

CYCLOPEAN DEEPS

— Chapter I: Down to Ques Querax —

Matthew J. Finch



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RAPPAN A'THUK

Cyclopean Deeps I: Down to Ques Querax

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Introduction

Know this, Reader; that by opening this page you have embarked upon a strange, dark journey. The adventures included in this series concern regions of the Under Realms, an area commonly portrayed by authors who choose to focus upon the sinister drow and other such well-known denizens of the deep caverns. What is not well understood is that the dark elves often inhabit the safer areas, the outlying boundaries of darkness, as it were. Read on to learn of the more esoteric, secret places in the Under Realms, the deepest cauldrons of evil.

Down to Ques Querax is the first in a series of adventures that, taken together, comprise an entire subterranean campaign area in the Under Realms. Each of the adventures is designed to be usable as a stand-alone module, but when they are used in coordination with each other, the whole is greater than the sum of its parts. Whether the adventures are used as stand-alone modules or collectively as a large “sandbox” for gaming, each of the areas in the Cyclopean Deeps is potentially very, very deadly. The nature of the threat varies from area to area, but it should be understood that when characters adventure into such places, *some of them will die* unless the players are very skilled or very lucky ... or manage to achieve a felicitous combination of both. Since it is unlikely that low-level characters would even reach these environs alive, it is to be assumed that these higher-level characters will be holding a *raise dead* scroll or two in reserve for such contingencies. Players that manage to successfully run a character through the Cyclopean Deeps are to be congratulated as the best of the best; for these adventures offer devious and deadly threats alongside legendary treasures.

The Cyclopean Deeps and the Under Realms

The Cyclopean Deeps is the name of a large subterranean region of the Under Realms; fans of the Rappan Athuk megadungeon will be pleased to learn that the Cyclopean Deeps is the region into which the deepest levels of Rappan Athuk intrude. For more information about Rappan Athuk, refer to **Frog God Games** *Rappan Athuk*. It is definitely not necessary to have a copy of Rappan Athuk in order to run adventures in the Cyclopean Deeps, but having a deep dungeon (whether of your own design or a purchased module) with physical entrances into the Under Realms will prove very useful for managing the long-term campaign type of adventuring that is likely to take place in this vast area.

Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants who have established themselves in strategically important areas. Characters who enter this area expecting to find drow, deep gnomes, and other

“normal” features of the Under Realms will swiftly discover the error of their thinking. The vaults of the sunless sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture.

Unlike the dungeons of Rappan Athuk, which are largely the product of excavations by surface creatures over the course of centuries, the Cyclopean Deeps are for the most part naturally-formed caverns and tunnels. These extend over the course of hundreds of miles, in which any excavations are generally the work of subterranean beings rather than surface creatures – and may easily be thousands of years in age. Humans and their ilk are entirely alien in these great depths of the world, intruders with a morality completely foreign to the denizens of the Under Realms.

To a great degree, the set of Cyclopean Deeps modules may be viewed as a “sandbox” campaign, one in which there is no story arc forced upon the players, allowing them to travel from one area to another whenever they like and however they can. Many of the modules in the series will contain clues or information about other modules in the series, and players are likely to follow up on clues most of the time. However, the series is not designed to come to any particular climactic ending – several are, in fact, quite possible depending on the players’ decisions.

Character Level

The Cyclopean Deeps, as a campaign, is appropriate for a party of 4+ characters with an average level of 10–12, or 8+ characters with an average level around 7.

Placing the Cyclopean Deeps in your Campaign

Because the Cyclopean Deeps are located deeper than most traditional dungeons, it is extremely easy to locate them anywhere in a campaign world. The bizarre underground cultures of the Deeps are not expected to “mesh” with anything in the surface world, and the entrances and exits are generally unknown to surface dwellers. Certain mentions are made in this series of the vaults of the sunless sea, located generally to the north of the Deeps themselves. This area refers to a very famous series of adventure modules from the 1980s, which shall not be specified by name. However, anyone familiar with these modules will recognize the hints included in the name and general description of that area. It is, of course, not necessary to link the Cyclopean Deeps up with any modules from the “old days” ... but it can be a lot of fun!

Cyclopean Deeps I: Down to Ques Querax

Background

Deep beneath the ground, in those regions where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos – for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of cruelty and hatred.

The Cyclopean Deeps is best known – and indeed, little more than this is known at all in the surface world – as the location of Ques Querax. Legends say that Ques Querax is a powerful fortification that controls access through one of the major tunnels through the Cyclopean Deeps to other areas in the Under Realms. Over the centuries, a long succession of Ques Querax's rulers have offered sanctuary to weaker denizens of the Under Realms in exchange for extremely high taxes and other sacrifices. For many of its inhabitants, Ques Querax effectively offers the dubious option of tyranny inside the fortress walls rather than death in the subterranean wilderness outside. The result of these policies (which, for the Under Realms, are considered quite generous) is to make Ques Querax an extremely diverse place, offering a wide variety of crafts and curiosities to those who travel the caverns of the Under Realms. It is one of the very few places in the Cyclopean Deeps where dark elves may be found.

For the Referee

This first chapter, "Down to Ques Querax," is mostly taken up with the basic elements of a "sandbox" adventure: information about travel and encounters within the Cyclopean Deeps as the party moves from hex to hex, following whatever rumors or missions they might choose to investigate. The second part of this chapter does include a mini-adventure that takes place in **Hex 0E**, describing the party's descent into the deep levels of the Under Realms. After this chapter, you and the players should both be well prepared for the adventures that follow!

Most of the adventure locations in the Deeps contain various leads or rumors that will give the players enough information to pick and choose from various missions or explorations. It is also likely that at some point the characters may undertake a career as subterranean highwaymen, waylaying caravans and other travelers in the miles of tunnels shown on the Main Map. This sort of adventuring is fun for all, and particularly satisfying given that the "merchants" are all thoroughly evil. However, the rich pickings from this sort of banditry will not last forever. Once the denizens of the area realize that an organized force is wiping out their trade, they will mount expeditions to find and destroy the characters, generally by offering large rewards and equipping strong parties of bounty hunters. If the characters have gotten too greedy and too careless, or have settled too comfortably in one place, they are likely to be attacked by an extremely powerful force.

Cyclopean Deeps Main Map

The Main Map of the Cyclopean Deeps is on a hexagonal grid, and the locations of various adventure locations are identified by cross referencing the letters and numbers that run along the sides of the grid. The default starting location is in the southeast corner of the map, at the coordinates **0E** (zero from the numbered "x" axis, E from the lettered "y" axis).

Passageways in the Deeps

A considerable amount of time may be spent in the navigation of the passageways between the main encounter areas of the Cyclopean Deeps, although this may depend heavily on how much attention the Referee decides to focus upon the traveling aspect of the adventure. Travel between the various encounter areas can be reduced to little more than crossing off any resources that are used up during the time required to cover the distance (see below). In the case of many high level parties, the management of such resources is of no concern, since all of them can be supplied by the use of magic. It is, however, very important that you as the Referee communicate a sense of the distances involved, or a great deal of the "feeling" of this area will be lost, and it will be little more than a dungeon with time gaps between the rooms. Other than the sense of distances, the main feature of the passageways is the potential for encountering wandering monsters. Unlike wandering monster encounters in a traditional dungeon adventure, where the monsters are relatively easy to defeat and carry little treasure with them, most of the wandering monsters in the Deeps are traveling on long treks. They are tough enough to survive journeys in the Under Realms, and they will be carrying their possessions (if any) along with them.

Movement

Travel in the subterranean passageways can be managed at a rate of 1 mile (hex) per day per point of movement rate. Thus, a party in which the slowest character has a movement rate of 9 can move through 9 miles of passages per day. Obviously, the party can only travel at the rate of the slowest member without leaving the slower characters behind. Wagons and other wheeled conveyances are limited to 1d2 miles per day, due to the difficulties involved in negotiating drop-offs and other irregularities in the tunnel floors. Mules, camels, and oxen can travel at normal speed due to their relative sure-footedness (or, in the case of oxen, the fact that they are slow moving in the first place). Horses can move only at half speed through the treacherous footing of the Under Realms.

Types of Passageways

As an approximate characterization, passageways in the Cyclopean Deeps are divided into 3 categories for the purposes of wandering monster checks and other events. These categories are: **primary**, **secondary**, and **tertiary**.

Primary passages are normally 30 ft. wide and have ceilings about 20 ft. high (although the ceilings will appear lower due to the large number of stalactites).

Secondary passages are generally 20 ft. wide, and will have ceilings 1d10+4 ft. in height.

Tertiary passages are approximately 10 ft. in width and are 1d8+3 ft. high.

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Wandering Monsters

Detailed descriptions and stat blocks follow the tables in *alphabetical* order, not in the order of their appearance on the tables. Wandering monster checks are once per hour.

PRIMARY PASSAGE: 1 IN 10 CHANCE OF ENCOUNTER.

1	1 giant slug (01–50%) or 1 purple worm (51–00%)
2	1d6+10 fire beetles
3	1d4 trolls (a group of 4 have 50% chance for a leader with 8HD)
4	1d4+1 fire beetles (01–50%) or demon (51–00%); roll 1d3 for demon to determine first, second or third category.
5	1d4 cavern lizards
6	1d8+8 ghouls led by 1d4+1 ghouls
7	2d10+10 troglodyte raiders with 5HD chieftain
8	1 black pudding (01–50%) or 1 grey ooze (51–00%)
9	1d6 wights
10	1d2 xorn
11	1 khryll
12	1 neh-thalggu (10HD)
13	1d2 shrooms with 1d4+1 night-ghoul servants
14	4d6 fungus-bats
15	1 leng-spider
16	1 syanngg
17	Leng-troop (1d4 denizens of Leng)
18	Duergar squad of 1d6+6 duergar plus 3 sergeants (Ftr3) and 1 leader (Ftr8)
19–20	Caravan

SECONDARY PASSAGE: 1 IN 12 CHANCE OF ENCOUNTER.

1	1d6+10 fire beetles
2	1 giant slug
3	4d6 +3 fungus-bats
4	1d4+2 shriekers
5	1d2 xorn
6	1 denizen of Leng with 3d6 night-ghouls
7	1 syanngg
8	1d2 khryll
9	1 black pudding (01–50%) or 1 gray ooze (51–00%)
10	2d10+20 troglodyte raiders with 5HD chieftain
11	1d8 giant spiders (6ft diameter)
12	1 demon (roll 1d3 to determine first, second or third category)
13	1 Leng-spider (01–50%) or 1 purple worm (51–00%)
14	1d8 cavern lizards
15	1 black dragon (adult)
16	1d4+1 trolls, plus a leader with 8HD
17	1 neh-thalggu (10HD)
18	1d2 dark stalkers each leading 1d6+2 dark creepers
19	1d4 denizens of Leng with 1d6 night-ghouls
20	Caravan

TERTIARY PASSAGE: 1 IN 12 CHANCE OF ENCOUNTER.

1	1d6+10 fire beetles
2	1 giant slug
3	4d8 +4 fungus-bats
4	1d4+2 shriekers
5	2d10+20 troglodyte raiders with 2 5HD chieftains
6	1 demon (roll 1d3 to determine first, second or third category)
7	1 syanngg
8	1d3 khryll
9	1 black pudding (01–50%) or 1 gray ooze (51–00%)
10	1 demon (roll 1d3 to determine third, fourth or fifth category)
11	2d6 giant spiders (6ft diameter)

12	1 purple worm
13	1 Leng-spider
14	1d8 cavern lizards
15	1 black dragon (adult)
16	1d4+1 trolls, plus a leader with 8HD
17	1 neh-thalggu (10HD)
18	1d2 dark stalkers each leading 1d6+2 dark creepers
19	1d2 wraiths with 1d4 wights and 1d6 ghouls
20	1d3+3 troll leaders (8HD)

Beetles, Giant Fire: HD 1+3; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Light glands.
Treasure: None

Black Pudding: HD 10; AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; AL N; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.
Treasure: None

CARAVAN: SEE THE DETAILED SECTION ON CARAVANS, BELOW.

Dark Creeper: HD 1+1; AC 7[12] or 0[19] in darkness; Atk 1 dagger (1d4 + special poison); Move 9; Save 17; AL C; CL/XP 3/60; Special: create special darkness, death-flash, level 4 thief.
Treasure: 1d6gp; 15% chance of magic item (01–75 dagger, 76–80 ring, 81–00 potion)

Dark Stalker: HD 6+2; AC 7[12] or 0[19] in darkness; Atk 1 short sword (1d6 + special poison); Move 12; Save 11; AL C; CL/XP 8/800; Special: create special darkness, death-flash, level 4 thief.
Treasure: 2d6gp; 15% chance of magic item (01–75 short sword, 76–85 ring, 86–00 potion)

Demon (First Category): HD 8; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.
Treasure: None carried.

Demon (Second Category): HD 9; AC 0[19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; AL C; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.
Treasure: None carried.

Demon (Third Category): HD 10; AC –3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; AL C; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.
Treasure: None carried.

Demon (Fourth Category): HD 11; AC –1[20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; AL C; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.
Treasure: None carried.

Demon (Fifth Category): HD 8; AC –3[22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; AL C; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.
Treasure: 95% of magic sword (roll 1d4 for bonus).

Denizen of Leng: HD 8; AC 5[14]; Atk 1 bite (1d3+lassitude), 2 claws (1d4+1); Move 12; Save 8; AL C; CL/XP 13/2300; Special: regeneration (5hp), lassitude, immune to poison, mirror image, constant ESP.
Treasure: 2d6 rubies (1d6 x 100 gp each), 10% chance of magic item (any).

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Duergar: HD 1+2; AC 4[15]; Atk 1 hammer (1d8) or crossbow (1d6); Move 9; Save 18; AL C; CL/XP 3/60; Special: +4 save vs. magic, immune to illusions, invisibility, enlarge.
Treasure: 2d6gp, 5% chance of gem (1d4 x 100 gp value).

Duergar Sergeant (Ftr3): HD 3+2; AC 4[15]; Atk 1 hammer (1d8) or crossbow (1d6); Move 9; Save 12; AL C; CL/XP 4/120; Special: +4 save vs. magic, immune to illusions, invisibility, enlarge.
Treasure: 2d6gp, 20% chance of gem (1d6 x 100 gp value).

Duergar Leader (Ftr8): HD 8+2; AC 2[17]; Atk 1 hammer (1d8+2) or crossbow (1d6); Move 9; Save 7; AL C; CL/XP 9/1100; Special: +4 save vs. magic, immune to illusions, invisibility, enlarge.
Treasure: 4d6gp, 1d2 gems (1d6 x 100 gp value), 25% chance of magic armor (01–50) or weapon (51–00).

Dragon, black (7HD Adult): HD 7 (28hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 9; AL C; CL/XP 9/1100; Special: Spits acid.
Treasure: None carried.

Fungus-Bats: HD 3; AC 6[13]; Atk 1 bite (1d6 + non-lethal poison); Move 3/12 flying; Save 14; AL N; CL/XP 5/240; Special: Non-lethal poison (+4 save).
Treasure: None carried.

Ghast: HD 4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.
Treasure: None carried.

Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.
Treasure: None carried.

Gray Ooze: HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.
Treasure: None carried.

Khryll: HD 8; AC 3[16]; Atk 8 tentacles (0), tongue-tube (special); Save 8; Move 9; AL C; CL/XP 13/2300; Special: Telepathy, mental blast, liquefy internal organs, 80% magic resistance.
Treasure: 1 jewelry (1d10 x 1,000 gp value)

Leng-Spider: HD 15; AC -1[20]; Atk 1 bite (2d6) and 1 flail (1d6+6); Save 3; Move 18; AL C; CL/XP 17/3500; Special: Web, magical abilities.
Treasure: 1d4 rubies (1d6 x 1,000 gp each).

Lizard, Cavern: HD 4; AC 5[14]; Atk 1 bite (2d4); Move 9/6 (climb); Save 13; AL N; CL/XP 4/120; Special: None. See **Frog God Games** *The Tome of Horrors Complete* 363 "Lizard, Cavern".
Treasure: None carried.

Neh-thalggu (10HD): HD 10; AC 0[19]; Atk 1 bite (1d10 + poison) and 2 claws (1d8); Move 9; Save 5; AL C; CL/XP 12/2000; Special: Spells (MU), telepathy (100ft), poison bite. Spells (4/3/2/1): *Charm person, magic missile x2, sleep, invisibility, mirror image, phantasmal force, fireball x2, dimension door.*
Treasure: 3d6 gp, 1d4 gems (1d4 x 100 gp each), 1d3 jewelry (1d3 x 1,000 gp each), 1d2 magic items (any).

Night-Ghoul: HD 4; AC 4[15]; Atk 1 bite (1d4) and 2 claws (1d6); Move 12; Save 13; AL C; CL/XP 6/400; Special: Magic weapon required to hit.

Treasure: 1d4 gems (never rubies) worth 1d2 x 100 gp each.

Purple Worm: HD 15; AC 6[13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; AL N; CL/XP 17/3500; Special: Poison sting, swallow whole.
Treasure: None carried.

Shroom: HD 6+1; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 11; AL C; CL/XP 8/800; Special: Spells.

Spells (3/2)

Level 1: *charm person x2*

Level 2: *phantasmal force*

Treasure: 1d3 x 1,000 gp (25%); 1d8 gems (20%); 1d4 jewelry (20%); 1 magic item (10%).

Slug, Giant: HD 12; AC 3[16]; Atk 1 bite (2d6+1d8 acid) or acid spit (4d8); Move 9; Save 3; AL N; CL/XP 13/2300; Special: Spit acid, resistance to sharp weapons (50%), malleable, vulnerable to salt.

Treasure: None carried.

Giant Spider (6ft diameter): HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL C; CL/XP 7/600; Special: lethal poison, webs.

Treasure (per spider if in webs): 3d6 gp, 10% chance of gem worth 1d4 x 10 gp, 5% chance of magic item (any).

Syanngg: HD 8+20hp; AC 2[17]; Atk up to 6 bites (1d4); Move 9/6; Save 7; AL C; CL/XP 14/2600; Special: slow, lightning bolt, dispel magic, petrify, paralysis, charm, 25% magic resistance.

Treasure: 3d6gp, 1d4 gems (1d4 x 100 gp each), 1d3 jewelry (1d3 x 1,000 gp each), 1d2 magic items (any).

Troglodyte: HD 2; AC 4[15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; AL C; CL/XP 3/60; Special: Stench, chameleon skin.

Treasure: 1d10gp each.

Troglodyte (Chieftain): HD 5; AC 2[17]; Atk battle-axe with shield (1d10+1); Move 12; Save 12; CL/XP 6/400; Special: Stench, chameleon skin.

Treasure: 1d10gp, 5% chance of magic armor, 5% chance of magic item (any).

Trolls: HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round.

Treasure: 1d100gp, 1d10 gems worth 1d10x100gp each, 5% chance of magic item (any).

Troll Leader (8HD): HD 8; AC 4[15]; Atk 2 claws (1d6), 1 bite (1d10); Move 12; Save 8; AL C; CL/XP 10/1400; Special: Regenerate 3hp/round.

Treasure: 1d100gp, 1d10 gems worth 1d10x100gp each, 20% chance of magic item (any).

Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Treasure: 20% chance of jewelry worth 1d6x1000gp

Wraith: HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

Treasure: 75% chance of jewelry worth 1d6x1000gp

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Xorn: HD 7; AC -2[21]; Atk 3 claws (1d3), 1 bite (4d6); Move 9; Save 9; AL N; CL/XP 8/800; Special: Immune to fire and cold, half damage from electricity, travel through stone.

Treasure: 1d4 gems worth 1d3x1000gp each.

Caravans

The concept of a “caravan” in the Under Realms is not the same as the cooperative, free-trading association of merchants that one finds in the surface world. A “caravan” in these underworlds means nothing more than a large, armed group that is traveling together. There is virtually no concept of free trade in the Under Realms – most exchanges of goods are more in the nature of tribute, or are part of arrangements between leaders and warlords, with the “merchants” being little more than armed couriers. Along the way, of course, those armed couriers will take whatever they are strong enough to take, enslave anyone they are strong enough to enslave, and hope to be strong and fast enough to avoid those who would steal their goods or enslave them in turn.

Types of Caravans in the Cyclopean Deeps

Caravans in the Cyclopean Deeps region of the Under Realms are always the property of a single leader, almost always a **denizen of Leng** (01–80%), although occasionally a **drow merchant** will venture into the area (80–85%), a **duergar** (86–90%), a **serpentfolk merchant** (91–95%), or a powerful **dark stalker** (96–00%) may have organized a trading expedition. Details of the various caravan types are listed below.

Cargo

All caravans carry 1d100 gp worth of ordinary merchandise, plus additional variable treasure as shown on the table below:

Variable Cargo

Roll 1d20 to determine

1–3	2d10 bars of platinum worth 250 gp each
4–5	3d10 gems worth 200 gp each
6–7	1d4 rolls of silk, unearthly quality, worth 2,000 gp each
8–9	Cage of 1d4+4 adorable, furry little pet-things of unknown species or origin, worth 1,000 gp each
10–11	1d6+1 potions (determine randomly from tables in rulebook)
12–13	1d6+8 potions (determine randomly from tables in rulebook)
14–15	1d4 scrolls (determine randomly from tables in rulebook)
16–17	1 magic item of any kind (determine randomly from tables in rulebook)
18	2 magic items of any kind (determine randomly from tables in rulebook)
19	3 magic items of any kind (determine randomly from tables in rulebook)
20	Roll twice

Slaves

All types of caravans are accompanied by slaves, either carrying goods or intended for sale. Slaves are normal specimens of the racial type (each d6 roll identifies 2 slaves at a time, for convenience):

1	Troglodyte
2	Human
3	Bugbear
4	Duergar
5	Orc
6	Dwarf or elf (50%/50%)

DARK STALKER CARAVAN

Darkfolk caravans trade goods among other communities of darkfolk, only occasionally entering the larger trading sites such as Ques Querax. Just as the darkfolk are physically weaker than most races of the Under Realm, relying mainly on stealth and subterfuge as survival tools, so too are their caravans less inclined to raid or enslave those they encounter when traveling. Of course, if a darkfolk caravan runs across an obviously weaker group, they will use their darkness and stealth to enslave or steal. Note that dark stalker caravans do not use pack animals; slaves carry all cargo.

A darkstalker caravan normally comprises:

1 darkstalker, 1 dark stalker shaman, 3d6 dark creepers, 1d3 bugbear guards, 1d4 slaves.

Dark Stalker: HD 6+2; AC 7[12] or 0[19] in darkness; Atk 1 short sword (1d6 + special poison); Move 12; Save 11; AL C; CL/XP 8/800; Special: create special darkness, death-flash, level 4 thief.

Dark Stalker Shaman: HD 6+2; AC 7[12] or 0[19] in darkness; Atk 1 short sword (1d6 + special poison); Move 12; Save 11; AL C; CL/XP 8/800; Special: create special darkness, death-flash, spells.

Spells: *Magic missile* x2, *web* x2, *dispel magic*.

Dark Creepers: HD 1+1; AC 7[12] or 0[19] in darkness; Atk 1 dagger (1d4 + special poison); Move 9; Save 17; AL C; CL/XP 3/60; Special: create special darkness, death-flash, level 4 thief.

Bugbear Guards: HD 3+1; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: Surprise opponents 50% chance.

DROW CARAVAN

Drow are not native to the Cyclopean Deeps regions, but their caravans do occasionally pass through on the way to other areas, and to trade at Ques Querax.

Drow caravans will be constituted as follows:

1 merchant, 1d6+6 drow guards, 1d6 bugbears, 1d6+6 slaves, 1d6 cavern lizards.

Merchant Drow (Ftr4/MU4): HD 4; HP 16; AC 2[17]; Atk +1 longsword (1d8+1); Move 12; Save 10 (includes +2); AL C; CL/XP 10/1400; Special: 50% magic resistance, +2 on all saving throws, lights, darkness 15 ft, 1 in 8 surprise chance, spells, +2 drow chain mail.

Spells: *Charm person* x2, *magic missile*, *detect invisibility*, *invisibility*.

Drow Guards: HD 2; AC 3[16]; Atk +1 longsword (1d8+1); Move 12; Save 14 (includes +2); AL C; CL/XP 6/400; Special: 50% magic resistance, +2 on all saving throws, lights, darkness 15 ft, 1 in 8 surprise chance. Half of these also have hand-crossbows.

Bugbear Guards: HD 3+1; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: Surprise opponents 50% chance.

Lizard, Cavern: HD 4; AC 5[14]; Atk 1 bite (2d4); Move 9/6 (climb); Save 13; AL N; CL/XP 4/120; Special: None. See **Frog God Games** *The Tome of Horrors Complete* 363 “Lizard, Cavern”.

CYCLOPEAN DEEPS 1: DOWN TO QUES QUERAX

DUERGAR CARAVAN

Duergar merchants are, out of all the races of the Under Realms, the most similar to normal merchants of the surface world, in that they actually plan on doing repeat business with the same customers – which somewhat restricts their dishonesty. Their sharp business practices would likely be sufficient cause for hanging in most kingdoms, but in the Under Realms they are paragons of trustworthiness.

A duergar trading party will be constituted as follows:

1 duergar merchant, 10 duergar guards, 1d4+4 ogre guards, 1d6+6 pack-slaves.

Duergar Merchant (Ftr7): HD 7; AC 2[17]; Atk 1 hammer (1d8+2) or crossbow (1d6); Move 9; Save 8; AL C; CL/XP 7/600; Special: +4 save vs. magic, immune to illusions, invisibility, enlarge

Duergar Guards: HD 1+2; AC 4[15]; Atk 1 hammer (1d8) or crossbow (1d6); Move 9; Save 18; AL C; CL/XP 3/60; Special: +4 save vs. magic, immune to illusions, invisibility, enlarge

Ogre Guards: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

LENG CARAVAN

The caravans of the denizens of Leng are unpredictable and dangerous – one of the reasons that the Cyclopean Deeps are often avoided by other inhabitants of the Under Realms. If the adventurers encounter a group of the denizens of Leng, virtually anything could happen.

Leng-caravans will generally include the following:

1 merchant, 1d2 denizen guards, 1d4 Leng-Bats, 1d6 night-ghoul guards, 1d6+6 slaves, 1d6 giant lizards.

Denizen of Leng: HD 8; AC 5[14]; Atk 1 bite (1d3+lassitude), 2 claws (1d4+1); Move 12; Save 8; AL C; CL/XP 13/2300; Special: regeneration (5hp), lassitude, immune to poison, mirror image, constant ESP.

Leng-Bats: HD 2; AC 3[16]; Atk 1 bite (1d6); Move 18; Save 16; AL C; CL/XP 4/120; Special: immune to magic.

Night-Ghouls: HD 4; AC 4[15]; Atk 1 bite (1d4), 2 claws (1d6); Move 12; Save 13; AL C; CL/XP 6/400; Special: magic weapon required to hit.

Lizard, Cavern: HD 4; AC 5[14]; Atk 1 bite (2d4); Move 9/6 (climb); Save 13; AL N; CL/XP 4/120; Special: None. See **Frog God Games** *The Tome of Horrors Complete* 363 "Lizard, Cavern".

SERPENTFOLK CARAVAN

The serpentfolk usually appear, at first glance, to be far more civilized than most denizens of the Under Realms, but it is wise to remember that they consider all other races to be inherently inferior to themselves. They are intelligent enough not to remind others of this fact until it is too late.

Serpentfolk caravans are generally constituted as follows:

1 serpentfolk merchant (11HD Serpentfolk), **1d4 serpentfolk guards, 1d10+6 troglodyte guards, 1d6+6 slaves, 1d6 giant lizards.**

Serpentfolk Merchant (MU11): HD 11; AC 3[16]; Atk 1 bite (1d3) and 2 claws (1d4); Move 12; Save 4; AL C; CL/XP 15/2,900; Special: immune to mental domination, mild venom.

Spells (4/4/4/3/3): *Charm person x2, magic missile x2, detect invisibility, invisibility, mirror image, web, fireball x2, protection from normal missiles, slow, confusion, ice storm, wall of ice, cloudkill x2, feeblemind.*

Serpentfolk Guards: HD 4; AC 3[16]; Atk 1 bite (1d3) and 2 claws (1d4); Move 12; Save 13; AL C; CL/XP 5/240; Special: immune to mental domination, mild venom.

Troglodyte Guards: HD 2; AC 4[15]; Atk Stone axe (1d8); Move 12; Save 16; AL C; CL/XP 3/60; Special: Stench, chameleon skin.

Lizard, Cavern: HD 4; AC 5[14]; Atk 1 bite (2d4); Move 9/6 (climb); Save 13; AL N; CL/XP 4/120; Special: None. See **Frog God Games** *The Tome of Horrors Complete* 363 "Lizard, Cavern".

Hex 0E Map

Start

Unless the Referee chooses to begin the adventure in a different part of the Deeps, the PCs are assumed to enter the Cyclopean Deeps in **Area 0E** on the **Main Map**. For maximum flexibility of use, the following description makes no particular distinction as to whether the party is coming from the lower levels of a dungeon or directly from the surface (which would be a long, long way down). Whether you choose to actually read the following description to a group of patient players or to summarize it is entirely a matter of your style of refereeing.

Some time ago, your path down into the deeps began to follow a winding course, apparently following the course of a now dried-up river where it cut its meandering way downward through the living stone. Most of the tunnel is naturally formed by the ancient flow of water, but as you continue down there is more and more evidence of excavation in some places to widen the walls or raise the ceiling somewhat. The downward slope is quite steep, although it is manageable as long as you keep to a careful pace.

From time to time you come across carvings in the stone, a strange, curvilinear script that you cannot translate into any comprehensible meaning. Perhaps it is merely decorative, perhaps it is encoded, or perhaps the logic of the writing is so bizarre that it simply makes no sense to a mind that is not tainted with insanity.

You continue further and further into the depths of the earth, making your way carefully past dark pools and around ancient stalagmites, until your mind can barely remember what the surface world looks like ... and soon thereafter, a faint green illumination becomes perceptible ahead of you.

“What do you do?”

The green illumination ahead of the party is **Area 0E-1** on the map of **Hex 0E**, which shows the “Green Canyon,” the sloping cavern complex that leads down into the Cyclopean Deeps. Once the players have had a chance to prepare any equipment, cast any spells, or make such other preparations as they wish to make, the party may advance to discover that a long flight of stairs leads down toward the illuminated area. The stairs appear to be naturally formed, unless they are just so ancient that the passage of water (and perhaps travelers) has worn them smooth.

0E-1. The Singing Faces

The stairs from the upper levels lead down to a broad stone shelf, 15 to 20 ft. in width, overlooking a large cavern. This uppermost ledge is one of a series of four terraces, each of which appears to have a sheer, 20 ft. drop down to the next tier. The cavern at the bottom of this series of giant steps is illuminated by a soft and rather sickly green light that emanates from four gargantuan stone faces. Each of the faces has a single eye in the center of its forehead, and the mouths of all four statues are open, although the lips of each appear to be held in different positions, as if the statues were all frozen at the moment of uttering a different word. The entirety of the cavern is charged with a sense of vast energy.

When the party enters the room, seven fungus-bats will be startled by their arrival and will fly out to **Area 0E-3**. There are many fungus-bat seeds on the main floor of the cavern, and these will be noticed whenever one of the characters pays attention to the surroundings other than the magical effects described below. Fungus-bat seeds resemble small, spherical mushroom-heads that, if broken open, contain a tiny fungus-bat as small as a fingertip.

Any magic-user will be able to tell that the sense of energy in this cavern is due to a buildup of magical power, although the origin and nature of the power will be unclear. The use of a *detect magic* spell will indicate that the four cyclopean heads are magical. At close range, the spell could be used to determine that it is the lips and mouth of each statue radiating the majority of the magical enchantment (this will almost certainly become clear long before the party actually approaches any of the faces).

Each tier causes one of the stone faces to begin singing, as described below:

A. Top (First Harmonic) Tier:

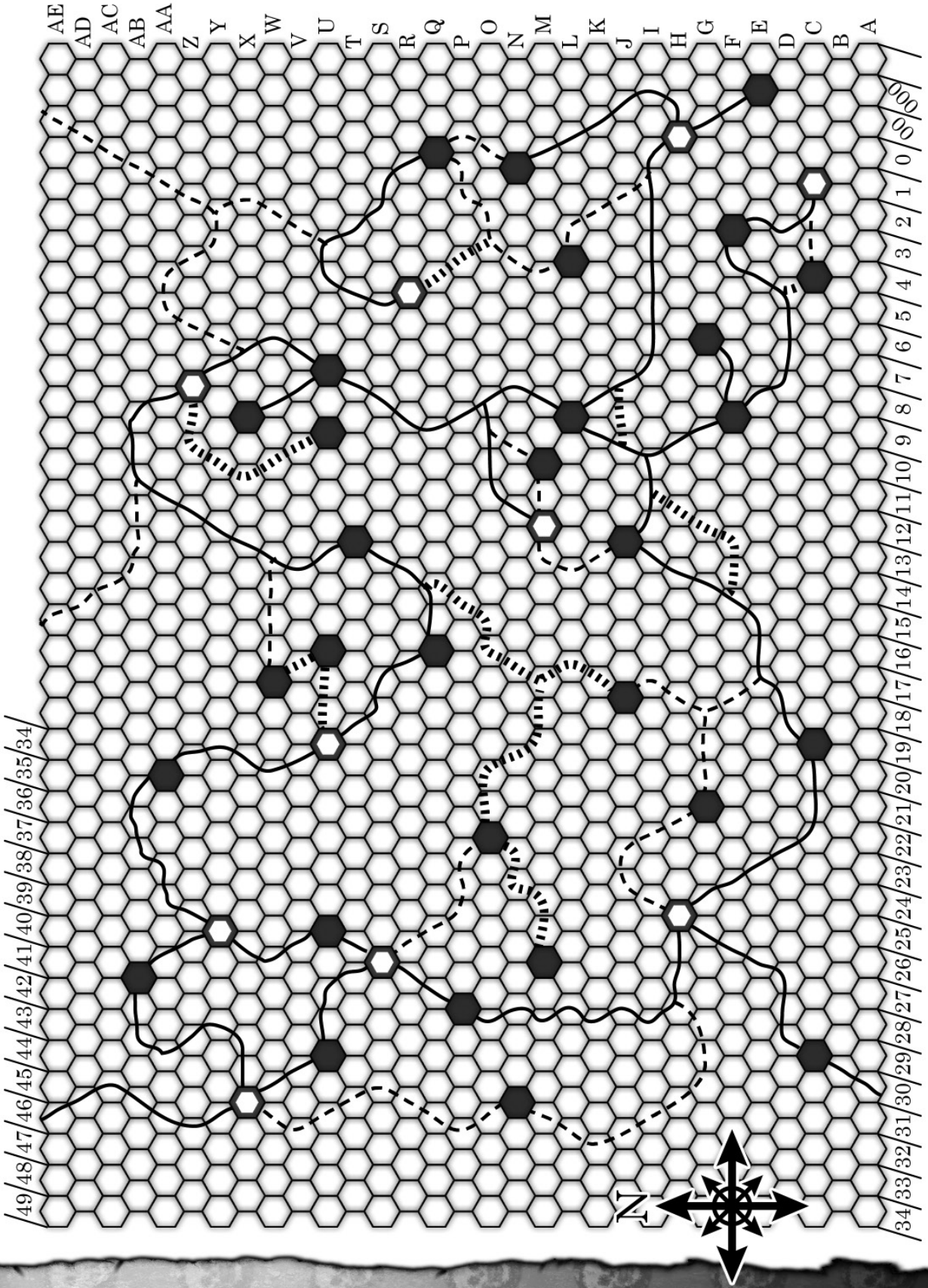
As soon as anyone steps onto this tier, the Face of the First Harmonic (location **AA**) will begin emitting a high, soprano note of sound. The face will continue to sing this note for some time, and will only stop ten minutes after the top tier is vacated by all living creatures larger than 50



The Cyclopean Deep

Major Encounter Areas
Minor Encounter Areas

1 Hex = 1 Mile



Primary Passage Secondary Passage Tertiary Passage

pounds. It is not possible to keep the stone face singing by leaving a small animal or an object on the tier, and this is true of the other tiers as well.

B. Second (Second Harmonic) Tier:

As soon as anyone stands on this tier, the stone face at **BB** (the Face of the Second Harmonic) will begin emitting a low, bass note. As with the Face of the First Harmonic, this statue will continue to sing its note for ten minutes after the point when everyone has left this terrace.

C. Third (Third Harmonic) Tier:

As soon as anyone stands on this tier, the stone face at **CC** will begin singing a note that merges pleasantly with any other notes being produced by the faces. As with the other faces, the sound will persist for ten minutes after the terrace is vacated.

D. Fourth (Fourth Harmonic) Tier:

This stone balcony emits no sound unless all three of the other tiers have already awoken their stone faces. If the other three faces are already producing sound, then the face at **DD** will produce the final note of a four-part chord. The sound persists as described for the other faces, above.

E. The Symphonic Circle:

A huge magic circle is inscribed on the floor of the cavern, as shown on the map. Each magic-user in the party is to deduce one fact about the circle (roll randomly on 1d6):

- 1 The inscriptions of the circle in some way collect and alter sound in a magical fashion.
- 2 The inscriptions of the circle are in some way related to travel, but they are scribed as if normal magic is being used in an abnormal way.
- 3 Some of the inscriptions of the circle seem to refer to ventriloquism, although not in any fashion that makes sense in terms of the known parameters of magic.
- 4 The inscriptions around the circle have the effect of altering the circle's magical center, placing it at a location that seems to be the precise intersection-point of a straight line drawn from each of the stone faces.
- 5 The inscriptions around the circle contain a glyph that can be translated loosely as "sound key."
- 6 The inscriptions around the circle contain a glyph that is often used in teleportation magic, but in this case it is connected to a second glyph that ordinarily pertains to a combination of four things.

If all four of the stone faces are singing at the same time, the inscriptions around the magic circle begin to glow with the same green light as the faces. When the glow has reached its full intensity (which requires a full minute), everyone and everything inside the magic circle is teleported to **Area OE-7**, just outside the fortress of Ques Querax. Although it might prove startling to the adventurers, teleporting to the city is far more pleasant than braving the trip downward through the Green Canyon.

oE-2. The Green Canyon

A wide tunnel leads northward and downward in an unpleasantly steep slope. The sides and bottom of the passageway are coated in fuzzy moss that hangs in long curtains from the ceiling, reaching down to within five feet of the tunnel floor. Apparently the rock here glows, for a faint greenish light is visible through the moss, giving it an unpleasantly translucent quality.

The walls of this corridor do indeed glow. This is a natural, rather than a magical, quality of the rock, and detecting magic will be unsuccessful. The light is too dim to be used for most practical purposes: there is enough of it in the tunnel that the adventurers will be able to see without a light source. Smaller pieces of the rock, however, will illuminate no more than a one-inch radius around the stone. Indeed, small chunks of the rock are only visible at a distance of 50 ft., at which point they will seem to fade into the surrounding darkness.

As the tunnel descends toward the cliff-edge at **Area OE-3**, the ceiling does not slope downward as quickly as the floor. By the time the party has descended to **Area OE-4**, the ceiling is over a hundred feet high, and visible (due to the glowing rock) all the way up. The extreme height and relative narrowness of the tunnel eventually gives the strong impression of standing at the bottom of a deep canyon.

oE-3. First Drop-off.

At this point, the glowing-walled tunnel suddenly drops away in a hundred-foot cliff face. The cavern far below is visible, because of the lambent rock.

If the players ask for more detail about the lower cavern, looking over the edge of the drop-off, describe the pools below (see **Area OE-4**). Due to the unearthly illumination in the cavern, it is not possible for the characters to tell, at this distance, what sort of liquid is in the pools. The cliff itself is relatively straightforward; it is a sheer 100 ft. drop. The rock is covered with moss, and is slick with dampness.

The pools in **Area OE-4** give off an anti-magic gas, which is relevant here because one of the pools is directly underneath the cliff face. For a distance of 50 ft. over the top of the pool down in **Area OE-4**, magic does not function – including *fly* and *levitation* spells. This effect is only in the area directly over the top of the pool, as shown on the map. Anyone flying down entirely on the southwest side of the cliff face has no difficulties.

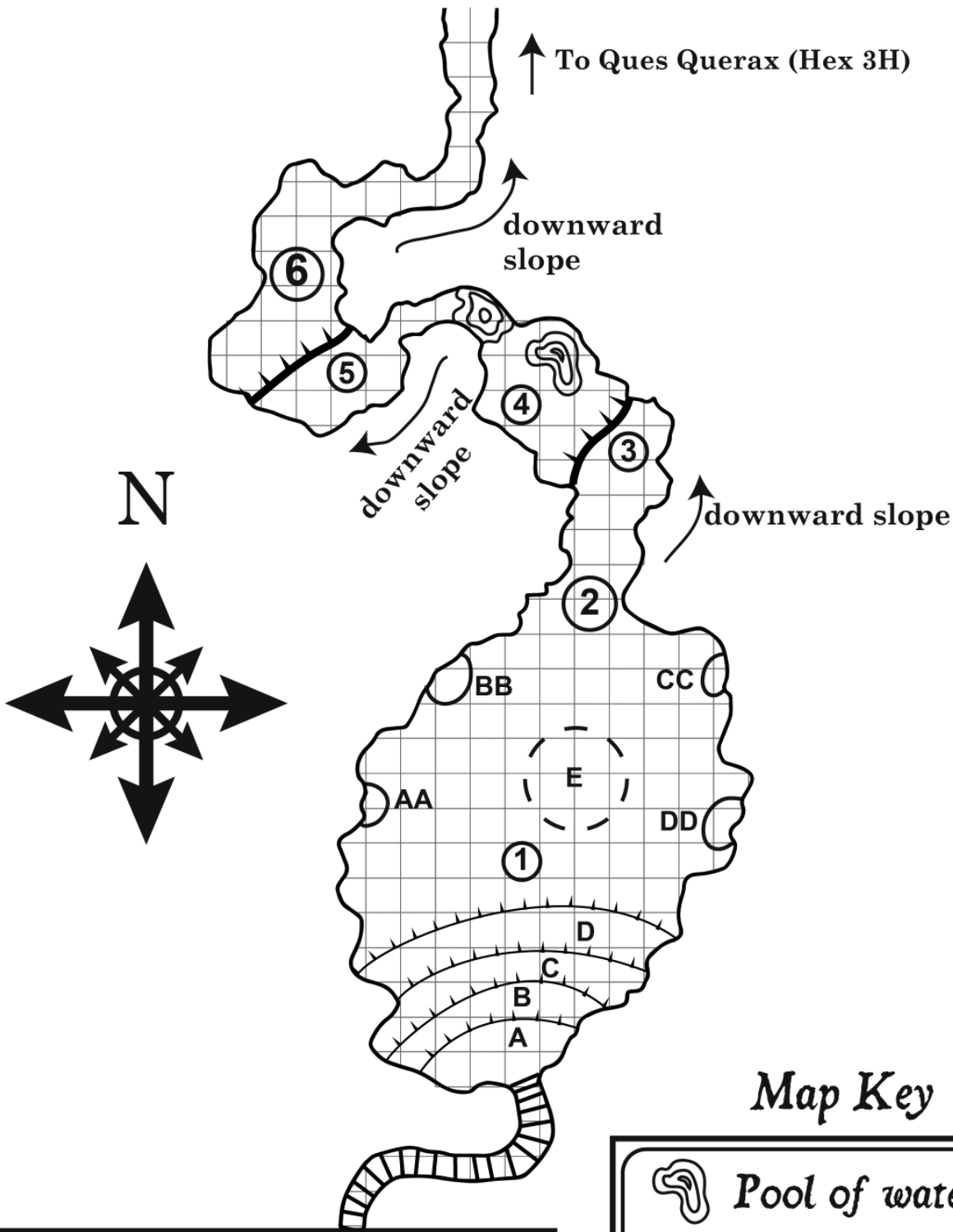
oE-4. Lower Cavern

The walls of this cavern glow green, behind the mottled curtains of moss that cling to the stone. Three pools of crystal-clear liquid glitter in the floor. After spending a few moments in this area, you begin to hear whispers. The sound is very faint at first, but after a minute or two the entire cavern seems to echo with savage, hissing whispers.

The whispering of the pools is another strange effect of their magic, along with giving off the invisible anti-magic steam described in **Area OE-3** above. It is possible to bottle the anti-magic steam for use as a grenade, but the explosion of a bottle only spreads the gas in a radius of 20 ft., although the effect lasts for a full ten minutes. Stored in a bottle, the anti-magic gas loses its potency after one month.




The influence of the whispering sounds in this cavern makes it nearly impossible to cast spells but otherwise it is merely an inconvenience and a distraction.

HEX OE MAP

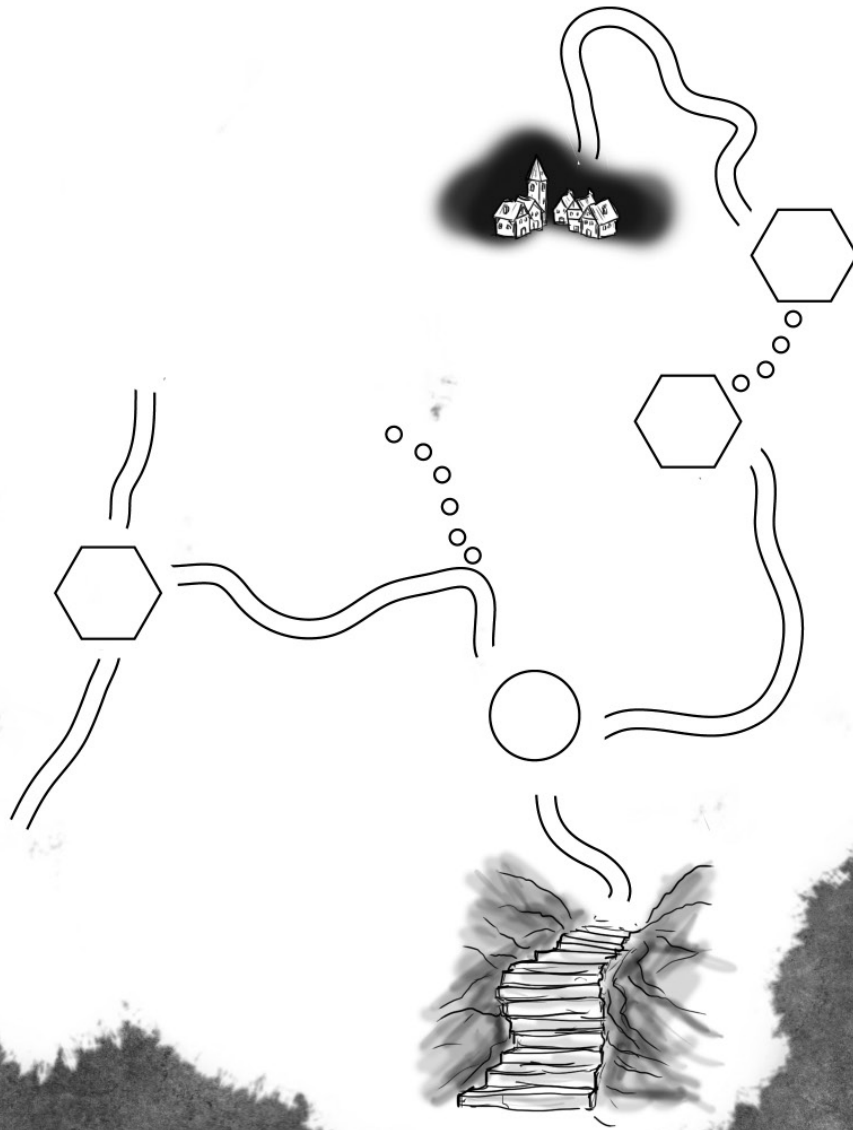


MAP oE
THE GREEN CANYON
1 square = 10 feet

Map Key

-  *Pool of water*
-  *20 Feet terrace*
-  *Drop-off (see text)*

Player Map 1



oE-5. Second Drop-off

This cavern slopes downward at such a steep angle that it is not easy to stand without sliding. At the far end of the cave chamber, the floor drops away into a second deep chasm. There are numerous stalagmites rising from the floor of the cavern, closely enough that you could probably use them to make your way safely to the edge of the cliff by holding on to one after the other. On second thought, though, you realize that a single mistake would lead to certain death. The stalagmites have a sparkly, wet, slippery look to them.

If the players are considering the use of flying or levitation magic, but seem to have forgotten about the extremely high ceiling, remind them about this obvious feature of their surroundings. The height of the cavern may affect the method by which the adventurers approach this obstacle, and the fungus-bats that retreated from the characters in **Area 0E-1** are waiting high above to attack these strange beings that have intruded into their lightless territory.

Anyone attempting to walk normally down the slope toward the cliff edge is extremely likely to slip and begin sliding down the floor to the edge of the drop-off. In most cases, of course, the exploring character would be tied safely to a rope ... and the party will have its first experience with the chaotic sort of vandalism that one encounters from the denizens of the Under Realm. Several of the stalagmites are inset with shards of glass and thin obsidian, which will have a good chance (75%) to cut a normal rope. If a character inspects the first couple of glittering places in the stalagmites before wending through them, the "trap" will be obvious immediately.

The risk of actually sliding all the way to the edge (unless the character is roped off and the rope is not sliced by the trapped stalagmites) is 50%. If a character reaches the edge, a saving throw is allowed to avoid actually falling. If the saving throw succeeds, the character will be helplessly clinging to a stalagmite at the edge of the cliff, unable to take any action without being rescued. The character can hang on for one minute per point of strength before dropping into the abyss below and being smashed into jelly.

This hazard is less deadly (but more frustrating) if the characters are attempting to travel up the Green Canyon toward the surface without using some sort of magical flight. Using a grappling hook, the stalagmites will first cut the rope (100% chance), and then the grappling hook will most likely (90%) come sliding back off the edge ... use normal chances to determine if anyone is hit when it comes back down.

Fungus-Bats (4): HD 3; HP 12, 14, 14, 11; AC 6[13]; Atk 1 bite (1d6 + non-lethal poison); Move 3/12 flying; Save 14; AL N; CL/XP 5/240; Special: Non-lethal poison (+4 save).

Treasure: None.

oE-6. Canyon Floor.

The cavern at the bottom of the cliff has a fairly level floor, although it is irregular and bristles with growths of stalagmites here and there. A single tunnel-way leads to the east, sloping gently downward, further into the depths.

From this point onward, the characters are on the direct path to the underground fortress of Ques Querax. The tunnel is approximately a half mile in length, and the party emerges in **Area 3H-1**.

Monster Appendix

Dark Creeper

Hit Dice: 1+1

Armor Class: 7[12]; 0[19] in darkness

Attack: dagger (1d4+poison)

Saving Throw: 17

Special: create special darkness, death-flash, level 4 thief.

Move: 9

Alignment: Chaos

Challenge Level/XP: 3/60

Dark creepers are humanoids that stand just under 4 feet tall, always swathed in heavy, dark cloaks and wrappings. Their flesh is pale and moist, and their eyes are milky white. Dark creepers exude a foul stench of sweat and spoiled food, owing primarily to the fact that they never take off their clothing—instead piling on new layers when the outermost one grows too ragged.

Dark creepers lurk in the black places deep below the surface of the world, venturing forth at night or into neighboring societies when the urge to steal and cause mayhem grows too great to resist. Endless layers of filthy, moldering black cloth shroud these small creatures, leading some to believe that the creature inside is smaller still. Usually encountered in groups, dark creepers flee from bright light, but are quite brave in the dark.

For all the mayhem and trouble a pack of dark creepers can cause, this is nothing compared to the dangers a tribe led by the taller, even more sinister dark stalkers represents. Dark creepers treat their tall, lithe masters almost like gods, presenting them with offerings and obeying their every whim. Invariably, several dark stalkers serve as leaders to dark creeper tribes, with all of the tribe's heavy work and labor falling on the diminutive shoulders of the creepers, freeing the dark stalkers for their own decadent pleasures. Yet the dark creepers themselves see no inherent imbalance in this arrangement—to a dark creeper, a life in the servitude of a dark stalker is a life fulfilled.

Dark creepers use daggers in combat, coating them with the poison called black smear. Black smear poison (unless a saving throw is made) reduces the victim's strength by 1d2 points per round for 2d6-1 rounds. If the victim's strength is reduced to 0, the victim dies. If the victim survives, the points of strength will return in 1d6 hours. The poison on a blade is used up when the weapon hits.

Dark creepers (and dark stalkers) are able to employ magic to create a very deep darkness, much more potent than ordinary darkness/light spells. This deeper darkness has a radius of 50ft., and several effects: (1) all normal light sources in the radius of effect are not only extinguished, but cannot be relit for a period of one hour; (2) all magical light sources must make a saving throw or be extinguished for a period of one hour; (3) darkvision will not penetrate the 50ft. radius area around the object upon which the deeper darkness has been cast. Magical light sources that are not extinguished by the spell are able to function within the deeper darkness, but convey a range of vision no greater than 30ft.

When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a saving throw or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round.

Dark Stalker

Hit Dice: 6+2

Armor Class: 7[12]; 0[19] in darkness

Attack: short sword (1d6 + poison)

Saving Throw: 11

Special: create special darkness, death-flash, level 4 thief.

Move: 12

Alignment: Chaos

Challenge Level/XP: 8/800

The strange and mysterious dark stalkers are apparently a noble sub-race of the dark creepers. The stalkers dwell in strange villages (some rumors suggest entire cities) built of stone and fungus, in remote underground caverns where they are served and worshiped by their coarser, diminutive kin, the dark creepers. Dark stalkers come to the surface rarely, but when they do it is on a mission, and with a force of creatures such that it never ends well for those they seek to rob or torment. Dark stalkers are tall, frail humanoids with incredibly pale skin. They always wear multiple layers of dark cloth and black leather armor, yet unlike their lesser kin, a dark stalker's garb is always clean and spotless. Each dark stalker carries a pair of short swords—they prefer these weapons to all others, and coat them with the poison called black smear. Black smear poison (unless a saving throw is made) reduces the victim's strength by 1d2 points per round for 2d6-1 rounds. If the victim's strength is reduced to 0, the victim dies. If the victim survives, the points of strength will return in 1d6 hours. The poison on a blade is used up when the weapon hits.

Dark stalkers are 6 feet tall and weigh 100 pounds.

Dark stalkers have the ability to create a very powerful form of *darkness* magic 3 times per day (see dark creeper). All dark stalkers have the abilities of a level 4 thief. When a dark stalker is killed, its body explodes in a flash of illumination that causes 3d6 points of damage to anyone within 40ft. (save for half damage).

In a fight, dark stalkers are not above sacrificing lesser creatures, including dark creepers, to win the day or cover their retreat if things go poorly. They hate well-lit areas and always prefer to fight under the cover of magical darkness. Dark stalkers rarely fight to the death if it can be avoided, preferring to slip away if things begin to look grim. The origins of the dark stalkers and the dark creepers are shrouded in mystery, made more difficult to decipher by the fact that the dark stalkers do not keep records of their history. Many scholars believe that, just as the drow descended from elves, so too must the dark folk have descended from humanity, their eerie powers and spell-like abilities the result of generation upon generation of devotion to profane and sinister magic.

Denizen of Leng

Hit Dice: 8

Armor Class: 5

Attack: 1 bite (lassitude), 2 claws (1d4+1)

Saving Throw: 8

Special: regeneration, lassitude, immune to poison, mirror image, constant ESP

Move: 12

Alignment: Chaos

Challenge Level/XP: 13/2300

The eerie Men of Leng travel the universe from their strange homeland, always disguising themselves as humans in loose-fitting robes, with wrappings about the head and face. They are the same size as humans, but under their disguises they have horned brows, clawed fingers, mouths full of tentacles,

MONSTER APPENDIX

and crooked goatish legs with cloven hooves. Many scholars have argued over where the otherworldly realm of Leng lies—some believe it can be found among the Outer Planes, while others are convinced it can only be reached via a dimension of dreams. The denizens of Leng can travel to other planes freely, and often do so in strange, black ships, constantly seeking new breeds of slaves or trading rubies for unusual services or magical treasures. At other times, their visits are much more violent, focusing on abducting victims for use as slaves or worse. On Leng, these denizens have long fought a war against that realm's monstrous spiders, a war that sometimes spills over into other worlds.

A Leng denizen's bite causes lassitude if the victim fails a saving throw (at -2). Any attack rolls, damage rolls, and saving throws are made at -2 thereafter until the victim has slept continuously for 12 hours. If the same victim is bitten (and fails the saving throw) a second time, the victim immediately falls into deep slumber and cannot be awakened for 12 hours. Additionally, a denizen of Leng is constantly able to read the thoughts of nearby creatures (ESP) and once per day can cast a *mirror image* of itself.

The denizens of Leng regenerate naturally if they are not on Leng, at a rate of 5hp per round. The process cannot be arrested by fire as it can, for example, with trolls. However, once a denizen reaches 0 hit points, the body dissolves into slime (and re-forms on Leng). On Leng itself, denizens do not regenerate, and die completely. Not having souls, they cannot be raised from the dead.

Drow

Hit Dice: 2

Armor Class: 3[16]

Attack: By weapon

Saving Throw: 16

Special: 50% magic resistance, +2 on all saving throws, spell abilities, 1 in 8 chance to be surprised

Move: 12

Alignment: Chaos

Challenge Level/XP: 6/400

The drow are dark elves, denizens of the Under Realms, dwellers in darkness. They have coal-black skin and white hair. These creatures of chaos despise the surface-dwelling servants of Law, and would certainly choose to eradicate them if the drow themselves did not dislike sunlight. All attacks made by drow in sunlight, or in even magical light, will be made at a penalty of -2.

All drow have the following spell-like powers: *darkness* 15ft. radius, ability to limn a target in faint light at a range of 60ft. (all have +1 to hit the victim), and the ability to create lantern-like lights at a range of 60ft.

All drow wear +1 chain mail and carry +1 longswords. They wear cloaks and boots that make them difficult to see and hear (75% chance to surprise). All of this equipment will decay in sunlight, becoming useless after 2d6 days of normal exposure. Roughly half of normal drow will also be carrying hand-crossbows that fire poison darts (1d3 damage, sleep poison save at -4).

Drow are capable of advancing in level, and their leaders may be considerably more dangerous than the normal 2HD (Ftr2) drow. Male drow may have magic-user levels up to 12, and fighter levels up to 7. Female drow may have fighter levels up to 9, and magic-user or cleric levels up to 12 or 18 respectively. These higher-level leaders may be carrying swords with greater than a +1 bonus, shields with a magical bonus, and/or wearing chain mail with greater than a +1 bonus.

Duergar

Hit Dice: 1+2

Armor Class: 4[15]

Attack: By weapon

Saving Throw: 18

Special: +4 save vs. magic, immune to illusions, invisibility, enlarge

Move: 9

Alignment: Chaos

Challenge Level/XP: 3/60

The duergar, often called the "dark dwarves," are foul-tempered creatures that loathe intruders to their underground realms—but not nearly as much as they do their kinfolk closer to the surface. Duergar dwell in communities deep underground, and appear as darker, more twisted versions of normal dwarves. Their skin is a dull gray, as though rubbed with dust or ash, but this is a natural coloration that better allows them to blend with their underground surroundings. They are a race of slavers, but while non-dwarven prisoners are usually put to backbreaking work, dwarves are generally slain on the spot.

Duergar can turn invisible once per day, and can also double their size once per day (this allows the duergar to attack as a 4HD creature, and heals 50% of any damage the duergar had taken prior to the change). Duergar leaders gain +2 to hit rather than an increase in hit dice.

Fungus-Bat

Hit Dice: 3

Armor Class: 6[13]

Attack: 1 bite (1d6 + non-lethal poison)

Saving Throw: 14

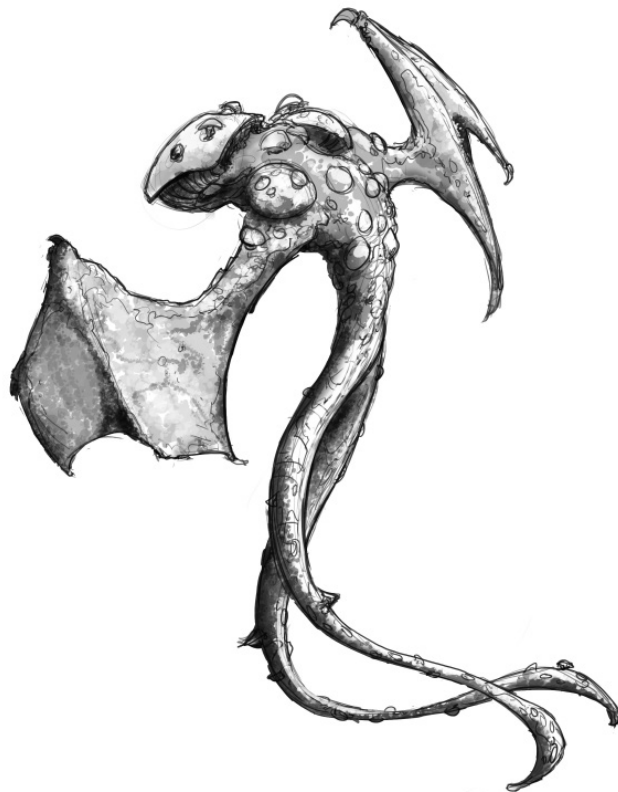
Special: Non-lethal poison (+4 save)

Move: 3/12 flying

Alignment: Neutral

Challenge Level/XP: 5/240

Fungus-bats are most commonly found in the Under Realms, for they are very deep-dwelling creatures. They may be found in any subterranean environment, of course, but more rarely and generally in smaller numbers. Fungus-bats are plant creatures, resembling a mass of lumpy mushroom-heads with leathery wings, trailing a pair of long tails. They bite, and while their venom is not lethal it causes air-passages to constrict, leaving the victim helpless for 2d6 rounds after the bite. Fortunately the venom is not very strong, and anyone bitten will make the saving throw against the poison at +4.



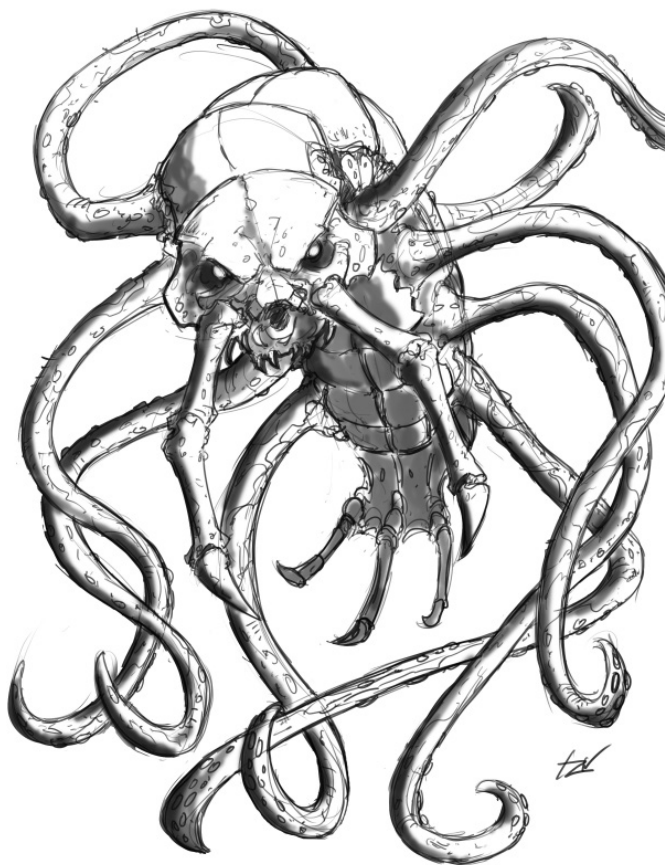
Huggermugger

Hit Dice: 2
Armor Class: 6 [13]
Attacks: 1 weapon (1d4)
Saving Throw: 16
Special: Confusion
Move: 6
Alignment: Chaos
Challenge Level/XP: 2/30

A huggermugger appears as a 3- to 4-foot-tall humanoid with short, cropped, black hair, hidden beneath a black hat, pulled low so as to hide its facial features. Its skin is pale and cold to the touch, regardless of the actual temperature in the surrounding area. A huggermugger's normal attire, in addition to its hat, is a robe of black or dark gray. Huggermuggers do not speak, other than the incessant chattering and mumbling they seem to constantly indulge in. If three or more huggermuggers surround an opponent and begin chattering, it causes *confusion* in the creature (as per the spell).

Khryll

Hit Dice: 8
Armor Class: 3[16]
Attack: 8 tentacles (0), tongue-tube (see below)
Saving Throw: 8
Special: Telepathy, mental blast, liquefy internal organs, 80% magic resistance
Move: 9
Alignment: Chaos
Challenge Level/XP: 13/2300



Khrylls are bizarre subterranean creatures, possessed of a malevolently genius-level intellect. They have curving, jointed shells like that of a crayfish or lobster, but without claws; rather than legs, the creature has squid-like tentacles emerging from each segment of the armored body. The tentacles of a khryll permit some kind of limited levitation; a khryll can float and maneuver in the air provided that at least two of its tentacles are in contact with the ground or a wall. They cannot rise higher than the length of the 10ft. tentacles.

The origin of these creatures in the deep underworld is unknown, but they are rapacious harvesters of most other intelligent species, even to the extent of breeding slaves to serve as food. They communicate telepathically, and their primary attack is to produce a mental shockwave that necessitates a saving throw by anyone caught in the area of the cone-shaped psychic ripple. The effect of the blast depends upon how many creatures are caught within:

1–2 creatures in area: Natural 1 on saving throw = death, Failed save = stunned 3d6 turns, Successful save = panic for 1d10 rounds.
 3–4 creatures in area: Natural 1 on saving throw = stunned 3d6 turns, Failed save = panic for 3d6 turns, Successful save = confused for 1d10 rounds.
 5+ creatures in area: Natural 1 on saving throw = panicked for 3d6 turns, Failed save = confused for 1d6 turns, Successful save = confused for 1d6 rounds.

In melee combat (or at leisure if all its foes are incapacitated), Khryll hold prey with their tentacles and insert a mouth-tube into the victim to begin liquefying the internal organs. If an opponent is hit by any two of the khryll's tentacles, the khryll has an opportunity to jab its tube-like tongue down the victim's throat into the body cavity, and begin liquefying organs for ingestion. This inflicts 1d6 points of damage in the first round, 2d6 points of damage in the second round, 3d6 points of damage in the third round, and death in the fourth round (no saving throw). Once the two tentacles have grabbed an opponent with successful hit, no further attacks are necessary to continue holding the victim.

If the Khryll is hungry it will suck the liquefied organs through its mouth-tube as food; otherwise it will lay eggs in the prepared body, and these will hatch into khryll-spawn in 1d3+1 days

Khryll society is quite complex and byzantine; in general no more than six of them will be encountered together at one time, but in the deepest caverns beneath the earth there are unquestionably much larger populations of them. Their cities are said to be as much vertical as horizontal, with vast schools of khryll floating up the sides of underground cliffs where they have built bizarre structures and tunnels directly into the sides of their great caverns.

Leng-Bat

Hit Dice: 2
Armor Class: 3[16]
Attack: 1 bite (1d6)
Saving Throw: 16
Special: Immune to magic
Move: 18
Alignment: Chaos
Challenge Level/XP: 4/120

Leng-bats resemble small dogs with elongated jaws; their back legs end in hooves rather than paws, and they have wings resembling those of bats. They would greatly resemble the archetypal demon if it were not for the three slender tentacle-tendrils that extend from deep in the canine throat. The creatures are apparently used by the denizens of Leng as raptors for hunting, much like falcons, although Leng-bats are semi-intelligent in their own right. If a Leng-bat successfully bites an opponent, the three throat-tendrils insinuate themselves into the wound, inflicting 1d6 points of damage automatically thereafter until the Leng-bat is killed.

Leng-bats are entirely immune to spells, and magic weapons receive no to-hit or damage bonus against them.

Leng-Spider

Hit Dice: 15

Armor Class: -1 [20]

Attack: 1 bite (2d6) and 1 flail (1d6+6)

Saving Throw: 3

Special: Web, magical abilities

Move: 18

Alignment: Chaos

Challenge Level/XP: 17/3500

The immense purple spiders of Leng have a leg-span of nearly forty feet; their bodies are hideously bloated, yet they move with a fluid grace.

A Leng spider's venom causes flesh to blister and rot away (lose 1d3 points of charisma) and the mind to experience vivid and horrific hallucinations—these visions influence the thinking process of the poisoned creature, causing it to lose 1 level of experience per failed saving throw, regaining each lost level after 3d20 hours (roll independently for each lost level). Lost Charisma points cannot be regained without a spell that would regenerate the damage.

In addition to the deadly bite, a Leng-spider's webs are also used as weapons; the spider attaches a weight (often nothing more complicated than a rock or a skull) to a length of web, which it then uses as a flail. The spider's tremendous strength turns the makeshift flail into a deadly weapon.

Leng-spiders can cast *dispel magic* at will, and may do so while fighting, although they cannot bite at the same time. Provided that they are not in melee combat, they may turn *invisible* (3/day), cast *phantasmal force* (3/day), and cast *charm monster* (1/day).

The spiders of Leng have long warred with that realm's more humanoid denizens, yet this does not make the spiders allies of sane life. These spiders see themselves as deserving of true positions of power, and the only creatures they suffer to live apart from their kin are their magically controlled slaves. Fortunately, the spiders have no intrinsic way to travel to the Material Plane, and must use portals or other methods to visit this world. Artistic trap builders, Leng spiders construct lairs of dangerous and haunting beauty made of webs and other materials found nearby. The webs are similar to those of ordinary giant spiders, but do not catch fire easily.

A Leng spider's body is 18 feet long and weighs 6,000 pounds. Most leng spiders possess only 7 legs, but some possess 9, 11, or only 5—they never possess an even number.

Neh-Thalggu

Hit Dice: 3-10 (3HD +1 HD per stored brain)

Armor Class: 0[19]

Attack: 1 bite (1d10 + poison) and 2 claws (1d8)

Saving Throw: Varies from 14 (3HD) to 5 (10HD)

Special: Spells (MU), telepathy (100 ft), poison bite

Move: 9

Alignment: Chaos

Challenge Level/XP: Varies by number of "effective" hit dice
3HD: 5/240

4 HD: 6/400

5 HD: 7/600

6 HD: 8/800

7 HD: 9/1100

8 HD: 10/1400

9 HD: 11/ 1700

10 HD: 12/2000

Known also as brain collectors, the alien neh-thalggus hail from distant worlds, traveling the gulfs of space on immense living ships that swiftly decay when they land upon a new world, leaving behind a deadly cargo of hungry monsters. These crab-like nightmares have lamprey-like mouths, twitching eyes on their legs, and several transparent blisters along the

back that hold human brains suspended in the blister-liquid.

Neh-thalggus are carnivores, but they do not digest humanoid brains they eat—rather, these brains lodge in one of several bulbous blisters on the creature's back and help to increase its intellect (and hit dice). A neh-thalggu can store up to seven humanoid brains; the brains must be harvested within one hour of death. Each stored brain adds 1 to the creature's magic-user level and hit dice. A Neh-thalggu casts spells as a magic-user with as many levels as the Neh-thalggu has stored brains, but at least one stored brain is required to cast spells; a Neh-thalggu with no stored brains cannot cast spells. The poison bite of the Neh-thalggu is lethal if the victim fails a saving throw against the venom.

Some speculate that neh-thalggus encountered in this reality may merely be juveniles of their kind, perhaps

exiled from their home worlds by greater kin until they can prove their worth on other worlds. Their brain collections may be a morbid form of currency in their home realm, or the thoughts in these brains may merely be fuel for a dark apotheosis into an even more sinister mature form.

Night-Ghoul

Hit Dice: 4

Armor Class: 4[15]

Attack: 1 bite (1d4), 2 claws (1d6)

Saving Throw: 13

Special: Magic weapon required to hit

Move: 12

Alignment: Chaos

Challenge Level/XP: 6/400

Night-ghouls are as intelligent as the average human, and are living creatures completely unrelated to normal (undead) ghouls. They bear a striking resemblance to the denizens of Leng, having a humanoid figure with cloven hooves. The canine-looking facial cast of the ghouls is considerably more feral than that of a denizen, however, and the skull is much flatter, indicating a smaller brain. Their skin is similar to that of humans, but gains a greenish tint as the night-ghoul ages. Night-ghouls are carrion eaters and cannibals; these are attributes they try to conceal if they find themselves among civilized folk, but their self-control is poor and their hunger is great. Anyone bitten by a night-ghoul must make a saving throw at -2 or fall into a twitching sleep for 1 hour (the claws do not impart the weak sleep-poison).

Night-ghouls speak their own language, but some (1 in 10) can converse haltingly in the common tongue, and 1 in 4 can speak the common tongue of the Under Realms. These beings are only found very deep in the Under Realms of the earth, or on other planes of existence where denizens of Leng may also be found. They are often employed as crewmen on the ships of Leng.

Serpentfolk

Hit Dice: 4

Armor Class: 3[16]

Attack: 1 bite (1d3) and 1 weapon or 2 claws (1d4)

Saving Throw: 13

Special: immune to mental domination, mild venom

Move: 12

Alignment: Chaos

Challenge Level/XP: 5/240

These serpentine humanoids have brightly scaled skin, long sinuous tails, and fanged snake heads. To these creatures, the pursuit of knowledge and magic is the highest goal. They view themselves as the undisputed masters of magic, be it arcane or divine, and it is certainly true that their race was once highly civilized and tremendously powerful. Nevertheless, the majority of serpentfolk today are degenerates who have devolved to the point of primeval savagery and have lost much of their magical legacy. Serpentfolk are 6 feet tall and weigh 120 pounds.

MONSTER APPENDIX

The bite of a serpentfolk is mildly venomous, causing an additional 1d4+1 points of damage if the victim fails a saving throw.

Large groups of civilized serpentfolk will be accompanied by a 5HD leader for every 10 normal members of the race, a 6HD leader for every 30, and a group of 100 or more will be led by an 11HD wizard. These leaders have the spell casting ability of a magic-user of the same level as the creature's hit dice.

Shroom

Hit Dice: 6+1

Armor Class: 6 [13]

Attack: 1 weapon (1d8)

Saving Throw: 11

Special: Spells, control plants, plant growth

Move: 9

Alignment: Chaotic

Challenge Level/XP: 8/800

Shrooms are evil geniuses, toadstool creatures with considerable magical powers. They lurk in the deep places of the earth and in dank forests, plotting ruin against surface dwellers and scheming to gain power for themselves by any means possible. They are highly adept with magic that influences plants, and most of them are knowledgeable in various forms of arcane study of other kinds, such as alchemy. Many, too, will surround themselves with strange minions that they have created, grown, or bred.

Shrooms are highly individual, and the Referee should feel free to invent all kinds of these sinister malefactors. Most will have the spell-casting abilities of at least a fourth level magic user, and all have strange powers to create and shape the plants of their environments (growing and controlling them). Although these powers take time to employ and are not relevant in combat, they can be used to create a considerably hazardous lair.

The flesh of a Shroom is delectable, but potentially deadly. A living creature that eats shroom-flesh must succeed on a saving throw versus poisonDC 15 Fortitude save or be affected as if by a *feeblemind* spell. The condition may be reversed by a *heal* or *restoration* spell. The effects of the toxin can actually turn out to be beneficial in the long run. Once cured, there is a 5% chance that an affected creature permanently gains a point of intelligence from the effects of the Shroom-flesh.

Syanngg

Hit Dice: 8+20hp

Armor Class: 2 [17]

Attacks: up to 6 bites (1d4)

Saving Throw: 7

Special: slow, lightning bolt, dispel magic, petrify, paralysis, charm, 25% magic resistance

Move: 6

Alignment: Chaos

Challenge Level/XP: 14/2600

The syanngg is a radially-symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. It has 6 heads, and can bring 1d4 heads to point toward any given 90-degree quarter around itself. Each head has a different type of magic that can be projected from its eyes, as follows:

- (1) *slow* (range 40 ft.)
- (2) *lightning bolt* (5d6 damage, range 60 ft.)
- (3) *dispel magic* (level 12, range 40 ft.)
- (4) *turn to stone* (range 30 ft.)
- (5) *paralysis* (range 30 ft., duration 3d6 turns)
- (6) *charm* (range 20 ft.)



Syannggs are ferocious creatures, dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syanngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syanngg mindset, but they are usually well considered and practical. In particular, syannggs do not hesitate to risk themselves in battle, since they glory in victorious slaughter just as much as they lust after gold and power.

Troglodyte

Hit Dice: 2

Armor Class: 4 [15]

Attacks: 2 claws (1d3) and bite (1d4+1) or by weapon with shield (1d8)

Saving Throw: 16

Special: Stench, chameleon skin.

Move: 12

Alignment: Chaos

Challenge Level/XP: 3/60

Troglodytes are subterranean reptile-people. In battle, they emit a horrible smell that weakens most other races. Failing a saving throw against the smell causes the victim to lose 1 point of strength per round for 1d6 rounds, with the loss persisting for another 10 rounds thereafter. Troglodyte skin is slightly chameleon-like, which allows them to mount very effective ambushes. Troglodytes despise the civilized races and seek to annihilate them, but different clans do not ordinarily work well together. Troglodyte bands are often led by strong specimens, which can be 3 or 4 hit dice monsters.

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