can grow together into a new sentient creature with two heads. It can disappear in black smoke.
3	The Mahocs release slaves into labyrinths for hunting. They creep through complete darkness.
4	The Mahocs can be found inside a grotto in the swamp. Sometimes the water swells to drown it.
5	The Mahoc's cave has an endless hole. Some say if you pass the evil there you can go to another world.
6	The Mahocs are flocking to a sentient crystal. Its purple hearts can make the crystal walls move.
7	The Mahocs can make your ears bleed when they open their mouths. They can make the stones scream.
8	The Mahocs study a metallic tower in the Drowned Grotto similar to one found on the savanna.
9	The Nugoths believe the beasts of this land to be holy. They sometimes capture beasts to paint them.
10	The Nugoths believe trees come to life when the sun dies. They cheer whenever the sun dims.
11	The Nugoths worship a large white tree that draws people into a comatose sleep. The few awoken are changed.
12	The Nugoths are climbing the trees and spying for the Mahocs. Always look in the treetops.
13	The humans leave their villages during thunderstorms. They are afraid of lightning and the stone-that-moves.
14	The humans use rituals to keep something constantly chilled. When they fail they flee in terror.
15	The humans cover themselves in soot and symbols to hide from the stone-that-moves.
16	The humans live in isolated groves of Asmass trees. Their druids are worshipping a stone-that-moves.
17	Scores of Lizardmen are hunting in the swamp. They flee from the Mahoc but know their secrets.
18	The Trorions swallow fire and keep it in their stomach to roast prey when releasing it again.
19	The blood of the Lambotian worm can melt through stone. It is almost impossible to kill the blubbery worm.
20	The Hypnalis look like flying butterfly-snakes. They surprise from above to deliver a deadly bite.

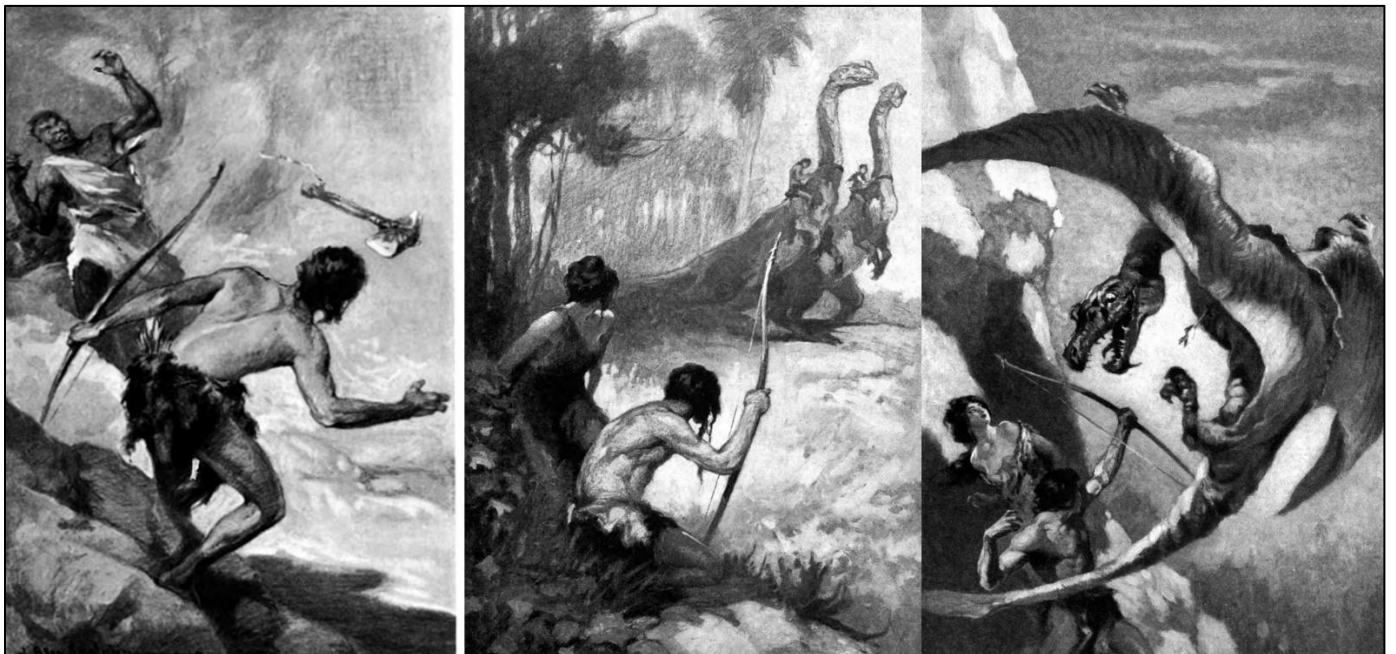


Mahoc Warrior

<b>TABLE 2</b>	
<b>WANDERING MONSTERS LOST WORLD (3 / day: 2-in-6 chance)</b>	
1d100	Creature
01-04	An acidic trail of slime, leaving half-dissolved plant and skeletal wildlife behind, slithers through the landscape. A <b>Giant Slug</b> (1) is engulfing the remains of a human carrying an object. Roll once on <b>Table 13</b> .
05-08	A flowery meadow contains a huge stone egg. The egg is clearly hewn from a single piece of solid rock. Inside the honeycombed and sticky interior of the egg are <b>Giant Wasps</b> (1d2+1) awaiting their queen.
09-12	The earth erupts around you. <b>Giant Worker-Ants</b> (1d6) attempt to drag you into their tunnels to feed their larvae. The underground tunnel from which the ants came is an outlying shaft detached from the main colony.
13-16	A nest of <b>Centipedes</b> (small, non-lethal, 2d6) bursts from a rotten tree log. The decomposed remains of a Nugoth was dragged into the wooden confines, its skeletal hands clutching a stone with carvings (if translated roll on <b>Table 1</b> ).
17-20	Something strikes from the tall grass but fails to penetrate your boot. A hissing sound and rapid movement as a snake climbs nearby branches awaiting you with its icky-black mouth agape: a <b>Giant Viper</b> (1).
21-24	A pack of <b>Giant Lizards</b> (1d6) is following you, observing with saliva-drooling mouths. Nearby a small cave opening is seen. The Lizards maneuver to cut off the escape route. Inside the cave are symbols (roll on <b>Table 1</b> ).
25-28	You stumble into almost imperceptible strands of web. <b>Giant Spiders</b> , small (1d4+1) descend from the trees with glistening fangs. In the treetops objects and humanoids are webbed for storage. Roll once on <b>Table 13</b> .
29-32	Smoke rises in the distance, carrying a smell of roasted meat. A slain beast of the savanna, peppered with spears, is being carved open in the makeshift camp of <b>human hunters</b> (1d6+4) feasting on the prize. Can lead to a human village.
33-36	The surroundings grow quiet. Savage humanoids ( <b>Nugoths</b> 1d6+4) with blooded clubs appear in the scrub. Behind them, dragged and bound by vines, are two human prisoners. Can lead to Nugoth cave or human village.
37-40	Buzzing sounds in the bush ahead. A convulsing and mutilated Giant Lizard is ripped to shreds. <b>Mahoc Warrior</b> patrol (1d4+1) are tending to a dying member, bitten in half.
41-44	Horn-sounds to your left and then to your right! Scaly <b>Lizardmen</b> (1d4+4) have surrounded the PCs, using conchs to communicate. They are closing in for a fresh kill. Can potentially lead to the Lizardmen Mound.
45-48	A forest of fungi dominates a large valley. Huge stalks with shadowy caps, some mutated with eye-stalks, others grown tentacles and a degree of intelligence, appear. <b>Shriekers</b> (1d2) attract others—reroll on <b>Table 2</b> .
49-52	Large cactus-like plants with sharp needles block the ravine forward. 1d3 hp in damage to pass or take one extra day of travel to circumvent. A <b>Flytrap Shambler</b> (1) lives within the cactus area.
53-56	A white tree ( <b>Algallocust</b> ) in the middle of a clearing. <b>Nugoths</b> (1d4) sit around the tree in stupefied trance completely absorbed by the gentle swinging of the Algallocust branches in the wind. They attack anyone approaching the tree.
57-60	You are snatched by vines and lifted upside down. Among the branches are strangled humans and equipment twitching as the <b>Hangman Tree</b> (1) shakes due to the excitement of getting fresh nutrients.
61-64	Two tiger cubs press themselves down in the grass as you pass very close. A protective deep growl opposite. A <b>Sabre-Toothed Tiger</b> (1) emerges from the brush, teeth exposed and very, very protective.
65-68	A tremble in the ground. Trees are broken and brush swept aside as an eight-legged armored <b>Trorion</b> (1) charges through the scrub, bright red scales and long tusks menacingly sweeping from side to side.
69-72	Shrieks in the distance followed by humongous lizards ( <b>Vaibhavi</b> 3) trailing a cloud of dust. Agonizing screams of pain as a wounded Vaibhavi is caught and killed by the remaining two. One lifts its head and tastes the air with its tongue.
73-76	A human falls from the sky and is instantly crushed on the rocks ahead, the splattered and torn remains barely recognizable. Through the clouds you see winged serpents ( <b>Hypnalis</b> 1d3) descending fast.
77-80	A human voice cries for help. Chased into a small gorge by a group of large four-legged birds ( <b>Onmoraki</b> 1d3) is a female warrior who turns to face her attackers, waving a spear in front of her. If she survives she leads to the village.
81-84	There is a smell of ozone and it becomes hard to breathe. A black crystal vaguely humanoid in shape ( <b>Silacium</b> ) ejects itself from the rock nearby and moves as a liquid as the crystal lattice rearranges with small clicking sounds.
85-88	A battle can be heard ahead in the sand banks. Sounds of thumps as if something thrashes down. Two <b>Giant Scorpions</b> are fighting to the death. The winner (75% hp remaining) turns against you.
89-92	Saw-like fins break the water, sliding silently towards prey. Suddenly serpent neck creatures jump out like killer whales. The <b>Haietlik</b> (1d2) are known to move into rivers if hungry enough (only near river or water).
93-96	<b>Nugoths</b> (1d6+4) transfixed in savage beating of a Onmorki bird—standing in a circle around the creature and repeatedly delivering blow after blow on the bloodied mess—grunting and drooling at the same time.
97-00	A large bulbous worm ( <b>Lambotian Worm</b> ) moves out of a hot-water pool, its tentacles scanning the air for fresh food. The bulging skin secretes an unpleasant acidic juice as it bulges forward.

**TABLE 3****EVENTS LOST WORLD (3 / day: 2-in-6 chance)**

1d100	Event
01-04	A small patch of ground has been scrubbed. Stones and sticks are placed to resemble forests, swamps and mountains—essentially forming a map detailing near vicinity. The makeshift map shows the path to the human village.
05-08	Hanging from a rope is a dead human—stripped naked and cut open. Around his neck is a wooden symbol with strange markings. This is the ‘mark of freeman’ ( <b>Table 13</b> )—labeling the wearer as exempt from slavery.
09-12	A glistening crystal cave is found. Carved into the crystals are markings. Roll 2x on <b>Table 1</b> .
13-16	A small lake shaded by red-leafed Asmoss trees. Near the shore are fishing nets crawling with a juicy catch. Humans arrive at dusk (core dimming) to collect the fish.
17-20	Primitive alarm of strings and bells. 2-in-6 chance to spring. You can link this to human settlements.
21-24	A pit in the ground camouflaged with sticks and leaves. Inside is a trapped human, impaled but alive.
25-28	A meadow with waist-high grass painted red with blood. Slain Nugoths and Humans mutilated in brutal ways. Tracks lead to the human village.
29-32	An earthquake takes place along a lake. The lake is drained into a crack, now open for exploration. This leads to a Nugoth cave.
33-36	A scorched glen littered with dead Nugoths. A slain Trorion is peppered with spears. Footsteps lead to the Nugoth cave.
37-40	A thunderstorm breaks loose, reducing visibility. Chance of getting lost is increased by 20% for 2 days.
41-44	A signal horn is found near a hot water geyser. When blown it increases the chance of encounters to 5-in-6 for that day.
45-48	A graveyard of fossilized bones scattered among ruined stone structures. A human skeleton on display, pierced by horns.
49-52	The molten core erupts and drips an entire river of lava that blocks your path. You must find a way around or across.
53-56	A metallic rusty symbol portraying a tree is found in the sand. The wearer is immune to the Algallocust tree.
57-60	A dead outside explorer covered in mold. Ring mail, 10x bolts in quiver and small music box (200 gp).
61-64	You locate an abandoned cave adorned with drawings of large beasts. One drawing is a robot (drill type).
65-68	A dead outside-explorer almost completely enveloped in a tree clutching a large book. The book has 1d4+1 spells.
69-72	A pond of tranquility lies sheltered among rocks. All who rest here receive +1 to hit for 1 day (Not cumulative).
73-76	Intertwined with vines and flowers is a rusty metallic robot (Facilitator), long past operational capacity.
77-80	A hidden cache (4 days) of food and water is found. Wrapped in leaves from Asmoss tree to last longer.
81-84	A small makeshift shrine. Polished alabaster stone figure resembling a bat-like creature and offerings of food.
85-88	Near the water you find two canoes with paddles hidden beneath large leaves. Collected fruits are within the canoes.
89-92	A grove of crystalline trees stretches before you. The slightest touch makes any tree collapse in a shower of glass.
93-96	Boxes at a dry place in a mangrove swamp: exotic fruit, textiles, precious metals, amber, spices (1d100+100 gp total). Among the trade goods left behind are 2x objects from <b>Table 13</b> . The place is watched by Lizardmen.
97-00	Sticks placed as arrows lead to an empty limestone cave. Next to a smoldering fire are 2x <i>healing potions</i> (1d8+1).



## Human Settlements

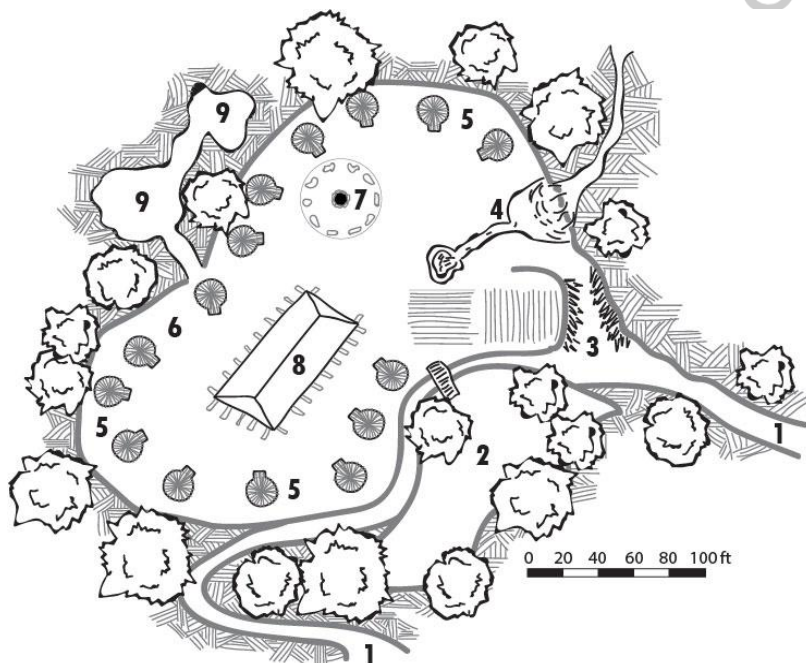
There are five human clans in close vicinity—each with their own main village. Three clans dwell along the great *Udrus* river, one borders lake *Reclana* and one resides in their mountain-retreat across the Sea of *Ufraria*. The villages are semi-permanent locations, and if food sources grow sparse or the village is in severe danger, the tribesmen take to the old ways of nomadic hunting and gathering. The savanna is the preferred hunting ground of the human tribes.

The villages are strategically placed in groves of *Asmoss*—the wide and red-leaved trees of the Savanna, or among rugged rock formations. The sprawling branches of the *Asmoss* offer protection from attackers, whether from Mahocs or raiding Nugoth warriors. The village depicted here is settled in a plateau surrounded by steep cliff walls. Two strenuous and narrow mountain tracks lead to the village.

A typical human clan is around 100 members with about 40 warriors. The remaining members are considered non-combatants. The clan is ruled by the matriarch and her council of druids, but any voice of reason is heard. The honor of matriarch is usually bestowed upon the wisest among the elderly.

Name	Village	Matriarch
Hypnalis clan	Rilk	Gnizi (Sight of Day)
Lizard skin clan	Eddu	Molgo (Mother Spirit)
Trorion fire clan	Tokmia	Eyno (First to Dance)
Vaibhavi clan	Jegid	Gnosil (Corn Mother)
Onmoraki clan	Gnogva	Joza (Singing in Meadow)

**Raided Village [SP]:** If using a story-point approach, the village is raided and the smoke from the burned-out huts is seen from a vast distance. Rotting corpses killed in unsavory ways are left in the humid and warm climate—buzzing insects already gorging on the remains. A few dead Nugoths indicate the attacking party did not escape unmolested. Two humans are hidden inside the cave at **9**, whereas a few survivors including the matriarch were dragged to the Nugoth cave—their tracks are easy to follow across the savanna. Modify each entry to detail the attack. You can decide whether this village was the one visited by the explorer, in which case the survivors know he was here.



### 1 APPROACH

- Warm rugged sandstones teeming with small lizards.
- Treacherous loose stones on dusty narrow track.
- Sprawling roots of the *Asmoss* clinging to the rock.

Two paths from opposing sides of the rock climb to the plateau containing the village. Movement is halved from the slippery stones covering the track.

### 2 WATCH OUT

- Solitude rock breaking out from the cliff wall.
- Piles of rocks stacked, ready to be thrown down on the path.
- Connecting rope bridge spanning the narrow gap.

The village is guarded by an unusual detached rock formation overlooking the two paths. **Warriors** (5) carrying bows and spears are here day and night. A rope bridge 20' above the path connects the village with the watch position.



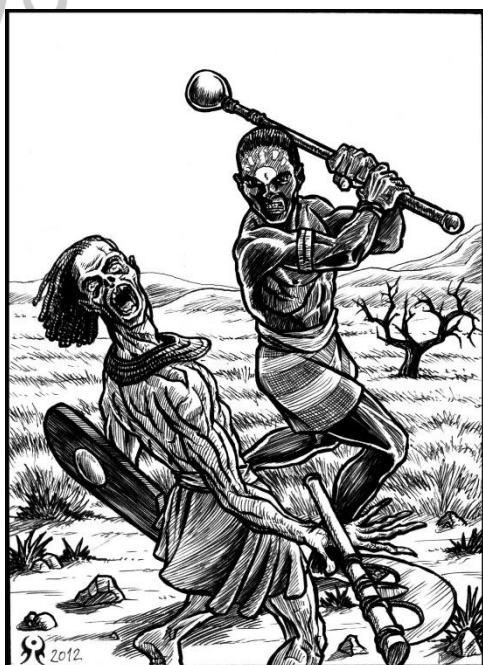
**Human Warrior:** HD 1 (5 hp); AC 9[10]; Atk Weapon (1d6); Move 12; Save 17; M 7; AL Any; CL/XP 1/15; Special: None.

### 3 ENTRANCE

- Sharp sticks blackened by fire in a narrow cleft.
- Torches sticking out from cracks in the rock.
- Long narrow roots sprouting from the cliff-wall only to penetrate the rock again.
- Tattooed warriors, clad in fur and holding stone spears.

The entrance is a defense point squeezed by sharpened and burned sticks (1d3 in damage if running). The entrance is guarded by **Warriors** (4).





#### 4 POOL

- Trickle of water running over the mountain side into a small misty pool.
- Gentle water stream vanishing into a sinkhole.

In case of an attack bowmen and spearman are positioned on the other side of the stream. The pool contains fish effortlessly escaping the constant drag towards the sinkhole.

#### 5 CLAY HUTS

- Round thatched clay huts with colorful paint and drawings.
- Smoke escaping the roof and the smell of cooked food.
- Playful children running around the huts, dirty but happy.
- Vegetables growing in small patches.
- Inside is a small fire, primitive straw mats and wooden tools for preparing food.

The huts are painted vividly with hunting scenes of Inner World creatures—Hypnalis, Trorion, Vaibhavi, Haietlik and the Onmoraki (see **Bestiary**). Each hut is the living space for one family of two **Warriors** (2) and four non-combatants. Urns, shells, pearls (2d20+10 sp value) are in each hut.



**Human Warrior:** HD 1 (5 hp); AC 9[10]; Atk Weapon (1d6); Move 12; Save 17; M 7; AL Any; CL/XP 1/15; Special: None.

#### 6 HUNTING GROUND

- Skinned animals hanging upside down.
- Buzzing insects attracted to the meat.
- Pile of open carcasses visited by vulture-like birds, hushed away periodically by the warriors. Small prey is brought to the village to be skinned and for distribution of the meat. Larger game is often cut open on the savanna. Two **Warriors** (2) use sharp stone tools for this job.



#### 7 DRUIDIC STONE CIRCLE

- Ancient moss-covered stones towering 20' high.
- Sizzling sound and vapor rising from a dark hole within the stone circle.

This is a place of worship and rituals. Within the hole, kept cold by ancient rites, dwells an adult **Silacium** (1). The druidic circle augments magic and molds the weather, in addition to warping space and time as determined by the Referee. You can use the circle as a teleportation device to move the PCs to another era if someone steps within the confines. Other options are available in **Table 6**. One **Druid** (1) is on guard-duty to keep the beast at bay. The druids believe Silaciums are vessels of prophecies and that they can be used as weapons against the Mahocs.



TABLE 5	
EVENTS SETTLEMENTS	
1d6	Primer
1	The PCs are invited to a clan meeting to discuss possibilities for fighting the Mahocs.
2	Villagers ask the PCs if they would bring a Silacium to the Mahocs to wreak havoc.
3	The villagers have located a Nugoth cave nearby. Would the PCs conduct a raid?
4	The villagers ask the PCs to be mediators and diplomats to another nearby human clan.
5	The villagers ask the PCs to capture a live Mahoc for questioning.
6	2d6+6 Nugoth warriors raid the village.

**Silacium, Adult:** HD 8 (36 hp); AC 4[15]; Atk lightning (3d6), suffocation; Move 6; Save 8; M 9; AL C; CL/XP 11/1700; Special: Electric shock, Oxygen swallow, Half damage from piercing and slashing weapons.

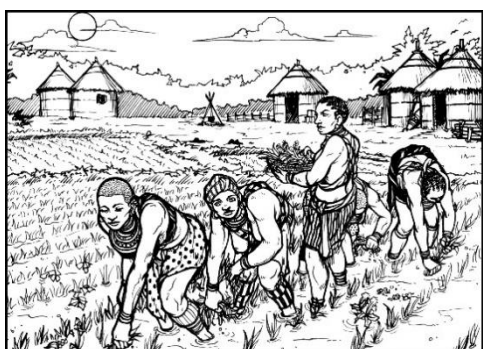


TABLE 6	
DRUIDIC STONE CIRCLE	
1d6	Effect
1	If stepping into the stone-circle, one metal object (armor or weapon) melts away and is drained into the hole.
2	One random object from <b>Table 13</b> inexplicably appears in the circle.
3	Bones emerge at the ground, and start to form sentences (Referee choice, or something from <b>Table 1</b> ).
4	The Silacium crawls up from its cavity to mineralize a sacrifice offered by the druids. It stays within the circle.
5	Slain animals are thrown into the circle where druids interpret their convulsions.
6	Birds appear within the circle before they fly away. One returns, carrying an object from <b>Table 13</b> .



## 8 LONGHOUSE

- Sturdy log house supported by heavy leaning posts.
- Children's laughter mixed with muffled adult voices.
- Dark smoky interior, sticky with tree sap.

The longhouse is the living quarters for the matriarch and her extended family and a meeting hall centered around a large fireplace. The matriarch is the oldest and wisest, but she consults with advisers and druids to determine the way ahead. Two **Warriors** (2) guard the entrance, and she is often surrounded by additional **Warriors** (2) and **Druids** (2). The inside includes smaller sections in the periphery of the fireplace. The honor of matriarchy comes with ceremonial garments and jewelry (150 gp) and a *Ring of invisibility*. You can steer the PCs towards the Drowned Grotto by taking inspiration from **Table 7** or in any interaction with the Matriarch.



**Human Druid:** HD 4 (18 hp); AC 9[10]; Atk Weapon (1d6) or spells; Move 12; Save 12; M 9; AL N; CL/XP 6/400; Special: Shape change, spell casting: *Detect Magic, Faerie Fire, Purify Water, Obscuring Mist, Plant Growth*.

**Human Warrior:** HD 1 (5 hp); AC 9[10]; Atk Weapon (1d6); Move 12; Save 17; M 7; AL Any; CL/XP 1/15; Special: None.

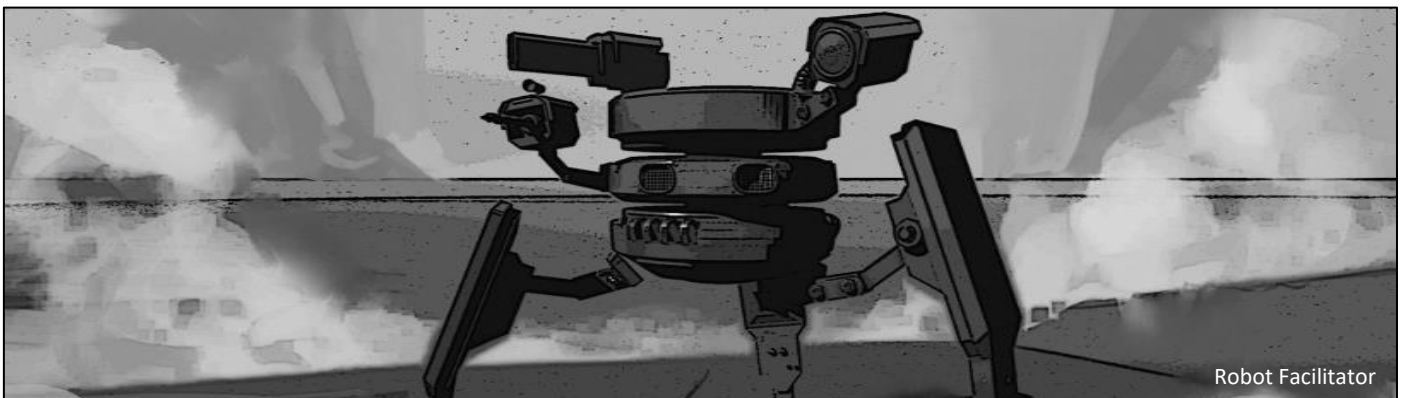
## 9 ROBOTIC CAVE

- Cave paintings of creatures extinct and living.
- Rusty immobile metallic creature affixed with chains at the back of the cave. Light and buzzing sounds.

The rusty creature is a Robot, Facilitator (detailed in IW3)—still partially functional but harmless and immobile. The robot's weapons are destroyed, but it receives encrypted signals from an unknown origin, as evident by radio-buzzing sounds. It also records and transmits everything it detects through its sensors. You can use recorded interaction with PCs at a later era. The villagers perceive the robot as a strange curiosity and the village children have painted and doodled the robot in bright colors.

**Raided Village [SP]:** If using the story-point style, the robotic cave contains two survivors, a woman (Nashu) and her boy (Viran). They took refuge in the cave during the raid, and when the savage Nugoth came looking they were scared by the robot. Once the survivors realize the PCs are not overtly hostile, they can explain what happened, and how the Nugoths frequently kill and abduct humans. Any additional background of the setting you feel is appropriate to tell can be taken from **Table 1**. At the very least, the relationship between the three major races would probably be beneficial and appropriate for the PCs to know about. Nashu and Viran may have limited knowledge of how many survived or exactly what has happened to them, but they can explain how the Nugoths abduct humans. The Nugoths are subservient to the Mahocs, and some form of alliance exists between the two races. They know of the location of the nearest Nugoth cave, where any slaves are probably taken, and they can show the way there. If the PCs recruit the help of Nashu and Viran they will accompany them for a while but eventually seek out another nearby human clan. As scouts, they are proficient in navigating the savanna north of the swamp, and do not roll for getting lost. You decide if they belong to the same clan visited by the explorer—since his body is not in the village, he was most likely taken by the Nugoths. They find the idea of an outside world preposterous.

TABLE 7	
DROWNED GROTTO PRIMER	
1d8	Description
1	Improbability Crystals are required for the drill to operate. Someone (a human, Nugoth, or Mahoc) has seen them in the Drowned Grotto.
2	Xarusi, the sole daughter of the clan chief, has been captured and taken to the Drowned Grotto. The concerned matriarch offers eternal gratitude if they can free Xarusi from slavery.
3	The Mahocs have stolen a Silacium Larva. The druids believe the larva can be nurtured into a weapon. They suggest stealing it back from the Drowned Grotto.
4	Someone has seen the Stargate within the Drowned Grotto, rumored to be a portal to foreign lands or even through time.
5	Someone has heard about a pit stretching all the way to another world, perhaps from a druidic sage or an escaped slave. It can be reached within the Drowned Grotto.
6	The village was recently raided by Nugoth tribesmen. They took many slaves and were heading toward the Drowned Grotto. The survivors beg PCs to free the slaves.
7	If the party is engaged with Nugoths or Mahocs in the lost world, and the battle turns against them, they themselves are taken prisoner and brought to the Drowned Grotto.
8	Human tribesmen say an outsider to this land was taken prisoner and marched to the Drowned Grotto. He might help PCs return to their own world.

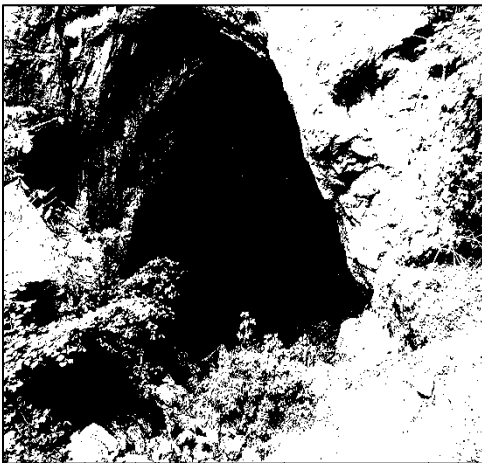


Robot Facilitator

# Nugoth Caves

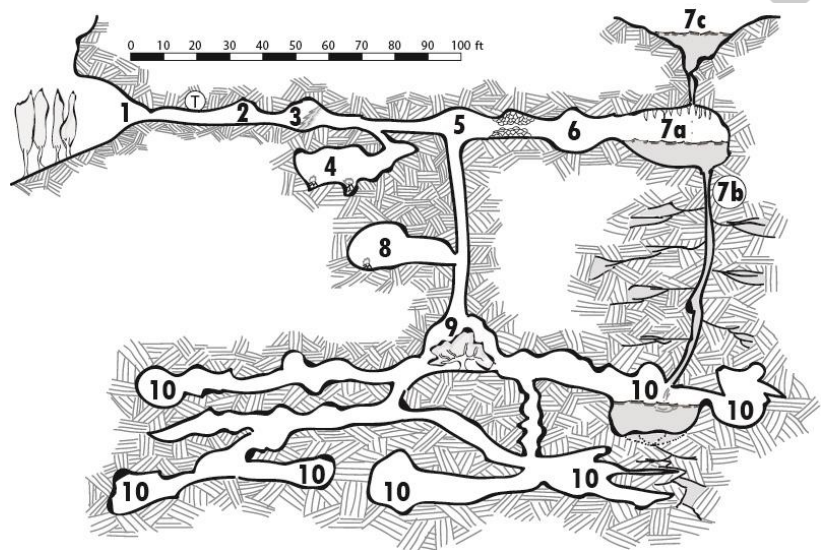
The Nugoths are widespread across the lost world. Their deep caves are positioned at the base of a hill or a mountain, offering an excellent view of any approaching danger. From these strongholds the cavemen conduct raids to capture stray humans—to appease their Mahoc overlords or to supplement the tribe’s diet. Below the Nugoths’ living areas are unmapped sections, which the Referee can expand.

A typical tribe contains 100 individuals, 40 of which are warriors. Nugoth tribes are led by a strong charismatic male indulging in all the pleasures the position warrants. Typical tribe-names are; Brivr, Gneer, Droca, Ghikvu or similar guttural utterances. Nugoth devours whatever their flint weapons can put to the ground, from large game such as the muscular beasts of the land to weak humans. When food is sparse, cannibalism or raids on other Nugoth tribes also occur.



**Nugoths [SP]:** Slaves from the human village were brought here for a momentary pause. Two young females were sent down to appease the chieftain in **8**, whereas the eight remaining (including the matriarch) were immediately dispatched as slaves to the Drowned Grotto, guarded by seven Nugoths. A Mahoc negotiator is in the cave, sealing the deal of the latest delivery of slaves.

TABLE 8	
EVENTS, NUGOTH CAVE (1-in-6, 3 <sup>rd</sup> T)	
1d6	Primer
1	Minor earthquake. Passage between <b>7c</b> and <b>7a</b> widens.
2	A Lambotian Worm finds its way into the cave—likely from <b>7c</b> .
3	Gas seeps up from the lower caves. Save vs. poison each turn or suffer a -1 penalty on attack rolls.
4	Human warriors (2d6) make a skirmish attack on the cave.
5	A Mahoc representative arrives for negotiations.
6	A single Nugoth under the influence of the Algallocust tree walks in a trance through the cave.



## 1 CAVE ENTRANCE

- Large boulders have rolled down from above and litter the incline to the cave entrance.
- Cave opening obscured by trees and brush.

**Nugoths** (4) guard the entrance. Within the tunnel are tripwires (2-in-6 chance to spring) connected to a large hemp net. Unless they succeed a save vs. wand, the net restrains PCs for 1d4+1 rounds. A small path some distance from the entrance leads up the mountain to the lake in **7c**.



**Nugoth:** HD 1+1 (6 hp); AC 7[12]; Atk Weapon (d6) or rock (d4); Move 12; Save 17; M 8; AL C; CL/XP 1/15; Special: None.

## 2 HUNTERS CAVE

- Stream of sticky blood winding along the cave floor.
- Skeletal remains of large game.
- Piles of salt and furs stretched out on racks.
- Meat hanging from rocky outcrops.

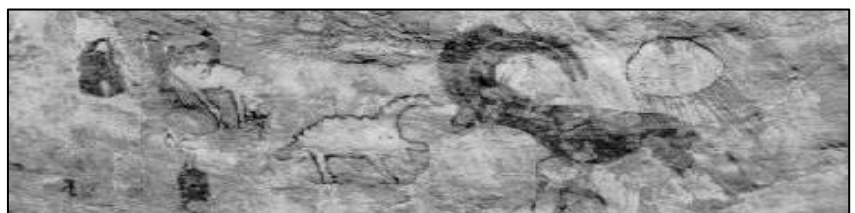
**Nugoths** (2) engaged in skinning large animals and carving meat into smaller portions. The bones here are useful as tools (45 gp) and the furs offer warmth below (65 gp).



## 3 FLINT CAVE

- Glistening flint nodules budding in the cave wall.
- Crackling campfire, sparks flying, reflected in the flint.
- Flint flakes covering the floor (1d2 damage if running).

Flint for arrowheads, spears and axes are prepared here by hammerstones. **Nugoths** (2) have prepared 2x axes, 4x spears, 45x arrows (10 gp total).





**Nugoth:** HD 1+1 (6 hp); AC 7[12]; Atk Weapon (d6) or rock (d4); Move 12; Save 17; M 8; AL C; CL/XP 1/15; Special: None.

**Brag 'Four-Finger':** HD 4 (18 hp); AC 6[13]; Atk Stone weapon (1d6+1); Move 12; Save 12; M 9; AL C; CL/XP 4/120; Special: Barkskin.

*Brag is under the influence of the Algallocust tree and his skin has turned into bark. He cut off the finger that first exemplified his change. He wears a luckstone (+1 to saves and attacks, included in the stats above).*

**Mahoc Warrior:** HD 1+1 (6 hp); AC 4[15]; Atk claws (d4), bite (1d4+1), or by weapon (1d8); Move 4/12 (flying); Save 17; M 8; AL C; CL/XP 3/60; Special: Echo scream, chameleon skin.



#### 4 TRIBE CAVE

- Burned meat, campfires and rancid animal smell.
- Layers of furs made into bedding on the rock floor.
- Groups of primitive muscular cavemen and offspring.
- Blue cave-paintings (depicts hunting scenes and a flying robot).

35 Nugoths are here—**Nugoth Warriors** (10) and non-combatants (25). The painting shows a Robot, Drill (detailed in IW3). Among the personal belongings are urns, pearl jewelry, animal figures carved elegantly from bone, and vases of pigment (total value 150 gp). The tribe cave can be bypassed if moving cautiously.



#### 5 CHASM

- Wide gap with dim light and smoke from below.
- Hanging roots bursting through cracks in the ceiling.
- Thick branched creepers within chasm.

The chasm is 20' wide and about 70' deep. The dry roots are unsafe to use for swinging across the chasm—2-in-6 chance they give way. The creepers inside the chasm are safe to use, but any non-thieves will fall on 1-in-6.

#### 6 SQUEEZE

- Smooth wet stones bulging from all sides constrain the tunnel.
- Wet stocky chamber with numerous clay urns.

Anyone with armor better than leather has a 4-in-6 chance to get stuck. It takes 1 turn and 1d2 damage to dislodge stuck PCs. The urns contain water and a greasy blue clay substance in the chamber beyond.

#### 7 POOL

- Deep pool teeming with exotic colored fish.
- Dripping yellow stalactites—water drops echo.
- Smooth cave walls—evidence of changing water level.

**Nugoths** (3) are fishing with tridents (1d6 damage) here. Submerged tunnel **7b** allows passage to **10**. Passage from **7c** to **7a** is too narrow for most creatures, but earthquakes or magic can expand access.



#### 8 CHIEFTAIN CAVE

- Roasted boar on pike, half ripped apart. Sizzling greasy fat dripping into the fire.
- Humans (2) chained to wall—weeping in fright.
- Animal furs spread out on floor among trinkets.

**Brag** (1) and his closest lieutenant **Nugoth** (1) reside here. Two humans have been tormented in any demeaning way imaginable. Valuables from raids and Mahoc payments are spread around in the cave, including two gems (1d100 + 75 gp each), colorful stones (1d12+6, each 10 gp), *potion of poison*, *potion of healing*, and two objects from **Table 13**.



**Nugoths [SP]:** In the cave is also a **Mahoc Warrior** (1) functioning as negotiator overseeing that the Nugoths are meeting their slave quota—the beast clearly respected by the cavemen. If it or any caveman survives, and ways of communication are established, the location of the Drowned Grotto might be revealed. The humans only know that slaves are brought to the swamp to dig for something.



**Algallocust tree:** HD 6 (27 hp); AC 7[12]; Atk Compulsion; Move 0; Save 11; M 12; AL N; CL/XP 7/600; Special: None

*The Algallocust survives based on its ability to manipulate sentient creatures in its vicinity. Anyone within 20' that fails a save vs. magic falls victim to its enchantment—an effect similar to a Geas spell, as judged by the Referee. The recipient has a -1 penalty to Strength each day until the quest is completed. If their Strength reaches 0, the target transforms to a new Algallocust tree.*

**9 ALGALLOCUST TREE**

- White skeletal tree—a vague resemblance of a humanoid figure ingrained in the trunk.
- Twisted roots piercing down into the rock.
- The tree is covered with blue symbols and carvings.

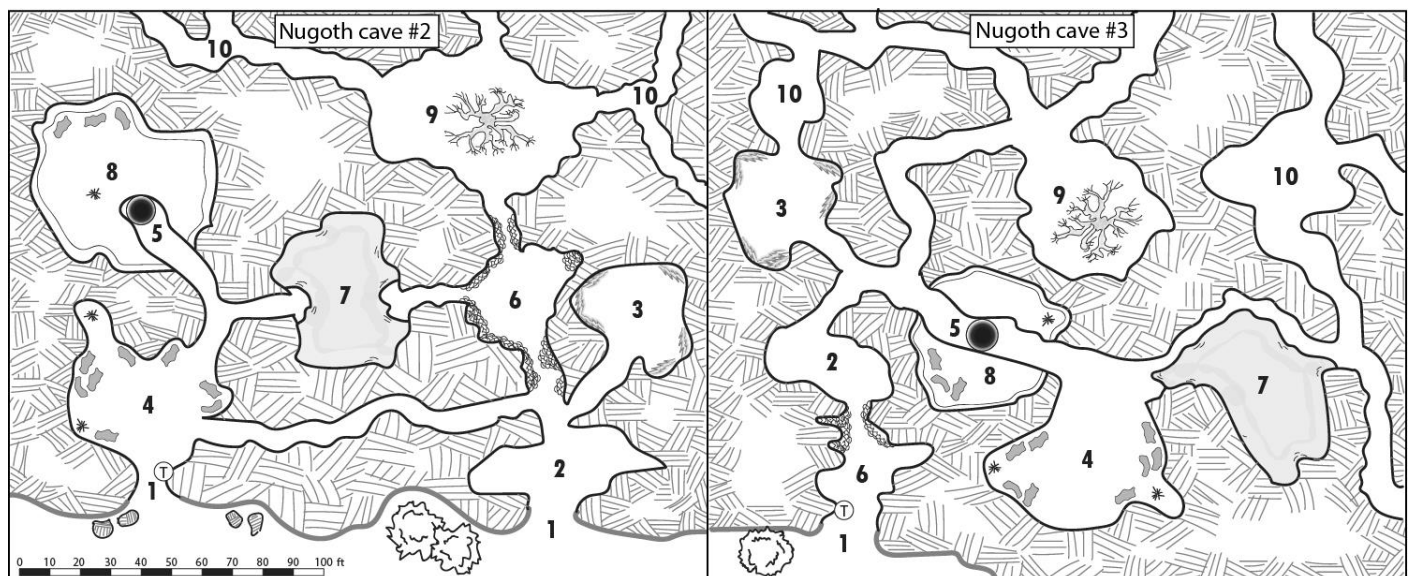
The tree is the center of the tribe's comatose and drug-induced rituals.

**10 LOWER CAVES**

The Nugoths have little knowledge of the lower caves but sometimes leave prisoners here to be picked off by subterranean creatures to the Referee's liking.



Algallocust Tree



## Lizardmen Mound

The Lizardmen dwell deep in pungent swamps. Although numerous, they fear the powerful Mahocs and stick to killing weaker creatures unfortunate enough to find themselves lost in their domain.

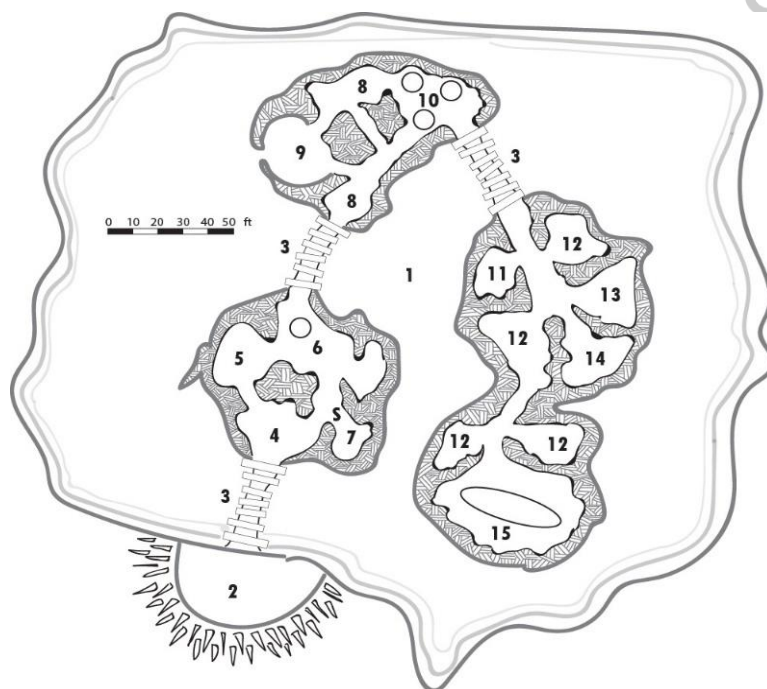
The Lizardmen occupy the same niche as the outer world variant—albeit physically slightly weaker, they have developed two new traits specifically suitable to the harsh environment of the Inner World. When faced against superior opponents on dry land they can detach their tail before retreating. The tail slowly regenerates over time. They also have the unique ability to squirt blood from their eyes onto nearby opponents. This induces a blood frenzy state in all nearby Lizardmen, which furiously attack the sprayed target.

A typical small tribe contains 25 warriors often led by a strong brutish individual. Diplomacy is not their strong suit.

**Lizardmen [SP]:** A patrol (2d4) of Lizardmen follows the PCs at a distance once they enter the swamp. Using concealment and submerging themselves in the deep parts of the swamp, the Lizardmen are very hard to spot as they track the PCs, staying hidden on 4-in-6. At an appropriate stage or if spotted they reveal themselves and cautiously approach the PCs. Alternatively, you can let the PCs discover their hideout.



TABLE 9	
EVENTS MOUND (1-in-6, 3 <sup>rd</sup> turn)	
1d6	Primer
1	Pool swells up. Water almost at bridge level. Frog attacks increase to 4-in-6.
2	Pool drains rapidly with a gurgling sound. Frogs climb atop the slimy knolls.
3	2d6 Nugoths make a skirmish attack.
4	A raiding party (10) returns having captured Nugoths (4) to be eaten.
5	Fog rises from the quagmire to shroud the site in a dense haze. Shaman spell.
6	The frogs burst through the opening in 9 looking for fresh food.



### 1 QUAGMIRE POOL

- The swamp slopes down into a steaming gloomy pool.
- Three slimy mounds, connected by swinging rope bridges, rise from the quagmire.

Anyone with armor better than leather will sink into the 10' deep quagmire, requiring a Strength check, a rope to grab or other measures to prevent submersion. **Giant Frogs** (3) occupy the pool, feasting on anyone sinking into the mud at the bottom.



**Frog, Giant.** HD 3 (14 hp); AC 7[12]; Atk Bite (1d8); Move 3 (or 100 ft leap); Save 14; M 7; AL N; CL/XP 4/120; Special: Leap, swallow whole.

### 2 PALISADE DEFENSE

- Semi-circle of sharpened stakes—cleverly camouflaged.
- Two bulging lumps of greenery in the mud, moving slightly.

**Lizardmen** (2) on guard duty, half-way submerged within the semi-circle. Upon assessment of sighted enemies the guards rise up from the mud and either retreat to the mounds or call for reinforcements from 4.



**Lizardman:** HD 2 (9 hp); AC 5[14]; Atk 2 claws (1d3), 1 bite or weapon (1d6); Move 6 (Swim 12); Save 16; M 8; AL C; CL/XP 3/60; Special: Breathe underwater, shed tail, blood spread.

### 3 BRIDGES

- Semi-rotten rope bridge connecting the mounds.

When passing any bridge there is a 1-in-6 chance that Giant Frogs leap up to attack. With sustained combat on the bridge there is likewise a 1-in-6 chance/round for the bridge to collapse and fall 20' down to the quagmire.

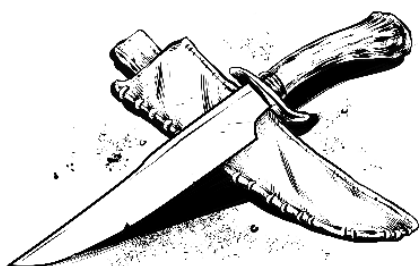


**Lizardman:** HD 2 (9 hp); AC 5[14]; Atk 2 claws (1d3), 1 bite or weapon (1d6); Move 6 (Swim 12); Save 16; M 8; AL C; CL/XP 3/60; Special: Breathe underwater, shed tail, blood spread.

*Lizardmen are reptilian humanoids living in the depths of fetid swamps. They can breathe underwater. When detaching their tail, their overland movement is 9 while their swimming speed becomes 6. When faced with weaker opponents Lizardmen can spray blood from their eyes to one target within melee range (no save). It can only do so once per encounter and it costs half its current hp. Lizardmen attack a bloodied target with +1 to attack and -1 to AC.*



**Lizardmen [SP]:** The Lizardmen are aware of most things moving through the swamp incl. the latest Nugoth slave caravan to the Drowned grotto. They know the exact location of the Mahoc stronghold and even quite a bit about the layout – at least the watery passages. They know the grotto contains a living crystal with a beating purple heart, and that another Mahoc variant exist that creates globes of darkness. If the characters avoid too much bloodshed between themselves and the Lizardmen, they might obtain this information. Alternatively, either the Shaman or Chakax might supply this in exchange for the continued well-being of the tribe if a fight turns against the Lizardmen.



#### 4 ENTRANCE CAVE

- Water sprouts from the wall to feed a stream running towards the bridge entrance and splashing down to a pool below.
- Metal bars stick halfway down from the entrance ceiling, delivering a grinning mouth look.
- Kelp weaved into a carpet on the tunnel floor to the left and a blood trail on the tunnel to the right.

A saving throw vs. wands is required to avoid hitting the metal bars (1d2 damage) if passing the entrance running. It is unavoidable to wade through the outgoing water stream when entering, which is unfortunate, as it is the deposit site of excrement and waste, making the PCs' clothes reek of unpleasantness. Two **Lizardmen** (2) are here as guardians.



#### 5 BARRACKS

- Crude tables and benches made of driftwood planks.
- Mugs with sticky sucrose juice—finger-sized insects crawling over and inside the mugs.
- Three 6-sided dice made from bone.
- Kelp rugs on the floor and a chest at the wall.
- A pile of smooth white stones reeking of urine.

This cave functions as the barracks and staging area for raids. **Lizardmen** (6) on duty. The chest contains 9x short swords carved from bone, 3x turtle shields, 10x rations consisting of dried meat packaged in leaves as well as 3 pearls (120 gp each).



#### 6 BONEYARD

- Light shines down from a man-sized hole in the ceiling halfway covered with a rudimentary camouflaged lid of sticks and grass.
- Floor covered in broken skeletal remains of humanoids and beasts—all picked clean of meat.
- Larger femur bones are being sharpened into rugged saw-toothed swords.

There is a 3-in-6 chance/round if running or fighting in this cave to step on piercing bones (1d3 damage). The hole in the ceiling allows entry from outside. **Lizardmen** (2) sharpening bones into swords here.



#### 7 FORGOTTEN TREASURY

- A hidden passage opens into a cramped moist cave.
- A chest shaped like a coffin with a keyhole, mud stains on one side and a nasty yellow mold infection on the other side.
- Water drips relentlessly from the ceiling onto rusted armor and a strange, broken, circular black fan.

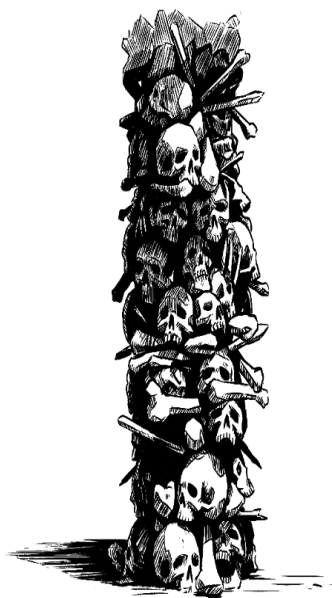
The secret opening can be found on 2-in-6 if looking. Behind a large flat stone cleverly disguised in the wall lies a small cave (the stone easily moves for entry). The Lizardmen have collected a few things during their raids and disinterestedly stored them in this wet cave. The chest is locked and trapped. Opening the chest without the key releases a concentrated spray of poison to anyone standing in close vicinity. Save vs. poison to avoid blindness for 1d6 turns. The chest contains minted coins with a heraldic symbol of a castle—in total 370 gp, 215 sp, 421 cp. There are also 4x pearls (120 gp each), 1x flask of perfumed oil (50 gp), 1x silver mirror (20 gp), velvet cloth (30 gp), and 1x bronze bowl (25 gp). Lastly, there is 1x object from **Table 13** in the chest in addition to a *wand of obscuring mist* (17 charges). The circular fan is from a Robot, Drill (detailed in IW3). The rusted armors are of modern outside design, but rusty and unusable.

**Lizardman:** HD 2 (9 hp); AC 5[14]; Atk 2 claws (1d3), 1 bite or weapon (1d6); Move 6 (Swim 12); Save 16; M 8; AL C; CL/XP 3/60; Special: Breathe underwater, shed tail, blood spread.



**Lizardman, shaman:** HD 3 (14 hp); AC 5[14]; Atk 2 claws (1d3), spells; Move 6 (Swim 12); Save 14; M 9; AL C; CL/XP 4/120; Special: Breathe underwater, shed tail, blood spread, spells.

*Shamans possess all the ordinary powers of Lizardmen such as breathing underwater, detaching their tail and blood spraying (+1 to attack, -1 to AC, loose half hp). Shaman also have unique powers enhanced by nearby shrines. A typical defensive spell list; Detect Magic, Cure Light Wounds, Predict Weather, Obscuring Mist. A typical offensive spell list: Faerie Fire, Protection from Evil, Light, Hold Person or Heat Metal.*



## 8 HALLS OF SKINS

- Rough patches of wall with sharp outcrops.
- On the cave floor and along the walls, still attached to the rocks, are shredded scaly skins devoid of color.
- Alkaline dry smell as if all moisture has been drawn from the air.

The Lizardmen use these uneven corridors to shed their skin. The origin of the dried husks can easily be determined. The skins are also a source of reserve nutrients should the tribe's resources grow sparse.

## 9 WATER PASSAGE

- Hewn stone stairs leading down to a lower chamber.
- A pool of sluggish dark-brown water—its rippled surface moving almost imperceptible up and down.
- A natural stone column rises from the pool to hold up the ceiling.

Beneath the water surface is an opening to the Quagmire. The opening is too constricted for the Giant Frogs.

## 10 BASKING CAVE

- Three large openings in the ceiling allow radiant warm light to shine down.
- Cave floor is dominated by flat grey stones where **Lizardmen** (5) are soaking up the heat.

The Lizardmen here automatically lose initiative but attack with a +1 modifier for the first two rounds. The openings in the ceiling could be an entry (or exit) point.



## 11 HATCHERY

- Steaming pile of compost fills this warm cave.
- Water drips from the ceiling onto the heap.

This cave contains hundreds of brown, 1' long eggs, the Lizardmen's progeny, buried in the moist and warm compost. When the conditions are right they hatch to create a large surplus of new younglings—and the tribe then split to form new settlements. If a shell is broken prematurely the youngling dies.

## 12 HABITAT

- Large stalactites gleaming with white deposits.
- Loose gravel stones covering the entire floor.

These caves are habitat zones in the Mound. Lizardmen come here to lick the salt of the stalactite and bury themselves in the 2' deep gravel. Any movement of the stones awakens a **Lizardman** (1), one for each cave marked **12**, surprising on 4-in-6.



## 13 BONE COLUMN CAVE

- A column of glued bones from floor to ceiling.
- Skulls (animal and humanoid) decorate the walls and dangle from the ceiling by kelp cords.

This cave is the preferred place of the tribe's shaman. The bone pillar augments the shaman's power so magic reaches further and lasts longer (as judged by the Referee).



**Chakax:** HD 4 (18 hp); AC 5[14]; Atk 2 claws (1d3) or weapon (1d8); Move 6 (Swim 12); Save 13; M 10; AL C; CL/XP 5/240; Special: Breathe underwater, shed tail, blood attraction.

*Chakax wields a large spiked club. He wants to unite all Lizardmen in the swamp under his banner and wage war against the Mahocs. He might ally himself with individuals sharing the same goals if he could dampen his natural inclination to smash in the heads of any non-reptilian. If Chakax sprays blood on a target it functions as a powerful pheromone and all members of the tribe within the Mound rush to assist him. He retains 75% hp when doing so.*



**Lizardman:** HD 2 (9 hp); AC 5[14]; Atk 2 claws (1d3), 1 bite or weapon (1d6); Move 6 (Swim 12); Save 16; M 8; AL C; CL/XP 3/60; Special: Breathe underwater, shed tail, blood spread.

#### 14 THRONE CAVE

- A rock formed as a throne is situated at the back wall. It has a worn spot and several embedded gemstones.
- Four stone pillars decorated with carvings.
- A central sharp rock with blood stains—a human with a smashed cranium at its feet.

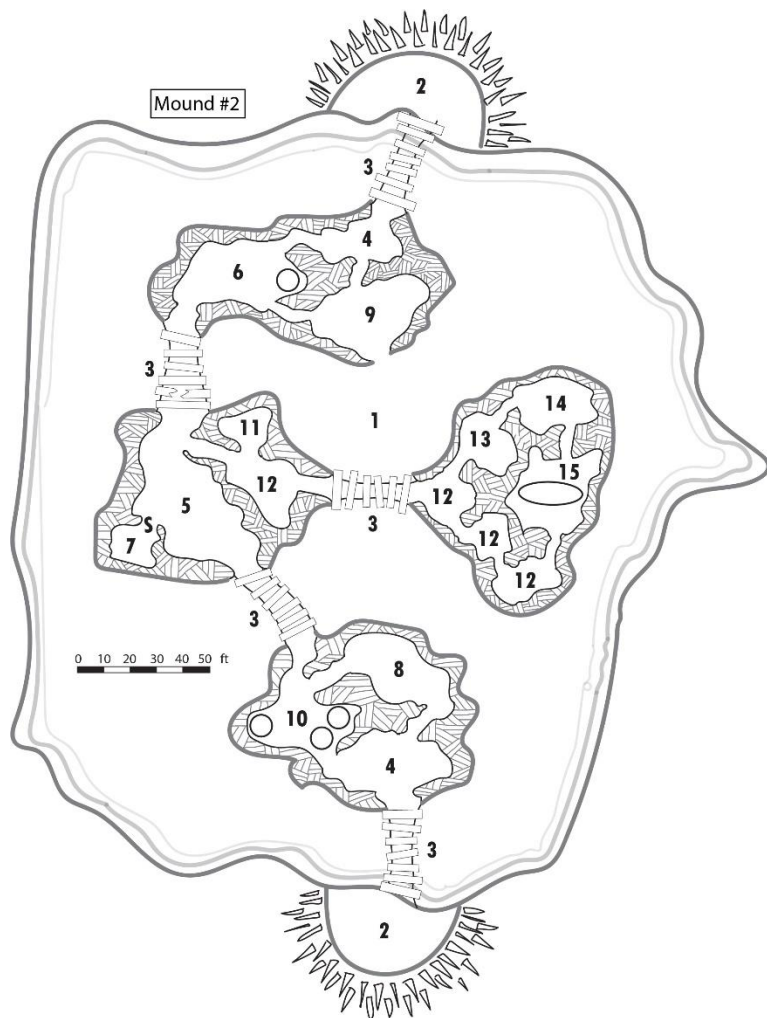
This cave is the seat of power of the tribe. The current leader is Chakax who often sits brooding on his throne containing 3x gemstones (150 gp each). He takes pleasure in smashing in prisoners' heads on the rock before the body is taken to the feast hall. He stores 13x gemstones valued at 50 gp each in a secret compartment in one of the pillars. The compartment also holds the key to the chest in 7.



#### 15 FEAST HALL

- Large cave—sounds bouncing off the walls.
- Central oval pit fenced with stones—at the bottom, dismembered humanoid cadavers among piles of shredded bones.
- In chains, upside down over the pit, hangs: a Human, a Giant Frog and a Nugoth. The Nugoth has his head bashed in, the other two are still alive and groaning in pain.

Prisoners are taken here to be part of a gruesome ritual where Lizardmen crawl into the pit to devour the meal. Two **Lizardmen** (2) lurk in the periphery of the cave.



# The Drowned Grotto

Mahoc caves are scattered throughout the lost land. These self-sufficient strongholds are labyrinth-like structures surrounded by inhospitable swamp—the preferred hunting ground of the vicious bat creatures. The Mahocs believe their god was defeated in an immortal struggle and subsequently punished by entombment beneath a lone hill. Human slaves are now mining for crystals as they dig tunnels to locate the lost goddess.

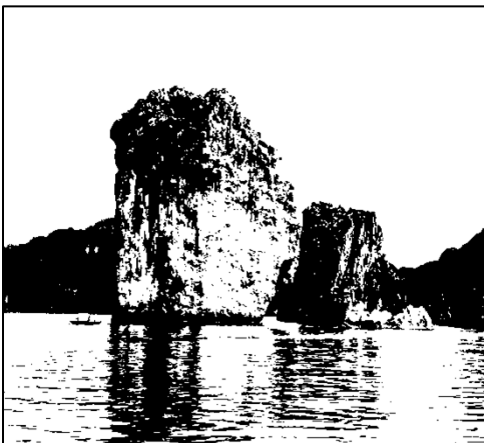
The caves are not completely isolated. The subservient Nugoths bring goods and slaves to appease their Mahoc overlords, and contact is established between Mahoc caves across vast distances.

In addition to human slaves, other traditional cave-dwelling creatures exist in the Grotto. The Lambotian Worm prowls the submerged parts, but occasionally heaves itself onto land to scavenge for fresh food. As the creature finds the fibrous meat of the bat-like Mahocs inedible, the acidic bulbous worm is serendipitously employed as a guardian of their progeny.

If the Mahocs sense unwanted incursion they defend the Grotto intelligently. The barracks [4] contains 15 Mahoc Warriors in total—ten move to cover all bridges [2], two at each position, and the remaining five hunt the intruders.

When the conditions are right the Mahocs undergo another lifecycle stage where two warriors melt together into a new Siamese entity of erratic powers. The Siamese stage is revered as a higher leadership caste in the Mahoc society.

**Drowned Grotto [SP]:** At the Drowned Grotto the PCs can locate Improbability Crystals—fuel for the drill and one option for returning to the outside. Among the slaves [7] are Edgarano the explorer and the matriarch of the demolished village. Using the story-point approach, the Mahocs have located the avatar and are preparing a ritual to awaken the goddess in the crystal-cave [20a].



## OUTSKIRTS

- Rugged crag overgrown with thorny underbrush.
- The crag is detached as a small island from the mainland (50' apart) and perforated with seawater canals (like Swiss cheese).

There are two entrances at one side (seaside) and four exits opposite (shoreside). The area surrounding the crag is patrolled by **Mahoc Warriors** (3) but it is possible to hide in the thick foliage on top of the Drowned Grotto.



**Mahoc Warrior:** HD 1+1 (6 hp); AC 4[15]; Atk claws (1d4), bite (1d4+1), or by weapon (1d8); Move 4/12 (flying); Save 17; M 8; AL C; CL/XP 3/60; Special: Echo scream, chameleon skin.

### 1 WATER STREAM (map p. 22)

- Seawater pushed forcefully through low bend tunnels.
- Odorous slimy plants and kelp in the water.
- Cracked algae-infested walls with buzzing insects.

Moving against the neck-deep current (see arrows) requires effort, moving with the current requires agility to avoid sharp rocks (d2 damage).

### 2 BRIDGES

- Crude stone bridge connecting breezy, lofty corridors.
- Fishing net hangs down from the bridge to filter the stream.
- Shellfish and sprawling crabs caught in the net.

Crossing the soggy bridge in a hurry is a slippery affair and requires a saving throw vs. wand to avoid falling in. If the cave is on alert **Mahoc warriors** (2) guard each bridge (from the Barracks in 4).



### 3 TUNNELS

- Cold prickling gust of wind carrying the smell of seaweed.
- Polished stones protruding from the rough rock wall.
- Vines crawling along the floor and up onto the walls.
- Greasy bat droppings littering the floor.

The vines are like tripwires, and if running or in combat there is a 1-in-6 chance to fall per round. The draft can extinguish torches in 1-in-6 chance for every segment of tunnel between chambers. Secret passages are concealed behind a thick outgrowth of vines. The smooth stones at regular intervals assist echolocation, allowing Mahocs to see 30' (around corners).

### 4 BARRACKS

- The tunnel into this area (from 3 & 14 into 4) is covered by a wind-chime made of human bones and bronze bells.
- Piles of damp clothes on the floor covered in bat droppings.
- Chalky side-caves with brown stalactites.

Each side-cave numbered 4 contains **Mahoc warriors** (5) posing as stalactites. The wind-chime alerts the slumbering Mahocs if it is disturbed. Roll 1d6 when entering one of the barracks chambers: 1-2 the inhabitants are awake, 3-6 the Mahocs are dormant and only loud sounds spur them into action, taking 1d2 rounds. If not immediately recognized they surprise on 1-3. Stripped clothing from captured humans clutters the cave floor outside the side caves. The piles also contain: a necklace with polished stones (159 gp), 11x gold nuggets (242 gp), a drinking horn adorned with silver (175 gp) and one object from **Table 13**.



# DROWNED GROTTO

## Turns

1
2
3 Encounter 1/6
4
5
6 Encounter 1/6 Event 2/6
7
8
9 Encounter 1/6
10
11
12 Encounter 1/6 Event 2/6
13
14
15 Encounter 1/6
16
17
18 Encounter 1/6 Event 2/6
19
20
21 Encounter 1/6
22
23
24 Encounter 1/6 Event 2/6



**TABLE 10****ENCOUNTERS (1-in-6; every 3<sup>rd</sup> turn)**

1d6	Encounter
1	Spider, Giant (1)
2	Otyugh (1)
3	Nugoth (7)
4	Mahoc, Warriors (3)
5	Mahoc, Siamese (1)
6	Human Slaves (5)



**Mahoc Warrior:** HD 1+1 (6 hp); AC 4[15]; Atk claws (1d4), bite (1d4+1), or by weapon (1d8); Move 4/12 (flying); Save 17; M 8; AL C; CL/XP 3/60; Special: Echo scream, chameleon skin.

**TABLE 11****EVENTS (2-in-6; every 6<sup>th</sup> turn)**

1d6	Event
1	Screams echo through the Grotto (slaves are being hunted in 5b).
2	Laughter propagates through the cave (emanating from 22a).
3	A swarm of agitated but harmless bats moves through the tunnels.
4	A minor earthquake. Stones fall from the ceiling (1d3 damage).
5	The vines twitch and seem to reach for anyone in tunnels. Half movement.
6	A big surge of water moves through the cave flooding parts of the dungeon.

**5 GAUNTLET**

- Rusty iron rings and chains affixed in cave wall (a).
- Humming crystal atop metal stick in the floor (a).
- Stone columns holding ceiling—melted appearance (b).
- Bloodstains and human limbs along floor (b).
- Slender tunnel with viewing openings to chamber 5b below (c).

The Gauntlet is a torture chamber. Humans are released into the labyrinth (b) and hunted for sport. If the crystal in (a) [marked by a black diamond on map is activated by an echo-scream (see Mahoc stats), sound emanates from the crystal in a 10' radius for 3 turns. A saving throw vs. wand is required to move through the sound-barrier or become paralyzed for 1d6 rounds. If the crystal is destroyed (AC: 6[13], hp: 2) the deafening sound waves and the effect stop immediately.

**6 JAILOR QUARTERS**

- Enclosed claustrophobic feeling as the ceiling presses down.
- Buzzing crystals atop metal sticks (work as in 5).
- Leather harness for restraining humans.
- Mold-infected human corpse displayed on hook.

Three **Mahoc Warriors** (3) are distributed between chambers marked 6. One has the key to the chains in 7. None of the crystals are activated (marked as diamond), but any use of the echo scream within 1' activates the crystals as described above.

**7 SLAVE CELLS**

- Ripped straw mats and reeking chamber pots.
- Cockroaches crawling over every surface.
- Cowed humans chained to the wall—fatigued and in pain.

Each chamber numbered 7 contains 1d4+1 malnourished human slaves (non-combatants). An open lock check or the key from 6 releases them. The slaves provide information from **Table 12** and can offer one hidden object from **Table 13** for acts of kindness. They have limited knowledge beyond area 6-8.

**Drowned Grotto [SP]:** Using the story-point approach, the slaves inform the PCs that they recently extracted the avatar—an iron-cast creature from the mines. The Mahocs have brought the creature to the living crystal cave. The Matriarch of the demolished village in addition to Edgarano are here—and they know purple Improbability Crystals are within the Drowned Grotto—they grow inside another living crystal.

**TABLE 12****SLAVE RUMORS**

1d8	Details
1	The Mahocs speak of a bottomless pit in the cave. Evil lurks deep within.
2	A monster loiters in the compost heap. The Mahocs call it 'Tentacle-Eater.'
3	The slaves found a strange metallic creature (the Avatar) in the mines. The Mahocs are still unaware.
4	If you are brought to the Mahoc hunting cave you never come back. We hear their screams.
5	The Mahoc master creature has four legs and two heads and lives around the crystal cave.
6	The Mahocs lay eggs near warm pools guarded by a giant fish-worm.
7	There is a whirlpool in the cave. One slave jumped in and never returned.
8	In the cave of the living crystal you can see the creature's beating purple heart. Powerful energy is emitted.



**TABLE 13**

**RANDOM OBJECTS DROWNED GROTTO**

1d100	Details left to the Referee	
01-04	Bowl of Incense	When lit, haze fills entire chamber and confers dream visions.
05-08	Ceramic Bowl of Offerings	Leathery wings ground to a pulp. Mixed in with small gems (total value 1d6x25 gp).
09-12	Deity Statue	A black basalt figurine. Appear as a fusion of four Mahocs.
13-16	Tuning Fork of Dark Metal (works d10 times)	Changes pitch if air-pressure is altered around secret doors. Likelihood of detecting secret doors increases by 1.
17-20	Translucent Donut-Shaped Crystal	Triples in size when in contact with water. Floats and can hold the weight of one PC to prevent drowning.
21-24	Jar of Body Parts	A big glass jar containing removed body-parts such as ears, fingers, toes, tongues and the occasional eye. Wrapped around one finger is a gold ring (value 125 gp).
25-28	Book: <i>At the Earth's Core</i>	A travelling account by Edgarano Rical Burrougolas detailing an expedition to the Inner World. By studying the book, 4x clues from are provided ( <b>Appendix F</b> ) and subsequent clues as it dries (page 5).
29-32	Minor Magic Item	Roll 1d6 to determine what kind: 1-2 Potions (1d2), 3-4 Scroll (1d4 spells), 5 Lesser Wand (1), 6 Miscellaneous Magic Item (1).
33-36	Ornately Carved Staff (Master)	These staves are carried by Mahoc Siamese. The staff can influence one Mahoc Warrior similar to <i>Charm Person</i> (saving throw applies).
37-40	Wooden Box of Moist Earth with Blood Symbol	Within the moist earth are Shrieker spores. If a drop of blood is applied to the earth, two Shriekers will grow to 1' in length within 1 hour. The Shriekers will not react to the blood donor, but start screaming if anyone else is close by.
41-44	Silver-Framed Hand-mirror	When staring into the mirror, the surface reveals a scene or object from another era. The scene or object is chosen to suit the Referee's whim.
45-48	Portraits of Siamese Priests	A framed picture of Mahoc Siamese staring into Stargate (24c).
49-52	Sealed Homunculus	A closed glass bottle containing a Homunculus. A note on the bottle states, 'Leave the prison intact'. If the glass is broken, the creature dies. If the creature is released without destroying the glass, it aids the PCs once.
53-56	Hologram Projection	A flat metallic disc containing a red button. If pushed, the disc projects a hologram of a Drill Robot with associated symbols.
57-60	Glowing Pebbles	Floats in the air and emits weak light in 5' range. If two pebbles touch each other, the light disappears forever.
61-64	Mark of Free-man	The wearer of this wooden symbol is exempt from slavery. He can move freely within the Drowned Grotto, but might still be questioned.
65-68	Tin Can with Wax	The wax provides a +2 saving throw bonus to resist sound effects (such as the Mahoc echo scream) if stuffed inside ears.
69-72	Lidded Urine-Filled Pot	The urine is collected from an Otyugh in heat. When smeared across any surface it immediately attracts Otyughs within 1 mile, with potentially unpleasant consequences.
73-76	Black Metallic Composite Fan	This broken fan from a Drill Robot is made of hard metallic composite material—with ripped wires sticking out from one side.
77-80	Box of Amethyst Crystals	1d2+2 amethyst crystals (improbability crystals) full of rich purple color and suitable as fuel for the drill.
81-84	Mummified Head	The head speaks in strange tongues. It can answer one question (Referee discretion) before returning to babbling.
85-88	Cache of Adventure Objects	2 flasks of oil, a quiver with 10 arrows, 50' hemp rope, crowbar, 4 torches, 2 bedrolls, 3 rations, 6 iron-spikes & hammer, <i>potion of healing</i> (d8+1).
89-94	Silacium Larva in Chest	Kept dormant inside a velvet wooden chest is a <b>Silacium Larva</b> . If the Larva escapes it burrows into nearby rock.
95-00	+1 Magic Weapon	A +1 magical weapon of the Referee's choice. The weapon only allows Lawful PCs to wield it—anyone else is thrown 10' away for 1d4 damage when touching it.





**Mahoc Warrior:** HD 1+1 (6 hp); AC 4[15]; Atk claws (1d4), bite (1d4+1), or by weapon (1d8); Move 4/12 (flying); Save 17; M 8; AL C; CL/XP 3/60; Special: Echo scream, chameleon skin.

*Mahocs can emit high frequency shrieks once per encounter, causing paralysis for 1d4 rounds to those within 10' failing a saving throw vs. wand. Chameleon skin allows Mahocs to surprise on 1-3.*

**Shrieker:** HD 3 (14 hp); AC 7[12]; Atk None; Move 1; Save 14; M 7; AL N; CL/XP 3/60; Special: Shriek.

*Shriekers are huge mushrooms that shrieks if light (30') or movement (10') occurs close to them. The noise causes 1 hp damage per round (save applies) and alerts nearby Mahocs.*

**Otyugh:** HD 7 (32 hp); AC 3[16]; Atk 2 tentacles (d8), bite (d4+1); Move 6; Save 9; M 10; AL N; CL/XP 8/800; Special: Disease.

*The Otyugh has a sensory organ stalk and two rough bone-ridged tentacles. Anyone bitten has a 90% chance of contracting a fatal disease (death in 3d6 days unless cured).*



## 8 MINES

- Exasperating smoke-filled and low-bend corridors.
- Gravel-covered ground sloping downwards.
- Cart with squeaking wheels on mining tracks.
- Coughing and hammering in the smoldering torchlight.

The tunnels are completely hazy. Each mining cart contains 3d6 crystals (25 gp each) which can absorb and discharge sound as described in **5**. 1d6+5 slaves are distributed in the mines overseen by **Mahoc Warriors** (3). Still unbeknownst to the Mahocs, the dormant Avatar is halfway extricated from the cave rock (unless you run with story-points).



## 9 HARVEST CHAMBERS

- Massive grindstone smeared in grey paste (a).
- Paste running down sides of overfilled buckets (a).
- Decaying flowery fruit smell (a).
- Warm cave with shelves full of dried mushroom (b).

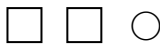
The mushroom paste in **b** is toxic to non-Mahocs. A saving throw vs. poison is required to avoid 1d4+1 in damage. *Purify Food and Drink* or similar magic renders the paste edible—equivalent to 20 rations. One **Mahoc Warrior** (1) is sorting the mushrooms in **b**.



## 10 FUNGAL GARDEN

- Large fungi in fluorescent colors and shapes sprout forth from every crevice.
- Secreted substance running down along fungi stalks—bucket placed beneath for collecting the yellow substance.
- Hazy air filled with minuscule spores.

**Shriekers** (2) start wailing if any non-Mahoc come within 10' (marked M on map) and 1d3+1 additional Mahocs arrive within 4 rounds. One **Mahoc Warrior** (1) tends to the fungi.



## 11 COMPOST HEAPS

- Nauseating smell of decay—sticky fluid running on the ground.
- Large pile of waste—which from a distance looks like plant material (weed, kelp, fungi, shellfish, flayed slaves).

The heap is the feeding ground of an **Otyugh** (1) buried below the waste. It changes position between the two garbage dumps numbered **11**. The debris contains a black pearl (225 gp), a gold ring (135 gp) and one object from **Table 13**.



## 12 WHIRLPOOL

- Soaking mist and gurgling splashing sound.
- Collapsed bridge structure stretching over whirlpool.
- Metal cage with skeleton inside hanging from ceiling.

The skeleton's bony fingers hold one object from **Table 13**. The metal cage cannot be reached from the edge, and pity the fool who falls or jumps deliberately into the whirlpool. The Referee can determine consequences and where surviving PCs end up (lower parts of the expanded dungeon are detailed in IW2-3).



**Black Pudding:** HD 10 (45 hp); AC 6[13]; Atk 1 (3d8); Move 6; Save 5; M 12; AL N; CL/XP 11/1,700; Special: Acidic surface, immune to cold, divides when hit by lightning.

*Any weapon or armor in contact with a Black Pudding will be eaten away by the acid as follows: weapon (1 hit), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon is magical, it can take an additional hit per +1 before being dissolved.*



**Lambotian Worm:** HD 6 (27 hp); AC 6[13]; Atk 4 tentacles (d4) or bite (d6); Move 4/9; Save 11; M 9; AL C; CL/XP 8/800; Special: Blubber skin, acid splash.

*The Lambotian Worm has a rubbery body which negates any damage roll of 1 or 2. Ranged attacks has a 1-in-6 chance of bouncing. Any attack penetrating causes an acid splash (1d3 damage to attackers within melee range). When the creature dies it bursts into a shower of acid, dealing 1d6 damage to anyone within 20'.*



### 13 CONTEMPLATION CAVE

- Lumpy grey stones inexplicably ablaze in a campfire (a).
- Warm fine-grained sand covers the ground (a).
- Ledge over a vertical shaft stretching down into the dark (b).
- Cacophony of mellow sounds from metal wind-pipes (b).

The blazing stones do not function outside their confines (a) and cool rapidly to inertness if removed. The Mahocs use this shaft to levitate up and down in a trance. Within the 80' shaft (b) are metallic organ pipes and at the bottom is a **Black Pudding**. One object from **Table 13** is engulfed by the Pudding.



### 14 FOUNDRY

- Hot and hazy orange glow from the sooty foundry.
- Huffing bellows & rack of tools—pliers, tongs, pokers.
- Two large ceramic pots with melted bobbling liquid.
- Bent blades and destroyed armor on floor.

**Mahoc Warriors** (2) attend the foundry where iron is melted and poured into large ceramic pots to be carried to the god cave (24). If the melted iron is touched it deals 2d6 damage per round. Inside the pot—appearing periodically at the surface—are 10x gemstones (125 gp each). If poured into the ground the gemstones solidify within the iron. The blades and armor are of modern, outside design.



### 15 GROTTOS

- Lofty with draping rock and stalactite formations.
- Condensed water droplets running down wall.
- Ground covered in odorous excrements.

Each cave numbering 15 constitutes dwelling areas. **Mahoc Warriors** (2) cloaked as stalactites hang motionless in each grotto. Roll 1d6 when entering: 1 the inhabitants are awake, 2-6 the Mahocs are dormant and only loud sounds spur them into action, taking 1d3+1 rounds. If not immediately recognized they will surprise on 1-3.



**Mahoc Warrior:** HD 1+1 (6 hp); AC 4[15]; Atk claws (1d4), bite (1d4+1), or by weapon (1d8); Move 4/12 (flying); Save 17; M 8; AL C; CL/XP 3/60; Special: Echo scream, chameleon skin.

### 16 EGG LAIRS

- Pool of clear blue water—bubbles at the surface (a).
- Sandbanks seeded with 2' tall oval eggs—footsteps in the sand (a).
- Man-sized semi-transparent leathery eggs (b).
- Hissing sounds from within the eggs (b).

The eggs in a contain juvenile non-combatant Mahocs that die if the shell is broken. If a shell is broken in b a young Mahoc Warrior (fights as 1 HD monster) emerges, eager to feed. A **Lambotian Worm** swims between the pools in 16 and 17 through a submerged tunnel.



## 17 LAMBOTIAN CAVE

- Slippery slanting floor around central steaming pool.
- Ground covered with green-tainted copper coins.
- Dark cramped caves in the periphery.
- Buzzing insects escaping humanoid bat creatures.

The **Lambotian Worm** (1) lurks within the pool and **Mahoc Warriors** (2) are hunting insects. Loud sounds in the cave attract Mahocs (2) from side-caves detailed in **15** (1-in-6 chance per round). The pool is a geyser, swelling up and spewing hot water and copper coins (3-in-6 chance every round). The water gushes back to the pool and sweeps those within 10' of the edge along unless succeeding a save vs. breath. The pool is 40' deep and at the bottom are regurgitated indigestible materials—a lapis lazuli gem (300 gp), a necklace (93 gp), 39 pp, 607 gp, 16 ep, 1020 sp, 382 cp and one object from **Table 13**.



**Mahoc Warrior:** HD 1+1 (6 hp); AC 4[15]; Atk claws (1d4), bite (1d4+1) or by weapon (1d8); Move 4/12 (flying); Save 17; M 8; AL C; CL/XP 3/60; Special: Echo scream, chameleon skin.

**Mahoc Siamese:** HD 2 (9 hp); AC 5[14]; Atk 2 claws (1d3); Move 6; Save 16; M 9; AL C; CL/XP 6/400; Special: Black sphere, magic res (50%), half damage from non-magical weapons.

*Anyone within the sphere's 15' area must save vs. magic to avoid its erratic power (1d10): 1. Confusion, 2. Charm Person, 3. Teleport, 4. Flesh to Stone, 5. Armor dissolves by 1d3 AC, 6. Target encased in ground, 7. All spell slots are burned off, 8. Next 6 turns target is unlucky (roll dice twice, pick lowest), 9. Target is hallucinating—bizarre figments of imagination (Referee's choice), 10. One of the target's weapons disintegrates.*

**Living Crystal:** HD 6 (27 hp); AC 6[13]; Atk none; Move 0; Save 11; M 12; AL C; CL/XP 7/600; Special: Magical effects 3-in-6 chance per round.

*The crystal manifests in zones of significant magical flux or points of time pollution. Within its cave it generates strange magical effects (1d10) as per **Table 14**. If the crystal is destroyed it shatters and leaves 1d4+3 purple amethyst behind (1d100 + 100 gp each) that also work as *Improbability Fuel* for the drill.*

**Apotheosis [SP]:** In the story-point approach the Mahocs are in the process of awakening their Avatar in **20**, brought here from the mines. An umbilical cord of pure crackling energy is established between the **Living Crystal** and the **Avatar** to revive the goddess. Each round 3d6 hp is transferred to the avatar, and once exceeding 54 hp it awakens and can act. Alternatively, and for simplicity, assume this happens after 5 rounds. The Avatar is completely indestructible and takes no damage, not even of magical origin, before it has been awoken. Destroying the Living Crystal exposes its purple amethyst hearts, which can be used as fuel for the drill. Alternatively, the stargate within the hidden part of the cave can offer a route home (or somewhere else!).

## 18 ANTECHAMBER

- Smoke rising from a large, black, ceramic cauldron.
- Meticulously stacked colored sticks on the ground next to it.
- Brushes and paint in small containers.

Colored sticks are burning within the cauldron. The brushes and paint are of ceremonial purpose and are used to paint the sticks before burning. The ritual is magical and one object from **Table 13** materializes in the cauldron upon burning a stick (1/day).

## 19 CAVE OF FINAL SCREAMS

- Sewn human skin is stretched over a circular frame covering the entire corridor ahead.

Touching the human drumskin or walking over it creates inaudible vibrational sounds alerting the Spider living in **21**. The skin is from flayed slaves (visible upon close inspection). The drum also activates the door in **23**.

## 20 CRYSTAL CAVE

- Massive crystal column pulsating and throbbing with energy—embedded within are purple amethyst crystals (a).
- Vibrating purple crystals cover the cave walls (a).
- Dried-out chitinous shells of Mahocs litter the floor (a).
- Four-legged creatures crawl on the ceiling and bat-like humanoids fly around the twisting crystal (a).
- Side-caves covered with curtains (b).
- Rotting pile of bat-creatures beside incense-sticks (b).
- Lit candles placed on carpet (b).

**Mahoc Siamese** (2) and **Mahoc Warriors** (2) protect the **Living Crystal**. The Crystal is a living entity which can accelerate evolution, altering warriors to the Siamese stage in addition to emitting other magical effects (**Table 14**). On the floor are unsuccessful mutational middle-stages of transformation, some with multiple arms, antennas growing in the eyes and similar alterations. There is a hidden passage behind the purple crystal cave wall. If an amethyst gem—either one hidden under the carpet in (b) or one from the destroyed living crystal—comes within 5' the lattice of the cave wall opens. There is also one object from **Table 13** beneath the carpet.



(Crystal)

Living Crystal



**TABLE 14**

**CRYSTAL EFFECTS (3-6 chance/round)**

1d10	Details
1	The Crystal emits a burst of healing energy. All within 20" heal 1d6 hp.
2	Life energy is sucked into the Crystal from all within 20'. 1d6 damage, no save.
3	Sound resonates from the Crystal, rendering Mahocs disoriented. +1 to hit them for 1d4 rounds.
4	Magical darkness spreads out in the cave. Mahocs are immune as they use echolocation.
5	A frameshift in time occurs. All within the cave can reroll one die (only while in Crystal Cave).
6	Crystal swells to cover the boundaries of the cave. Everyone is crushed for 1d6+1 damage.
7	A bend in space-time occurs. Everyone's position in the cave is scrambled.
8	Crackling energy is transmitted. Save vs. wand to avoid being polymorphed into a bat for 1d4 rounds.
9	Crystal pieces wrap around anyone in the cave for one round, forming a protective layer. Add -1[+1] to AC.
10	The Crystal siphons nearby magic. 1 prepared spell and 1 charge from staffs/wands/rods are lost.

**Ballad of the Four-Stitched One**

Then as it was, then again it will be.  
 And though the goddess was lost.  
 We will see it once more at the tossed sea.  
 The rays of fortunes, each sparkling from the purple cave.  
 On the wings of maybe, the goddess is found  
 beneath the wave.  
 When four will be together, it will have to grow.  
 And as the goddess leaves the cave, it's got far to go.

The above rhyme is part of the Mahocs' cultural background as they traversed the *Sea of Ufiraria* with the purpose of finding their lost goddess (the Avatar). The Siamese perform inexplicable rituals to accelerate the forthcoming apotheosis, such as pouring melted iron into a statue resembling their goddess.

**21 BOTTOMLESS PIT**

- Circular pit stretching down into darkness.
- Cold air and howling sound from the pit.

The pit is a nest for a **Giant Spider** (1) that reacts to vibrations formed by the drum in **19**. The Referee can decide what lies at the bottom of the pit—perhaps it extends all the way to the outside world or to another cave (as will be detailed in IW2). Tucked away in a crevice within the pit are skeletal humanoid remains and 2d20 gp and a *potion of healing* (1d8+1). The Mahocs fly over the pit area to avoid attracting the attention of the soulless inhabitant.



**Giant Spider** (Man-Sized): HD 2+2 (11 hp); AC 6[13]; Atk bite (1d6 + poison); Move 18; Save 16; M 8; AL N; CL/XP 5/240; Special: Lethal poison, 5-in-6 chance to surprise prey.

**22 ECHO CAVE**

- Sounds bounce off the walls as if an echo (a).
- Hooks in wall next to stacked barrels and crates (a).
- Lavish pillows and carpets spread out on the cave floor (b).
- Lively camp fire surrounded by muscular brutes (b).

The contents of the crates and barrels are exotic fruit, textiles, precious metals, amber and spices (1d100 + 100 gp total) and 2x objects from **Table 13**. There is a secret passage behind the crates concealed by vines. Loud sounds in **22a** have a 4-in-6 chance per round to propagate outward from the cave and awaken the Mahocs in the barracks in **4**. In **22b**, **Nugoth Traders** (7) relax. Sounds in **22b** only propagate on 1-in-6.



**Nugoth**: HD 1+1 (6 hp); AC 7[12]; Atk Weapon (1d6) or rock (1d4); Move 12; Save 17; M 8; AL C; CL/XP 1/15; Special: None.

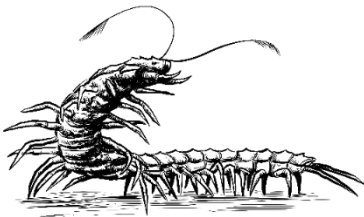
**23 AUDIENCE CHAMBER**

- Slanted oak table lit by smoking torches in the walls.
- Ceramic plates and tin cutlery, dirty and unwashed.
- Beetles and maggots gorging on meat dripping with blood.
- Carpets on wall—motifs of the drill.

The carpets unmistakably exhibit various scenes of the giant mechanical drill that brought the PCs to the Inner World. Behind one carpet is a secret door (found 2-in-6) with a passage to **24**. The door has an intriguing mechanism—it only opens when the drum in **19** is used and the vibrational sounds reach the door. Alternatively, an open-door check can be used to break down the door (alerting everyone in **24**).



**Mahoc Siamese:** HD 2 (9 hp); AC 5[14]; Atk 2 claws (1d3); Move 6; Save 16; M 9; AL C; CL/XP 6/400; Special: Black sphere, magic res (50%), half damage from non-magical weapons. *Anyone within the sphere's 15' area must save vs. magic to avoid its erratic power (1d10): 1. Confusion, 2. Charm Person, 3. Teleport, 4. Flesh to Stone, 5. Armor dissolves by 1d3 AC, 6. Target encased in ground, 7. All spell slots are burned off, 8. Next 6 turns target is unlucky (roll dice twice, pick lowest), 9. Target is hallucinating—bizarre figments of imagination (Referee's choice), 10. One of the target's weapons disintegrates.*



**Flight [SP]:** To complete *Journey into the Inside Out*, the PCs can use the stargate or refuel the drill on the savanna to return to the surface world. If they destroy the Mahocs ability to reinvigorate their Avatar, they are forever hunted by the remaining bat-creatures, perhaps even from distant Mahoc strongholds. It is conceivable the PCs would like to return the humans to their villages or wage war on the Nugoths, or the adventure can continue in *Vault of the Mad Baron* or in *Labyrinth of the Dreaming Machine* in the Inner World trilogy. See **Appendix D** for campaign advice.

## 24 GOD CAVES

- Statues of bat-like humanoids speaking unintelligibly and turning their heads to follow any movement (a).
- Large iron figure embedded in the ground—a fusion of four Mahocs (Avatar statue). A total of eight arms stretch upwards and mouths hang agape in silent screams (b).
- Solidified metal around the figures' mouths, pots with melted iron on ground (b).
- Upright circular silver frame with dark oily surface (c).
- Trinkets spread around—, heavy draft toward mirror (c).
- Giant drill with top part above the ground (d).
- Platform built around the exposed drill (d).
- Graves dug into the walls of the mausoleum (e).
- Dried and embalmed creatures in the graves (e).

a: The statues here are harmless, but magical.

b: Unless successfully making a save vs. magic, it is impossible to approach the iron statue of the Four-Fused God. The Referee decides what happens if poking something into the mouths. The Mahocs feed the statue with melted iron.

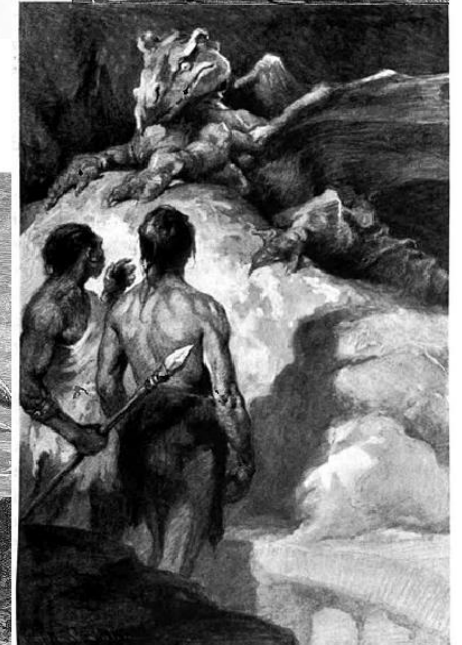
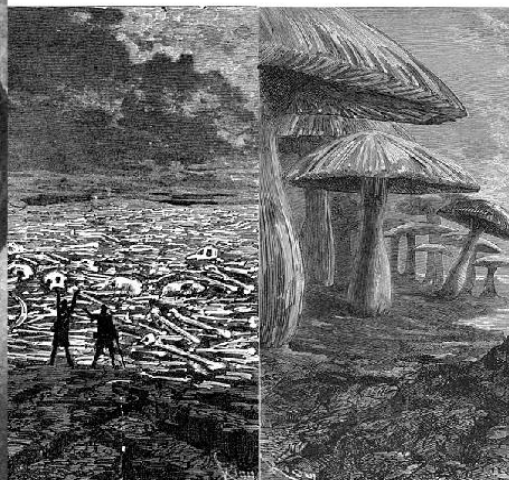
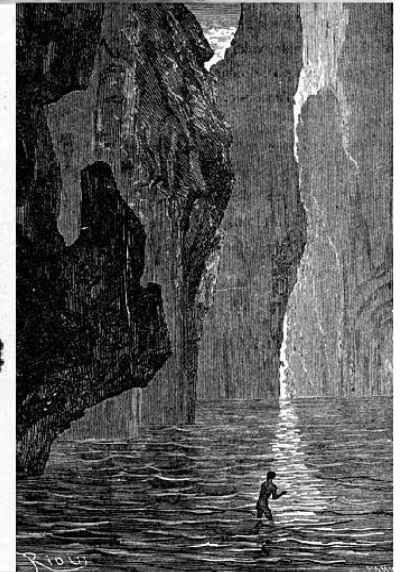
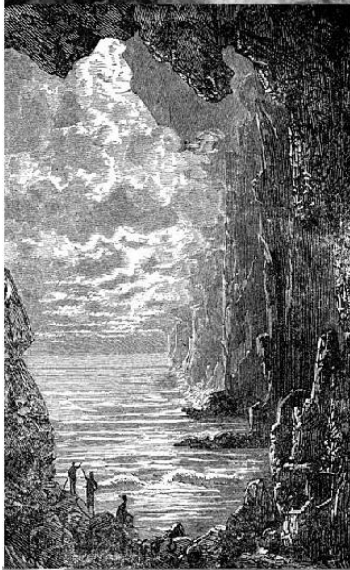
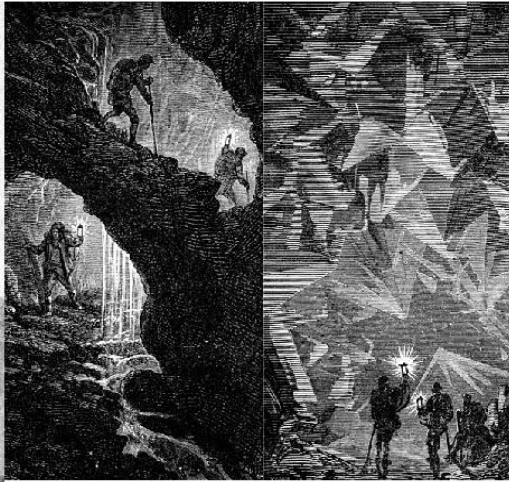
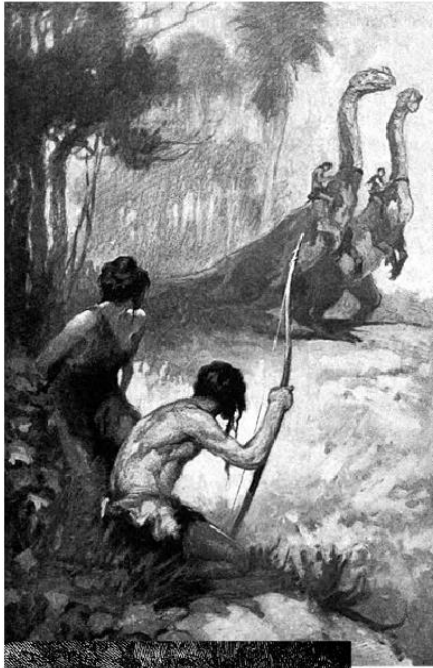
c: The frame here is the Stargate and functions as a portal to other times and places. It draws pebbles and dust into its pulsating surface. Anyone within 5' who fails a save vs. magic is sucked into the Stargate. The Referee decides where they end up. Around the portal are objects—roll twice on **Table 13**.

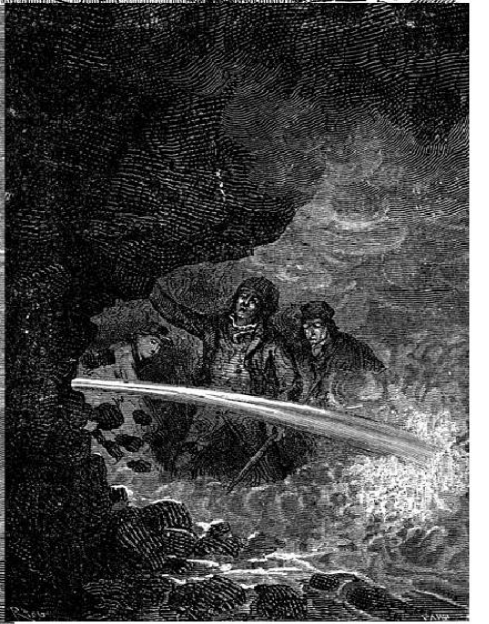
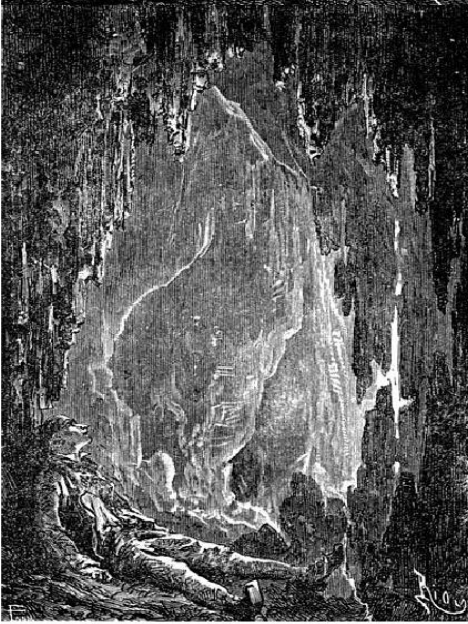
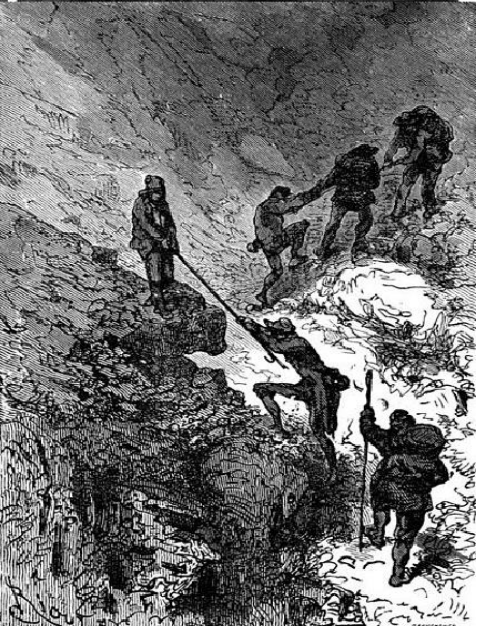
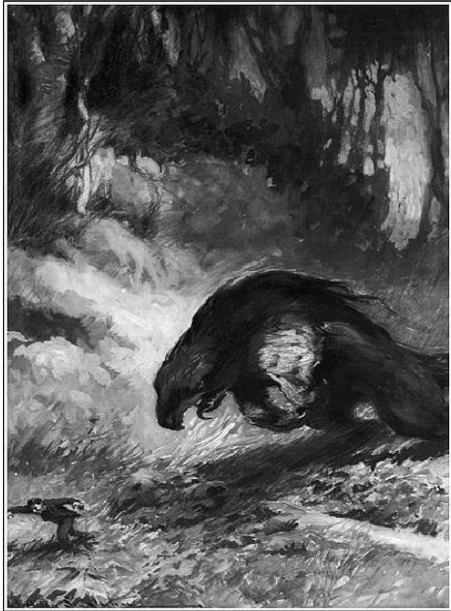
d: The drill here is completely non-functioning and does not initiate drilling even if fresh Improbability Crystals are introduced to the engine. It shows, however, that more than one drill was constructed in the past.

e: Trinkets, jewelry and pearls valued 1d20x 10 gp and 25% chance of minor magic item per cave. **Mahoc Siamese** (2) attend the god caves, draining the ancestors of liquid and feeding the iron statue with melted iron.



Appendix A: Édouard Riou, William Bradshaw & J. Allen St. John art







## Appendix B: Entry to the Inner World

Additional inspirational hooks are provided here. Once inside the Inner World they can be used for a more freeform sandbox style play. Roll 1d6 or pick your favorite.

1. The drill breaks through the Earth's crust at the PCs' current location and Mahoc Warriors (2) burst out. To discover where the drill came from, one has only to muster courage.
  - The Mahocs have repaired the drill in the Drowned Grotto [24d] and used the Improbability Crystals available there. They are eager to see where the machine takes them. The drill does not necessarily take the PCs directly to the Drowned Grotto in the return trip using the two remaining and functioning Improbability Crystals.
2. The PCs are summoned to investigate the sudden appearance of a metallic tower (the drill). Farmers and townsfolk near the tower have been killed in unsavory ways, and local authorities need heroes to investigate.
  - Perhaps the drill does not work by using Improbability Crystals and can be used freely to drill through the crust at any frequency the PCs desire. This needs careful deliberation by the Referee. What would free access across the crust-barrier mean for both worlds?
3. The PCs discover the drill at a remote location, perhaps in connection with another dungeon adventure. It's conceivable that simple operating instructions are nearby or perhaps even inside the drill. Perhaps the explorer's diary can be found within.
  - The drill's original designers work on a grander scheme to connect the two worlds—but to what end?
4. The philanthropist and inventor Abner has completed his magnum opus—a mechanical drill of grand proportions. He requests that PCs make the dangerous journey together with him to explore the mythological Inner World rumored to be beneath our feet. Who knows what riches are there for the taking?
  - Perhaps the drill breaks down irrevocably upon arriving, and there is no way to reinitiate the machine. Using this approach, the amethyst gems of the Living Crystal [20] are just valuable stones and nothing more, and there is not a second drill in the god cave [24d]. Only the stargate [24c], teleportation magic, or perhaps a volcano with passages extending through the crust would allow returning to the outside.
5. A notorious criminal, Erberto a. k. a. 'The Barber,' evaded his pursuers by seeking refuge in an old rusty tower of unknown origin. The tower drilled its way down into the earth, and one week later returned to the same spot, empty. The local authorities ask the PCs to apprehend the notorious killer by repeating the journey he took. A bounty is offered.
  - As an outsider in the Inner World, Erberto would quickly be grabbed by the Nugoths and taken to the Drowned Grotto as a slave [7], but perhaps his presence is widely known in the Inner World, and he alone holds the key for making the drill work again.
6. The PCs are summoned to a clerical assembly of the highest order with the prospect of employment. The clergymen and bishops are haunted with visions of the ascension of a new god—Camazotz, the god of the bats and destroyer of worlds, as the prophecy proclaims. Through divine rituals the clerics have realized that an inner unexplored world lies deep within the earth, and it is from here Camazotz the destroyer will rise. This birth of a new god must be prevented!
  - The clerics supply equipment and hirelings for the PCs and a substantial monetary reward for preventing Camazotz (the Mahoc avatar) to come alive. They either build the drill for the PCs to use or know the direction to the legendary machine for the PCs to gain entry to the Inner World.

## Appendix C: Additional Humanoid Races

Edgar Rice Burroughs *At the Earth's Core* and his Pellucidar world are inhabited by numerous semi-human or humanoid races. This adventure module has only four major races: Humans, Nugoths, Lizardmen, and the Mahocs, aiming for a focused and gameable scenario. However, if you prefer a more diversified Inner World, you can add the races below for a more sociologically complicated scenario.

### Azariuns

Hit Dice: 6 (27 hp)  
Armor Class: 4 [15]  
Attacks: Rocks (2d8)  
Saving Throw: 11  
Morale: 7  
Special: Hurl boulders  
Move: 12  
Alignment: Chaos  
Number Encountered: 1d2  
Challenge Level/XP: 7/600

*A race of 7' tall primitive and ugly man-eating cyclopes with elongated tusk-like teeth. They pick up large rocks which they either throw or bring down with great ferocity to crush the skulls of lesser beings. As cyclopes they have poor depth perception and attack with a -1 penalty.*

### Corapas

Hit Dice: 1 (4 hp)  
Armor Class: 9 [10]  
Attacks: Bite (1d4)  
Saving Throw: 17  
Morale: 5  
Special: None  
Move: 6  
Alignment: Chaos  
Number Encountered: 1d10 x10  
Challenge Level/XP: 1/15

*A subterranean albino race of hunchbacked carrion-eaters, also known as mole-men. They live in utter darkness in the deep crevices in the Inner World, overwhelming weaker prey by sheer numbers or living off whatever falls down into the lower caves.*

### Ganacky

Hit Dice: 1+2 (6 hp)  
Armor Class: 8 [11]  
Attacks: Club (1d4+1)  
Saving Throw: 17  
Morale: 8  
Special: None  
Move: 6  
Alignment: Neutral  
Number Encountered: 1d10  
Challenge Level/XP: 1/15

*Stocky humanoids with brushy tuft tails and leathery skin. They have a special bond with the Onmoraki and often use the four-legged birds as mounts. The Ganacky are few in number, but tend to attack Nugoths on sight.*

### Sabertooth-Men

Hit Dice: 1+1 (5 hp)  
Armor Class: 8 [11]  
Attacks: Claw (1d4+1)  
Saving Throw: 17  
Morale: 7  
Special: None  
Move: 9  
Alignment: Chaos  
Number Encountered: 2d10  
Challenge Level/XP: 1/15

*A cannibalistic humanoid race with prehensile tails. They kill and dress themselves in sabretooth tiger skin, offering a protective layer and use tiger claws as weapons. They live high in the mountains and value surprise.*

## Appendix D: Campaign Advice

Often it is the absence of information that draws us into a story, as our brains try to fill in the blanks and complete the vague patterns presented. Much herein is undescribed to facilitate maximum flexibility, for instance by omitting long read-aloud sentences. This allows the Referee to mold and describe scenes to their liking. Although a story-point framework is provided with one suggested sequence through the Inner World, the module can be played using the random tables for a more exploratory approach.

Drilling through the earth's crust would be the most obvious entry point to the adventure setting. Widespread speculation points to polar entry points (Symmes' Holes) where the outer surface bends inwards, allowing a slow (and likely unknowing) entry into the Inner World. Alternative options could be envisioned as well. Even though admission to the Inner World might be relatively straightforward, the adventure takes on another degree of importance if leaving the setting is much more difficult. Do not let PCs travel back and forth between the two worlds easily, and consider if teleportation, besides the suggested key locations, would work across the crust-barrier.

You can emulate a pulpy sword & sorcery setting, or you can make it more vanilla fantasy—the choice to mold the setting is yours. Part of it relates to how you describe creatures. To highlight their weirdness, describe creatures and plant life, especially those employing a template type, as only vaguely familiar to what the players know already. Add visual oddities (tentacles, appendages, additional eyes, colors, skin types, smells, sounds) to template creatures. You easily instill doubt (and fear) in your players' minds by adding a few superfluous adjectives.

Another way to enforce the unique setting is to accentuate how the PCs come across as outsiders with their equipment and attire. Dwarves, Elves, and Halflings are not part of this version of the Inner World, so demi-humans are viewed with great suspicion. Describe magic or magical effects as otherworldly and not related to the magic the PCs bring with them. Outside magic-users will probably be seen as bizarre and powerful. You can also draw inspiration from Edgar Rice Burroughs's many unique creations to expand the setting. Your version could include snake-men, beast-men even more ancestral than Nugoths, copper-colored island dwellers, or take some examples from **Appendix C**. Consider how the inhabitants of the Inside would react to knowing that there is an Outside World.

One suggested backdrop to the setting would be that the Mahocs are searching for their defeated god entombed beneath a lone hill. To successfully locate the avatar, the Mahocs have conquered the entirety of the Inner World in the first era and require a surplus of slave labor to release the godly abomination. Towards that goal the superstitious and easily-bullied Nugoth are hunting the humans and turning them over as slaves to the Mahocs. Faced with extinction, the humans have in turn responded with cultivating and releasing the Silaciums—a form of crystalline virus. With the Mahocs gone, the human tribes would then quickly dispose of the remaining brutish Nugoth to claim supremacy. Some of these ideas will be greatly expanded upon in future adventure supplements.

Adventures in the Inner World can revolve around the PCs trying to find their way back, or the PCs could systematically explore the setting. More politically themed adventures could center around saving the oppressed humans from the Mahoc overlords. They could unite the divided human clans and wage war on the Mahocs and Nugoths or perhaps forge their own empire.

For an overarching story, and with all three modules in hand, you can impose a theme of time as well. The various portals in the three modules allow easy access across space-time, and would explain the time-polluted environment. Perhaps time is circular in the Inner World, or perhaps time functions in a fragmented manner. One could even imagine that the different eras are the result of outside 'invasions' into a slower moving Inner World. The portals could just as easily be gateways to the Outside World. All of this is for you to consider. I hope you have a lot of fun doing so.

## Appendix E: Bestiary

Although not strictly S&W, morale is included for optional integration.

### Algallocust Tree

Hit Dice: 6 (27 hp)  
Armor Class: 7 [12]  
Attacks: Compulsion  
Saving Throw: 11  
Morale: 12  
Special: None  
Move: 0  
Alignment: Neutrality  
Number Encountered: 1  
Challenge Level/XP: 7/600

*The Algallocust tree is an entity which survives based on its ability to manipulate sentient creatures in its vicinity. Anyone within 20' that fails a saving throw vs. magic falls under the Algallocust's spell. The effect is similar to a Geas spell, and could require tasks of self-preservation such as: 1 protect the tree from harm, 2 bring a seed to a new location, 3 make a nutritious sacrifice near its roots, 4 neutralize an enemy the Algallocust tree considers a threat. However, the tree could also have illogical or incomprehensible suggestions, as the Referee judges to be within the campaign milieu. Failing to comply with the Algallocust's command results in a cumulative -1 penalty to Strength each day, but reverts the moment the task is completed. Each day under the compulsion the victim acquires more and more tree-like features until, when their Strength score reaches 0, the victim is transformed unequivocally into a new Algallocust tree. Remove Curse or similar magic removes any ongoing effect, but fails to rectify the final transformation.*

### Haietlik

Hit Dice: 7 (32 hp)  
Armor Class: 7[12]  
Attacks: 1 saw bite (3d6)  
Saving Throw: 9  
Morale: 8  
Special: None  
Move: 1/15 (swimming)  
Alignment: Neutrality  
Number Encountered: 1d2  
Challenge Level/XP: 7/600

*A 15' long fish-like carnivore. The Haietlik has a long neck like a sea serpent but with a saw-like protrusion along its neck to carve prey. This creature has a ravenous appetite and eagerly hunts creatures close to any water—coast, lakes, or rivers. The creatures cannot survive more than a few minutes on land.*

### Hangman Tree

Hit Dice: 6 (27 hp)  
Armor Class: 6 [13]  
Attacks: 6 vines (1d3)  
Saving Throw: 11  
Morale: 11  
Special: Constriction  
Move: 1  
Alignment: Chaos  
Number Encountered: 1d2  
Challenge Level/XP: 7/600

*The Hangman tree strangulates its victims to let the rotting remains nourish its thirsty roots. From its leafy crown hangs animal prey, humanoids, and inorganic objects, including equipment. The hangman tree has 6 vines that reach 15' from the trunk. A successful attack deals 1d3 damage each successive round. For each vine constricting a victim the target suffers a cumulative attack penalty of -1. Vines can be severed if a total of 5 or more damage is dealt in*

*one attack. The Hangman Tree's thick bark provides a formidable protective layer, but axes deal double damage.*

### Hypnalis

Hit Dice: 3 (14 hp)  
Armor Class: 7 [12]  
Attacks: Bite (1d4 + poison)  
Saving Throw: 14  
Morale: 8  
Special: Poison (+2 save or die)  
Move: 3/24 (flying)  
Alignment: Chaos  
Number Encountered: 1d3  
Challenge Level/XP: 5/240

*Hypnalis are intelligent flying serpents who silently hunt for prey. The Hypnalis is a man-sized cross between a dragonfly and a serpent. The creature enjoys descending from high positions to deliver its lethal bite.*

### Lambotian Worm

Hit Dice: 6 (27 hp)  
Armor Class: 6 [13]  
Attacks: 4 bulging tentacles (1d4), bite (1d6)  
Saving Throw: 11  
Morale: 9  
Special: Blubber skin, acid splash  
Move: 4/9 (swimming)  
Alignment: Chaos  
Number Encountered: 1d2  
Challenge Level/XP: 8/800

*The Lambotian Worm is a huge fish-like creature preferring warm and deep pools for its habitat. Like a mudskipper, it can cross dry land to locate new food sources. The creature has a broad palate combined with relentless hunger, but cannot digest the fibrous Mahocs. From its head grow 4 tentacles ending in reeking stubs that it uses to pummel its prey. Its mouth contains the shredded remains of its latest victims dangling from rows of sharp teeth. Most attacks bounce off its rubbery body, and any damage roll of 1 or 2 is negated. Similarly, any ranged attacks have a 1-in-6 chance of bouncing and hitting another random creature in the vicinity instead. Its veins contain corrosive acid, so any attack that penetrates the blubbery skin causes an acid splash (1d3 damage to attackers within melee range). When the creature dies it bursts into a shower of acid, dealing 1d6 damage to anyone within 20'.*

### Lizardmen, Inner World

Hit Dice: 2 (9 hp)  
Armor Class: 5 [14]  
Attacks: 2 claws (1d3), 1 bite or weapon (1d6)  
Saving Throw: 16  
Morale: 8  
Special: Breathe underwater, shed tail, blood spread  
Move: 6/12 (swimming)  
Alignment: Usually Chaos  
Number Encountered: 2d4  
Challenge Level/XP: 3/60

*Lizardmen are reptilian humanoids, both male and female, living in the depths of fetid swamps. They can breathe underwater. When detaching their tail, their overland movement is 9 and their swimming speed becomes 6. When faced with weaker opponents, lizardmen can spray blood from their eyes at one target within melee range (no save). It can only do so once per encounter and it costs half its current hp. Lizardmen attack a blood-target with +1 to attack and -1 to AC.*

## Lizardmen, Shaman

Hit Dice: 3 (14 hp)  
Armor Class: 5 [14]  
Attacks: 2 claws (1d3), spells  
Saving Throw: 14  
Morale: 9  
Special: Breathe underwater, shed tail, blood spread, spells  
Move: 6/12 (swimming)  
Alignment: Usually Chaos  
Number Encountered: 1d2  
Challenge Level/XP: 4/120

*Shamans possess all the ordinary powers of Lizardmen in addition to unique powers often enhanced by nearby shrines. Typical spell lists (defensive): Detect Magic, Cure Light Wounds, Predict Weather, Obscuring Mist. (Offensive): Faerie Fire, Protection from Evil, Light, Hold Person / Heat Metal.*

## Mahoc, Warrior

Hit Dice: 1+1 (6 hp)  
Armor Class: 4 [15]  
Attacks: Claw or bite (1d4) or by weapon (1d8)  
Saving Throw: 17  
Morale: 8  
Special: Echo scream, chameleon skin  
Move: 4/12 (flying)  
Alignment: Chaos  
Number Encountered: 2d4 or 1d10x10  
Challenge Level/XP: 3/60

*Mahocs are an intelligent, egg-born, reptilian race. They are a cross between reptiles and bats, and prefer climbing upside down and flying to walking. When sensing danger, the Mahocs secrete a sour-smelling liquid and their wings flutter. With echolocation they have an excellent sense of their surroundings even in total darkness, and are hard to surprise (except by thieves). Mahocs can emit high-frequency shrieks once per encounter that cause paralysis for 1d4 rounds to anyone within 10'. failing a saving throw vs. wand. Mahoc skin is slightly chameleon-like, which allows them to mount effective ambushes, surprising opponents on 1-3. Mahoc bands are often led by strong specimens, which can be 3 or 4 HD monsters whose paralyzing echolocation lasts for 1d6+1 rounds.*

## Mahoc, Siamese

Hit Dice: 2 (9 hp)  
Armor Class: 5 [14]  
Attacks: 2 claws (1d3)  
Saving Throw: 16  
Morale: 9  
Special: Black sphere, magic resistance (50%), half damage from non-magical weapons  
Move: 6  
Alignment: Chaos  
Number Encountered: 1d4  
Challenge Level/XP: 6/400

*Mahocs undergo another life-cycle stage. Two Mahocs of the warrior class shed their wings and lower legs to make a Siamese fusion of their torsos. Remaining are two bickering heads, four arms (which can function as legs) and a higher social status. The Siamese stage is revered for its prophetic visions and powerful abilities. In combat, the Siamese creature surrounds itself with a black sphere of unpredictable magical power. The sphere produces a rumbling sound and emanates magical darkness out to 15', but does not hinder the Siamese's own vision. Any creature within the erratic maelstrom must save vs magic each round to avoid the sphere's power (1d10); 1 Confusion, 2 Charm Person, 3 Teleport, 4 Flesh to Stone, 5 armor dissolves by 1d3 AC, 6 target is encased in the ground, 7 all spell slots are burned off, 8 next 6 turns target is unlucky (roll dice twice, pick lowest), 9 target hallucinates—bizarre figments of imagination (Referee's choice), 10 one of the targets weapons disintegrates.*

## Mahoc, Avatar

Hit Dice: 12 (54 hp)  
Armor Class: 0 [19]  
Attacks: 4 claws (1d3)  
Saving Throw: 3  
Morale: 11  
Special: Black sphere, magic resistance (50%), half damage from non-magical weapons, fear, spells  
Move: 6  
Alignment: Chaos  
Number Encountered: 1  
Challenge Level/XP: 18/3800

*The Mahoc Avatar is the living embodiment of the Mahoc goddess. The Avatar is made of pure iron— four mahocs fused at the torso. The Avatar has an augmented set of abilities compared to the Siamese. The black sphere surrounding the Avatar can be extended from 15' to 400' 3/day. Similarly, the avatar extends an aura of fear 15' around it that can be enlarged to cover 400' 3/day. The black sphere and the fear effect can be avoided separately with a successful saving throw vs. wand and magic, respectively. The Avatar casts magic-user spells (2/2/1/1). Typical list could be: Charm Person, Detect Magic, ESP, Mirror Image, Slow, Dimension Door. The black sphere's power (1d10): 1 Confusion, 2 Charm Person, 3 Teleport, 4 Flesh to Stone, 5 armor dissolved by 1d3 AC points, 6 target's feet become encased in the ground, 7 all remaining spell slots are burned off, 8 for the next 24 hours the target is unlucky (roll every die twice, and pick the lowest score), 9 Target hallucinates bizarre figments of imagination that cloud the target's mind (Referee's choice), 10 one of the target's weapons disintegrates.*

## Nugoth

Hit Dice: 1+1 (6 hp)  
Armor Class: 7 [12]  
Attacks: Stone weapon (1d6), rock (1d4)  
Saving Throw: 17  
Morale: 8  
Special: None  
Move: 12  
Alignment: Chaos  
Number Encountered: 1d12+1 or 1d10x10  
Challenge Level/XP: 1/15

*Nugoths are cannibalistic primitive humanoids barely capable of coherent communication. They live in dense forests or in deep natural caves. From these secure locations they hunt in small groups, striking terror with manic surprise attacks. They are excellent climbers and create small huts among the treetops or use their skills to reach remote caverns below ground. A tribe is led by a strong specimen of 3 or 4 HD. They are susceptible to the influence of Mahocs and often do their bidding, functioning as spies, messengers, and raiders.*

## Onmoraki

Hit Dice: 8 (36 hp)  
Armor Class: 7 [12]  
Attacks: Acid tongue (1d4 + acid 2d6)  
Saving Throw: 8  
Morale: 6  
Special: Acid  
Move: 6 / 12 (flying)  
Alignment: Chaos  
Number Encountered: 1d3  
Challenge Level/XP: 8/800

*A Onmoraki is a large, sand-brown, four-legged bird with a hardened-feathered body. Onmorakis are ill-tempered scavengers, preferring to attack already weakened prey. Their saliva is highly acidic and a saving throw is required to avoid 2d6 acid damage. A successful acid attack dissolves 1 point of AC.*

## Silacium, Adult

Hit Dice: 8 (36 hp)  
Armor Class: 4 [15]  
Attacks: 1 lightning strike (3d6), 1 oxygen swallow (2d4)  
Saving Throw: 8  
Morale: 9  
Special: Electric shock, oxygen swallow, half damage from piercing and slashing weapons  
Move: 6 (also through rock)  
Alignment: Chaos  
Number Encountered: 1  
Challenge Level/XP: 11/1700

*Silaciums are amorphous crystal lifeforms fueled by a persistent urge to mineralize living tissue. They pose as a sparkling black crystal embedded in solid rock, but can eject themselves from the bedrock to follow prey in a vaguely humanoid form. If attacking from an entrenched position, they surprise opponents on 1-4. When sensing organic material, they draw electricity through their crystal lattice to strike as a lightning bolt with a maximum range of 60'. The Silacium can rearrange its crystal lattice to swallow air at close range. Any oxygen-breathing creature within 10' of the Silacium will suffocate, losing 2d4 hp per round. The oxygen swallow lasts for 3 rounds, with a cooling-off period of 1d3+1 rounds. Silaciums are susceptible to cold, and movement is reduced to 3 during frosty conditions. In a cold environment the brittle crystal body of the Silacium is fully susceptible to piercing and slashing weapons, and damage originating from a cold source deals double damage. Adult Silaciums mineralize creatures they kill and imbue them with a spark of life-force, creating a silacium larva in the process.*

## Silacium, Larva

Hit Dice: 3 (14 hp)  
Armor Class: 5 [14]  
Attacks: Lightning shock (stunned)  
Saving Throw: 14  
Morale: 6  
Special: Electric shock, half damage from piercing and slashing weapons  
Move: 6 (also through rock)  
Alignment: Chaos  
Number Encountered: 1-4  
Challenge Level/XP: 4/120

*At the larval stage, the Silacium have yet to develop Oxygen Swallow and their powerful lightning strike. However, a lightning shock can be transmitted upon touch or when the Larva is hit by a metal weapon. Anyone hit by the shock must make a saving throw or be stunned for 1 round. If anyone is hit by two or more shocks in a single round (and larvae are often found in broods) each shock beyond the first deals 1d6 damage. Silaciums are susceptible to cold, and movement is reduced to 3 during frosty conditions. In a cold environment, the brittle crystal body of the Silacium is fully susceptible to piercing and slashing weapons, and damage originating from a cold source deals double damage.*

## Trorion

Hit Dice: 8 (36 hp)  
Armor Class: 3 [16]  
Attacks: 2 horns (1d8)  
Saving Throw: 8  
Morale: 10  
Special: Charge, breathes fire (24 hp)  
Move: 6  
Alignment: Neutrality  
Number Encountered: 1  
Challenge Level/XP: 10/1,400

*Trorions are slow-moving, eight-legged armored beasts. They display their hostility with patchy red colors and two protruding horns that swing from side to side. The Trorion can move triple speed (18/60' during the first round of combat, during which its horns inflict double damage if they connect. Trorions breathe fire (2/day) in a cone-shape 50' long and roughly 10' wide at the base, dealing 24 damage (save for half).*

## Vaibhavi

Hit Dice: 15 (68 hp)  
Armor Class: 5 [14]  
Attacks: Stomp (3d6) or bite (2d6)  
Saving Throw: 3  
Morale: 10  
Special: None  
Move: 6  
Alignment: Neutrality  
Number Encountered: 1d2+1  
Challenge Level/XP: 15/2,900

*Vaibhavi are massive lizard creatures around 40' long. Vaibhavis hunt in groups to encircle lesser creatures before crushing them with their massive weight or shredding them to pieces with a powerful bite. Despite their massive size, they can still climb vertical surfaces.*

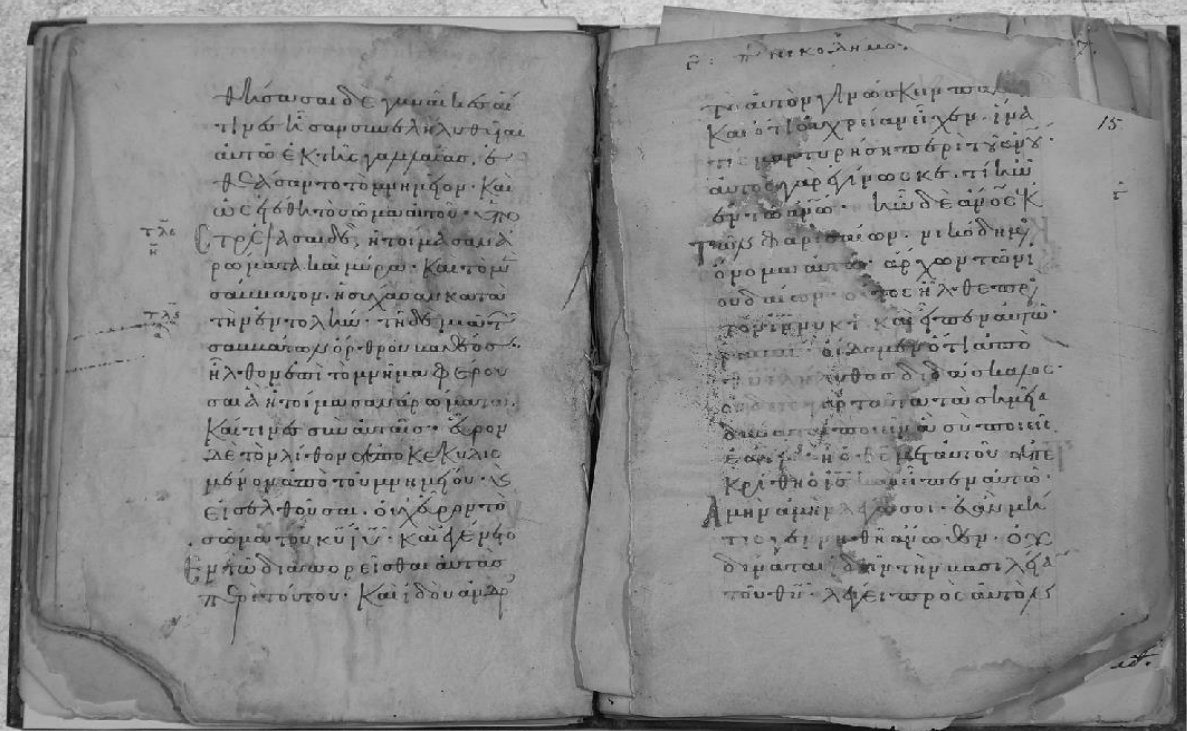
## Appendix F: Explorer's Diary

### The Tower

The legend is true! I have found it. The metallic tower is hidden at the base of the dormant volcano 'Three-Peaked Crater' or 'Dnæfellsjökull' as the locals call the volcano. The tower is the gateway to another world - a world hidden from our eyes.

### A Hidden World

Rank grass waist-high as far as the eye can see. Each particular blade tipped with tiny five-pointed blossoms - brilliant little stars of twinkling colors adding another charm to the weird landscape. The horizon curves upwards as if the world bends. I don't know exactly how the purple crystals activated the tower, but now I am here! I dream with my eyes open.



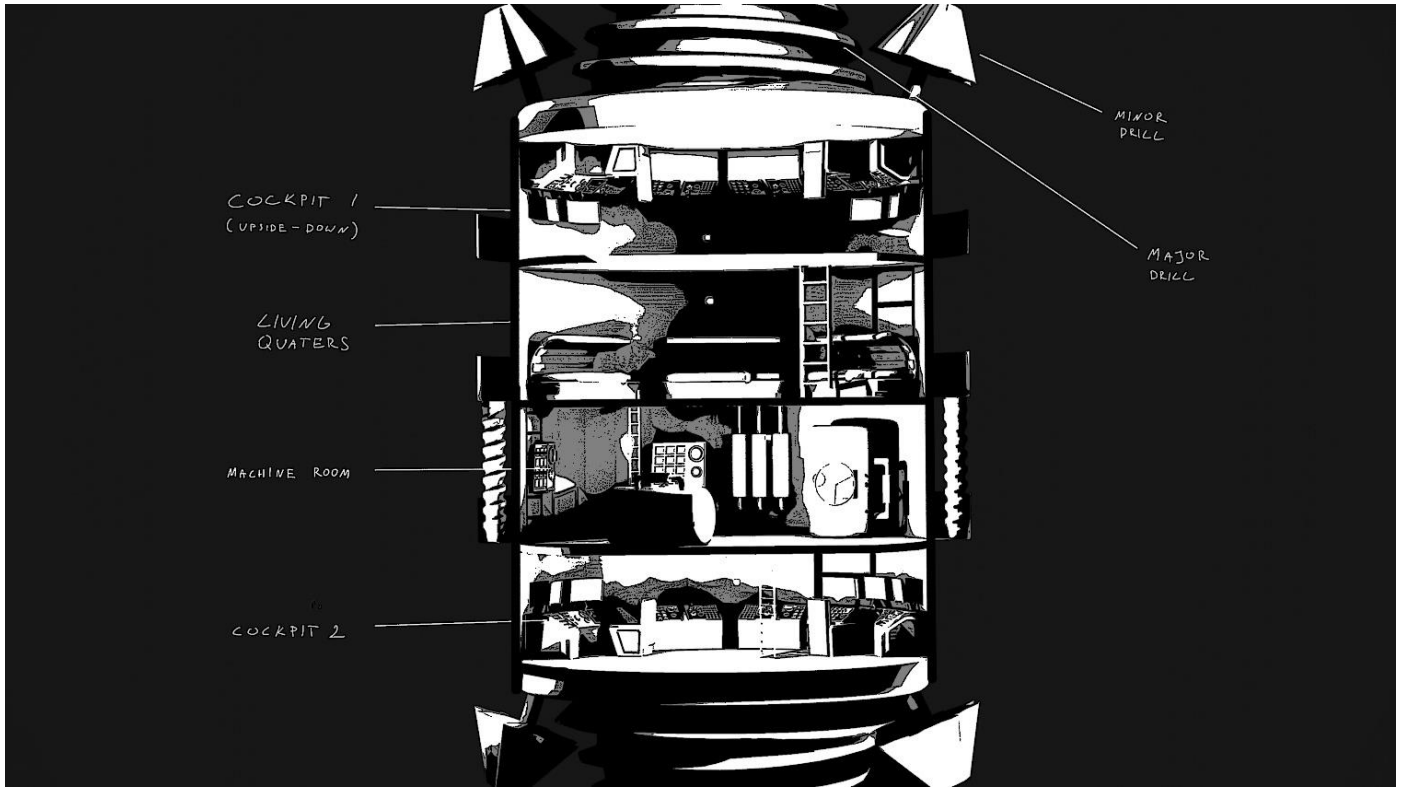
### I am not alone!

There are people here, dark-skinned humans wielding spears, primitive but fierce warriors. I have avoided the indigenous - hidden well within a cave filled with glittering gemstones the size of apples. Yesterday, or maybe it was the day before, I cannot tell anymore, I saw the bat-like creatures hunting the humans.

### Prisoner

I am captive. The terrifying Mahocs has brought me and many natives to the Drowned grotto. We are digging into the rock to locate the Avatar - the destroyer of worlds. There is a magical portal here - maybe I can send for help through it. The slaves are scared beyond reasoning of finding the Avatar.

# Appendix G: The Drill



Class	Hyperion-Class Earth-Drill
Built	Unknown
Commissioned	Unknown
Number Built	37
Number in Service	2
Weight	97.8 tons unloaded
Height	80' (24.4m) from drill tip to drill tip
Hole Diameter	23' (7.0m)
Internal Diameter	18' (5.5m)
Kinetic Power	21 kW
Rotation Pressure	146-210 bar
Rotational Speed	80-115 rpm
Drill Material	Tungsten Carbide
Mohs Hardness	8.7
Drilling Speed	5.1-7.3 miles/hour
Main Engines	Two geared electric turbines
Propulsion	1x Improbability Amethyst Crystal/24-hour operation
Personnel	2 operators, 10 passengers (12 total)
Cockpits	2 operator seats on rails (180 degrees upside-down)
Living Quarters	12 bunks with padded interior, table, hatch to outside
Machine room	Crystal boiler, electric wiring, operational switches



# Appendix H: Cheat sheet

Monster	HD/hp	AC	Attacks	Save	Morale	Move	Align.	# Enc.	CLXP	Special
ALGALOCUST	6/27	7 [12]	Comp.	11	12	0	N	1	7/600	Compulsion as Quest.
ANT. WORKER	2/9	3 [16]	Bite1 d6	16	7	18	N	2d10	2/30	
BLACK PUDDING	10/45	6 [13]	Acid 3d8	5	12	6	N	1 / d4	12/2000	Acid dissolves: weapon (1), armor (1/2).
CENTIPEDE. S	0/1d2 hp	9 [10]	Bite 0	18	7	13	N	2d6	B/10	Poison (+4 save) 1d4 rounds helpless.
FLYTRAP SHAM.	3/14	4 [15]	Bite 2d6 /1 d8	14	12	6	N	1	4/120	Carries polearm in tandem with bite.
FROG, GIANT	3/14	7 [12]	Bite 1d8	14	7	3/leap	N	1d3	4/120	Swallow whole on 20. Leap 100'.
HAETLIK	7/32	7 [12]	Bite 3d6	9	8	1/15 S	N	1d2	7/600	Limited survival on land.
HANGMAN TREE	6/27	6 [13]	6 Vines 1d3	11	11	1	C	1d2	7/600	Constriction 1d3/round. -1 attack penalty.
HUMAN, NATIVE	1/5	9 [10]	Weapon 1d6	17	7	12	Any	2d6	1/15	
HUMAN, DRUID	4/18	9 [10]	W. 1d6 / spells	12	9	12	N	1d2	6/400	Druid spells 3/1/1.
HYPNALIS	3/14	7 [12]	Bite1 d4 + P	14	8	3/24 F	C	1d3	5/240	Poison (+2 save), lethal.
LAMBOTIAN W.	6/27	6 [13]	4 T.1 d4 + B 1d6	11	9	4/9 S	C	1d2	8/800	Blubber skin neg.1-2, acid splash 1d4.
LIZARD, GIANT	3/14	5 [14]	Bite d8	14	7	12	N	1d6	3/60	
LIZARDMEN, IW	2/9	5 [14]	2C 1d3 + B 1d6	16	8	6/12 S	C	2d4	3/60	Detach tail, spread blood +1 att./-1 AC.
LIZARDMEN, SHA	3/14	5 [14]	2C 1d3 / spells	14	9	6/12 S	C	1d2	4/120	Druid/Cleric spells 3/1.
MAHOC WAR.	1+1/6	4 [15]	B 1d4 / W 1d8	17	8	4/12 F	C	2d4	3/60	Echo scream paralysis 1d4 rounds.
MAHOC SIA.	2/9	5 [14]	2C 1d3	16	9	6 (C)	C	1d4	6/400	Magic res. 50%, black sphere, Half-dam.
MAHOC AVA.	12/54	0 [19]	4C 1d3	3	11	6 (C)	C	1	18/3800	Magic res. 50%, black sphere, half dam non-magical W, fear, M.U. spells (2/2/1/1)
NUGOTH	1+1/6	7 [12]	W 1d6 / R 1d4	17	8	12	C	1d12+1	1/15	Throws rocks 1d4.
ONMORAKI	8/36	7 [12]	Ton 1d4+acid	8	6	6/12 F	C	1d3	8/800	Save or 2d6 acid damage & -1 AC.
OTYUGH	7/32	3 [16]	2T 1d8 + B 1d4+1	9	10	6	N	1	8/800	Bite 90% fatal disease.
SCORPION, G.	6/27	3 [16]	2P 1d10 + S 1d4P	11	11	12	N	1d2	7/600	Poison, lethal.
SHRIEKER	3/14	7 [12]	Shriekin g	14	7	1	N	1d2	3/60	Noise with light or movement close by.
SILACIUM, LAR.	3/14	5 [14]	Shock Stun	14	6	6	C	1d4	4/120	Save vs. paralysis or stun for 1 round.
SILACIUM, ADU.	8/36	4 [15]	Bolt 3d6, Oxy.	8	9	6 (R)	C	1	11/1700	Bolt 60', 3d6. Suffocate 10', 2d4.
SLUG, GIANT	12/54	8 [11]	B 1d12+acid	3	10	6	N	1	13/2300	Spit acid 60', 50% hit chance.
SPIDER, G (M)	2+2/11	6 [13]	B 1d6+poison	16	7	18	N	1d12	5/240	Poison (+1 save), lethal.Surprise 1-5.
SPIDER, G (S)	1+1/6	8 [11]	1hp+poison	17	6	9	N	2d10	3/60	Poison (+2 save), lethal.
TIGER, SABRE-T.	7/32	6 [13]	2C 1d4+1+ B 2d6	10	9	12/6 S	N	1d2	8/800	If both Claw attacks hit, 2 rear attacks.
TRORION	8/36	3 [16]	2 horns 1d8	8	10	6	N	1	10/1400	Charge, Breath 2/day, 2d4 dam (save ½).
VAIBHAVI	15/68	5 [14]	S 3d6 / B 2d6	3	10	6	N	1d2+1	15/2900	
VIPER, GIANT	4/18	5 [14]	B 1d3+poison	13	8	12	N	1d4	6/400	Poison, lethal.
WASP, GIANT	4/18	4 [15]	S 1d4+poison	13	10	1/20 F	N	1d4	6/400	Poison, paralysis 1d4+1 days.

# Appendix I: OGL

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