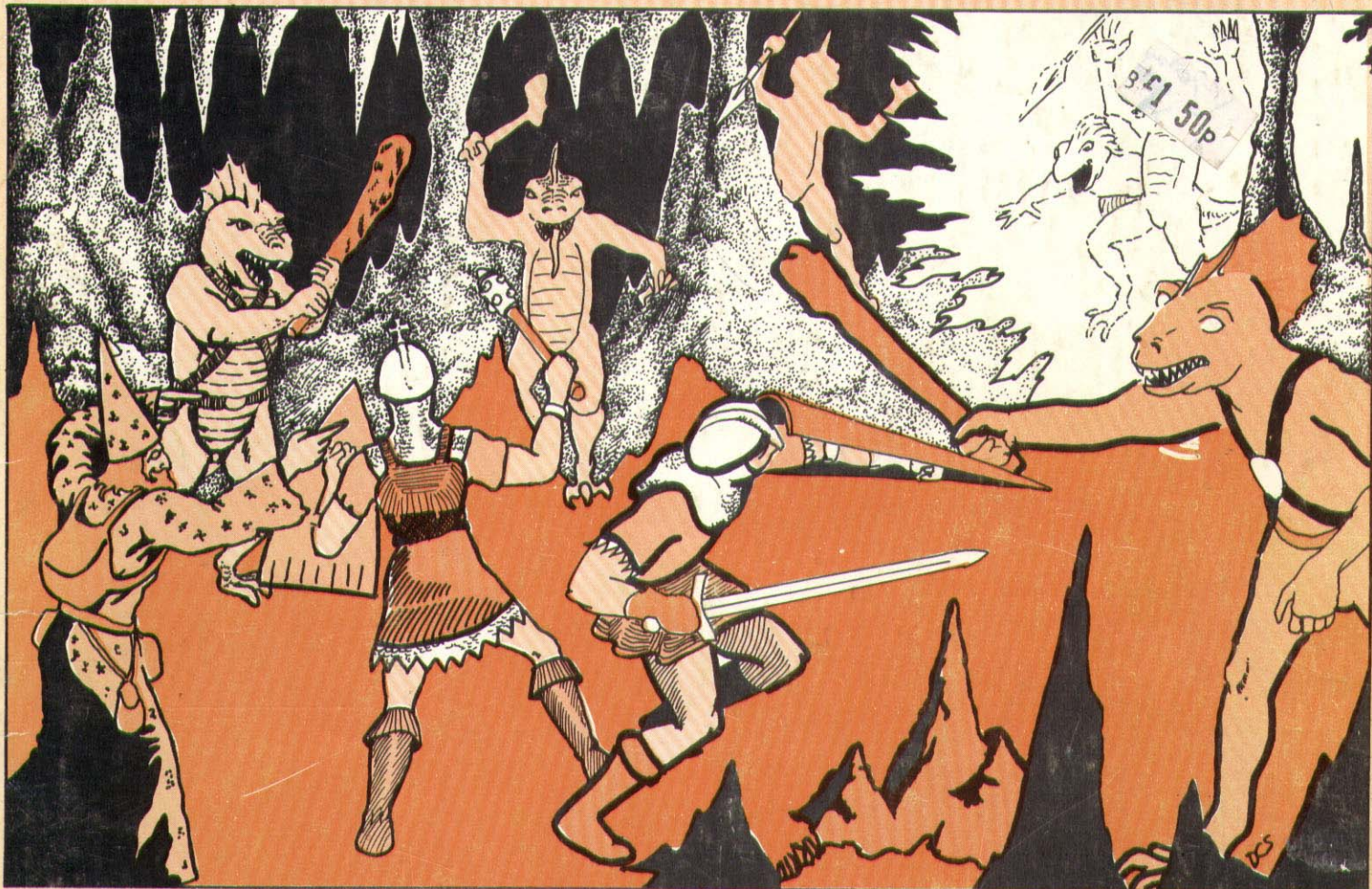


**D1****FIRST OF 3 MODULES**

# ADVANCED DUNGEONS & DRAGONS®



## Dungeon Module D1 Descent Into the Depths of the Earth

by Gary Gygax

*This module contains background information, a large-scale referee's map with a matching partial map for players, referee's notes, special exploration and encounter pieces, a large map detailing a cavern area, encounter and map matrix keys, and an additional section pertaining to a unique new creature for use with this module and the game as a whole. A complete setting for play of ADVANCED DUNGEONS & DRAGONS is contained herein. This module can be played alone, as the first part of a series of three modules (with SHRINE OF THE KUO-TOA, D2, and VAULT OF THE DROW, D3), or as the fourth part of a continuing series of modules which form a special progressive campaign scenario (DUNGEON MODULES G1, G2, G3, D1, D2, D3, and Q1, QUEEN OF THE DEMONWEB PITS, soon to be released).*

*If you have found this module and its companions exciting, stay tuned for more action from The Game Wizards!*

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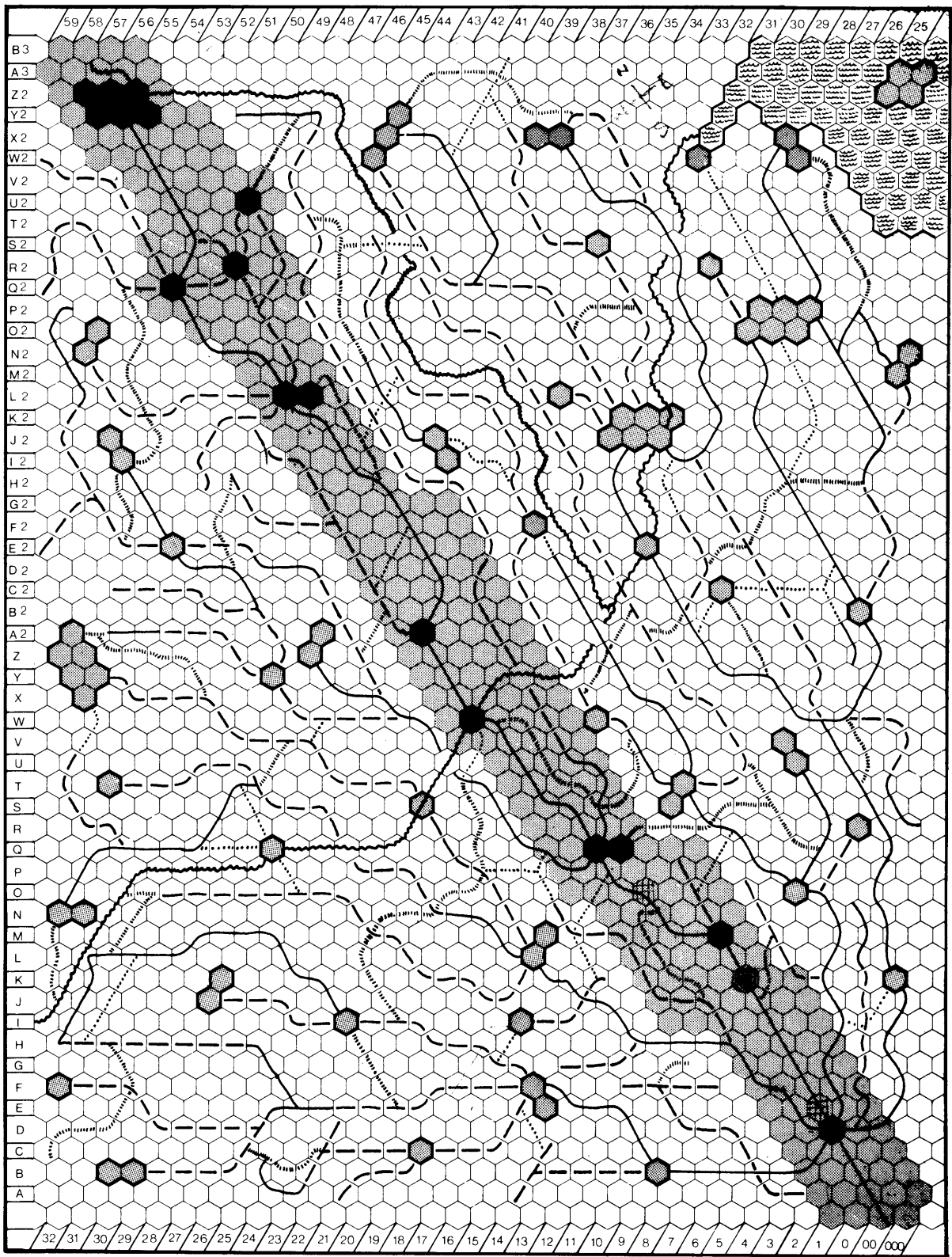
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



1 Dalling Road  
London W6

TSRD1



LARGE SCALE MAP: 1 HEX = 1 MILE

-  Encounter Area Detailed in a Module of this Series\*
-  Major Encounter Area as Described Above\*
-  Encounter Area to be Designed by DM or in a Forthcoming Module\*
-  Major Encounter Area as Described Above\*
-  Waters of the Sunless Sea
-  Islands of the Sunless Sea

-  Primary Passage
-  Secondary Passage
-  Tertiary Passage
-  Secret (Tertiary) Passage
-  Underground River (80' to 240' wide)

Area Shaded is Shown on Players' Map

\*not shown to scale

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## Advanced Dungeons & Dragons

### Dungeon Module #D1

#### Descent Into the Depths of the Earth

**Background:** The final confrontation with the giant, King Snurre, and the entry of mighty adventurers into the caverns under his stronghold (DUNGEON MODULE G3, HALL OF THE FIRE GIANT KING) discovered that Dark Elves, the **Drow**, had instigated the giant alliance and its warfare upon mankind and its allied races. Numbers of these evil elves fell before the onslaught of the party of adventurers, but many of the important Drow fled away to the northwest—the escape route a seemingly natural passage a full 30' wide extending endlessly under the earth. Investigation of this area (cloaked by a steaming river of lava) revealed that the passage ran due northwest, slowly descending ever deeper into the bowels of the earth. A pair of hoists on either side of the river of lava enable the members of the party to safely move supplies, equipment, and even mules across the dangerous area without any difficulties. Pursuit of these creatures is necessary, for unless their location and strength are known, the Drow can continue to strike where and whenever they like without fear of counterattack or reprisal. Fortunately, the party discovered a map of the maze of tunnels under the earth—hundreds of miles of passages, areas shaded and marked with cryptic symbols, and what is most probably the course of an underground river! But such an expedition will certainly require the utmost thought and care in planning and preparation. How many persons should comprise the expedition? how will they be supplied and equipped? and what of drinking water? Perhaps certain of the elvenfolk will help, for the Drow besmirch and stain their race, and such aid—whether in magical items, personnel, or both—might well prove the difference between success and failure, life and death. For who knows who or what will be encountered in this gloomy underground world? How will the monstrous opponents sure to be met there be dealt with and defeated? These questions and more must be answered before the party sets forth on its DESCENT INTO THE DEPTHS OF THE EARTH.

Unlike the expeditions against the giants, no compulsion is placed upon adventurers to undertake this journey. While it is voluntary, there is also possible co-operation from avenging elves eager to wipe out the Drow. The going will be hard, interference of unexpected sorts is likely, and the return journey could be a nightmare if the party is incautious in its descent, seriously weakened along the way, or hotly pursued on the way back. If the goal is scores of leagues distant, the trip must be thought of as going and returning both. The wise will not act rashly . . .

**CAUTION:** Those familiar with the previous modules in this scenario will be aware that they are designed for play only by players of above-average ability who have characters of high level—9th or 10th minimum, counting multi-classed characters as roughly equal to a single classed character two levels higher than the multi-classed character's higher level (three levels if the character is triple classed). Judging from test play, a relatively small party can succeed only if this module is played alone or if they can return periodically to some base in order to recover and regain spells and equipment. This is as true of very powerful characters as it is of lesser ones. The module is designed for characters of about 10th level, with a party size of 7 to 9. If the players you plan to have adventure herein are of lesser level, or they lack numbers or magic items, there must be some "elven aid" available. Be sure to read this whole module and the other two (SHRINE OF THE KUO-TOA and VAULT OF THE DROW) before deciding on how much the "elves" will volunteer. Too much is as bad as none at all, and both extremes are bad for game enjoyment.

**Start:** The passageway from the caverns beneath the Hall of King Snurre Iron Belly runs to the northwest, rough and twisting, from 12' to 16' width for some 300'. Then it suddenly widens to 30' and more in places, obviously hewn, and goes almost perfectly northwest, slowly sinking in gentle slopes and by natural terraces. (Use the large-scale hex map of the whole underground complex in conjunction with the piece showing the three widths of passages for the initial and subsequent travel and exploration.

Also place the party near the center of a passage of the appropriate width, turning the section as desired, whenever a **random** encounter occurs.) You will note that the sample sections show there are faults, spurs, splits, rubble, small cave areas, sink holes, crevasses, columns, stalactites, and stalagmites. Most areas are damp and dripping. There are occasional pools, rivulets, even streams. The rock is of all colors, although grays, browns, and yellowish tan are most common. Parts of the route are worked, but much of the tunnel will be natural passages, caves, galleries, etc. The route always descends. Fortunately, the darkness is not total, for there are sometimes patches of phosphorescent lichens to light the way with a faint glow—almost like faerie fire. There are also swarms of fire beetles now and again, and their glowing abdomens shed sufficient light to see clearly. Cave bats will flutter overhead periodically, huge ugly things which have forsaken the clean air of the upper world for the foul atmosphere of the subterranean. (Should the party ever remain still and listen, they will note many strange sounds—twitterings, squeakings, scrabbings. Various and sundry tiny noises will be heard, noises which are disturbing despite their muted sound.) Now and again a current of dank, cold air can be felt, moving downwards and bearing a musty scent throughout the corridors of this dismal underworld.



#### Notes For The Dungeon Master Only

Travel along the tunnels will be at a slow rate due to the slippery and sometimes slanting floors. Footing is treacherous in places, and the tiers to clamber down are sometimes nearly 3' from top to bottom. If mules are taken, they will **not** slow progress at all, as they are sure-footed and can negotiate the passageways with relative ease. The rubble and detritus, natural projections, protrusions, ledges, and stone "icicles" are more pronounced and prove hazardous only in the secondary and tertiary tunnels which are lesser traveled than the main arteries of the lightless world. ASSUME THE MAXIMUM RATE OF TRAVEL IS 1 MILE (1 hex) PER DAY PER 1" OF BASIC MOVEMENT RATE OF THE SLOWEST MEMBER OF THE EXPEDITION, only if unnecessary delays and careful map making are avoided. Reduce movement by 1 mile for every hour of delay, and assume that careful mapping will slow the party to 6 miles per day maximum.

You may have crevasses and sinkholes as often as is illustrated with the tunnel pieces, or you may include such hazards every mile or so. There is certainly a chance for a slip and fall into a crevasse if proper care is not exercised by the party. Crevasses are 110'-300' deep, so consider any fall as fatal if it is not

prevented in some way. Adventurers roped together, using poles to hold onto, etc. are not likely to slip. Otherwise, consider there is a 1 in 20 chance of slipping when trying to move around or otherwise pass over a crevasse. Any such slip will precipitate a fatal fall. Sink holes are 10'-80' deep. While there is no real chance of slipping into them, if the party is running in haste or traveling without light, treat sink holes as pits, with a 1 in 3 (1-2 on d6) chance of falling in. Damage thus sustained is 1 d6 per 10'.

Ceiling height in the primary tunnels ranges from 20' to 50', the average being about 35'. In the secondary passages the roof overhead varies from 15' to 40' above the floor, with 25' being usual. In the narrow tertiary tunnels the ceiling is from 8' to 25' high, with an average of 15' or so. Where enlargements occur, the roof will be near maximum height. In large caves or caverns, the ceiling height will be 10' to 20' above normal maximum. Note that in the huge cavern where the module concludes, the ceiling height is 100', 150' and as high as 200' in the center of the western cavern section. Before players find this place, however, there are two encounter areas they must contend with.

The first encounter area is hex D3. It cannot be avoided. This Drow "checkpoint" will be detailed fully hereafter. The second encounter area can be avoided by taking a circuitous route of secondary and tertiary passages. Hex M12 is a secret advanced post for Illithid (mind flayer) expansion in the area—a place the Drow are aware of, and if the expedition kills the mind flayers and prove their deed to any Drow they happen to meet, it is 90% probable that the Dark Elves will be friendly with the party despite any past conflicts, and if the adventurers express an interest, give them a black madallion—the pass which will enable them to go through Drow areas without undue questioning or molestation!

To reiterate some of the information contained in DUNGEON MODULE G3, the Drow are (chaotic) evil elves, driven from the upper world by the good elves. They bear undying enmity for all surface dwellers in general and elvenkind in particular. They are a handsome race, but most depraved. The females are better looking and generally more powerful than males. All Drow wear specially woven black cloaks and soft black boots which make them 75% likely to move silently and be able to hide in shadows, even when observed, when in a dungeon or dungeon-like setting. Any wearer of these garments gains this advantage if they are of the Drow size and build—if larger or smaller, the garments will necessarily have to be altered by a Drow tailor. Drow weapons and armor are usually crafted from metal which is an adamantite alloy. Although these items do not radiate any magic, they are magical in effect.

All noted encounter areas will be handled by the DM with great care. Antagonists of the party will react and act in organized fashion—the Drow and Illithids with great cunning and cleverness, the inhabitants of the terminal cavern encounter not quite so intelligently, but with vigor and purpose. (This, of course, excludes both the Drow watchers and the stupid creatures in the place and applies to the trolls, bugbears, troglodytes, etc.)

There are separate tables for random encounters in the tunnels,

each table according to the category of the tunnel the party is marching through or encamped in, and for wandering monster encounters in the module termination area, "The Warrens of the Troglodytes". These tables are given hereafter. Generally, one check for a random encounter will be made for each mile of tunnel traveled through, with one check per hour being made in the terminal area, and one check per night being made when the expedition encamps for a "night's" rest. The probabilities of such an encounter vary according to the locale and are shown on each table.

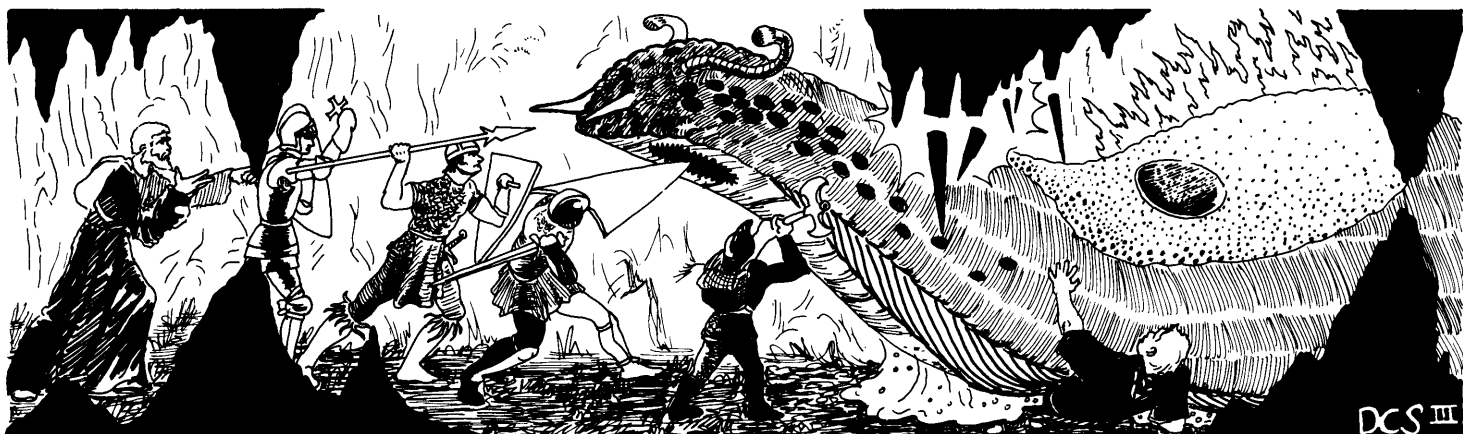
You will observe that only piece II is used for encounters listed here. The other two pieces are simply added for use as desired when random encounters with wandering monsters occur. They can also be used for the other two modules in this series. If you desire larger encounter pieces, feel free to draw up your own in any manner which you believe superior, but be sure that such pieces generally conform to the circumstances of the module or encounter.

Referees should note the inclusion of the new creature, the **Jermaine**, a potentially dangerous nuisance monster which can be used to interesting effect elsewhere as well. Full information regarding the Dark Elves is given in DUNGEON MODULE G3.

Despite the difficulty of the two encounter areas prior to the terminal one, this module is not as difficult and demanding as was HALL OF THE FIRE GIANT KING, for example. Just as STEADYING OF THE HILL GIANT CHIEF prepared the players for the successively greater challenges of the next two modules, DESCENT introduces players to a new environment and the hazards ahead in the succeeding parts of the whole. There is plenty of danger, though, and any party bent on self-destruction can accomplish the task with relative ease.

As with any Dungeon Mastering, you must always be fair and as unbiased as possible. Do not penalize the party if they take sensible steps to insure a successful adventure, such as deciding to take a number of pack mules to carry supplies and equipment—even an extra spell book. Neither help by suggestion or inference nor hinder in any manner not called for. Managing a party with mules can be trying for a referee, but it is probable that these beasts will be slain at the first encounter area anyway. As there is no practical way of establishing any sort of route camp to safely store goods of any sort, the players will be presented with a great problem in any event, for BEYOND THE FIRST ENCOUNTER AREA TELEPORTATION OVER ANY DISTANCE GREATER THAN ONE-HALF MILE WILL BE IMPOSSIBLE! INFORM ANY CHARACTERS WITH THIS ABILITY THAT THEY CAN "FEEL MAGNETIC FORCES" WHICH THEY KNOW WILL CERTAINLY PREVENT NORMAL TELEPORTATION. Thus, short of the use of a **wish**, the party is committed to go and return afoot. They may have to return to the surface after concluding this module, or they may be able to press on, for the treasures along the way are aimed at supplying them with the force necessary to continue, and certain creatures have been placed in order that they may offer assistance or succor.

Here are the bones of the adventure. You must breathe life into this framework after you flesh it out.



## RANDOM MONSTER TABLES FOR PASSAGES

Encounters occur as shown; check each hex (1 mile):

### Primary Passage, 1 in 10 chance of encountering a monster

1. Drow patrol, males
2. giant slug (50%)/purple worm (50%)
3. 1-4 trolls with 9-16 troglodytes
4. 2-5 ghousts with 9-16 ghouls
5. rust monster (50%)/2-5 fire beetles (50%)
6. Drow merchants, small train
7. Drow patrol, females
8. beholder (50%)/2-5 fire beetles (50%)
9. Drow merchants, medium train
10. gas spore (50%)/2-5 fire beetles (50%)
11. 3-12 shadows (50%)/2-5 fire beetles (50%)
12. gas spore (50%)/2-5 fire beetles (50%)
13. 3-18 gargoyles (50%)/2-5 fire beetles (50%)
14. Drow patrol, mixed
15. yellow mold (33-1/3%)/brown mold (33-1/3%)/green lime (33-1/3%)
16. 19-24 bugbears with 25-30 slaves
17. Drow merchants, large train
18. 2-5 wererats with 1-2 Illithids
19. black pudding (33-1/3%)/ochre jelly (33-1/3%)/gray ooze (33-1/3%)
20. Drow patrol, mixed

### Secondary Passage, 1 in 12 chance of encountering a monster

1. 5-8 shriekers
2. 2-5 giant spiders (66-2/3%)/1-4 phase spiders (33-1/3%)
3. Drow patrol, mixed
4. Drow merchants, small train
5. lurker above (50%)/2-5 fire beetles (50%)
6. 4-16 shadows (50%)/2-5 fire beetles (50%)
7. giant slug (50%)/2-5 fire beetles (50%)
8. 2 subterranean lizards (huge, +4 h.p. per die)
9. bulette (50%)/2-5 fire beetles (50%)
10. 5-20 piercers (50%)/2-5 fire beetles (50%)
11. rust monster (50%)/2-5 fire beetles (50%)
12. Drow patrol, mixed
13. 2-5 ghousts with 9-16 ghouls
14. 13-18 bugbears with 19-24 slaves
15. purple worm (50%)/2-5 fire beetles (50%)
16. 2-5 ropers (50%)/2-5 fire beetles (50%)
17. Drow merchants, medium train
18. Drow patrol, males
19. 2-8 wererats with 1-4 Illithids
20. 1-4 shriekers with 1-4 violet fungi

### Tertiary Passage, 1 in 12 chance of encountering a monster

1. lurker above (50%)/2-5 fire beetles (50%)
2. 2-5 xorn (50%)/2-5 fire beetles (50%)
3. Drow patrol, mixed
4. 1-2 umber hulks (50%)/2-5 fire beetles (50%)
5. 15-30 jermlaine
6. rust monster (50%)/2-5 fire beetles (50%)
7. 5-20 piercers (50%)/2-5 fire beetles (50%)
8. green slime (50%)/2-5 fire beetles (50%)
9. 11-30 giant ants
10. 15-30 jermlaine
11. vampire (50%)/2-5 fire beetles (50%)
12. 2-5 Illithids
13. Drow merchants, small train
14. 5-20 piercers
15. slithering tracker (50%)/2-5 fire beetles (50%)
16. lich (50%)/13-30 jermlaine (50%)
17. 1-4 shambling mounds (50%)/2-8 shriekers (50%)
18. Drow patrol, males
19. 11-30 giant ants (50%)/2-5 fire beetles (50%)
20. trapper



**Drow patrol:** There are three types of Drow patrols, **male**, **female**, and **mixed**. The composition of each type is:

**Males:** There will be 7-10 fighters of 2nd level (H.P.: 9 each; +1 chain mail, +1 buckler, +1 for 15 dexterity, for an overall AC of 1) with +1 dagger, +1 short sword, and hand crossbow (6" maximum range) and 10 poisoned bolts (1-3 h.p. of damage, save vs. poison at -4 or sleep for 3-12 turns). Each can use the equivalent of a **dancing lights**, **darkness**, and **faerie fire** spell (at 2nd level) once per day per spell. They will be led by a 4th level fighter (H.P.: 18; +2 chain mail, +2 buckler, +2 for 16 dexterity, for an overall AC of -2) with +1 dagger, +1 short sword, atlatl and 3 poisoned javelins (9" range, +1/+2/+3 to hit at long, medium, and short range, 2-7 h.p. damage plus poison as above). He is also able to use the spells noted above. The patrol will be commanded by a fighter/magic-user of 5th/5th level (H.P.: 23; +2 chain mail, +2 buckler, +3 for dexterity of 17, for an overall AC of -3) with +2 dagger and +2 short sword. He will have the following spells in addition to those noted above:

**First Level:** comprehend languages, detect magic\*, magic missile (x2), sleep

**Second Level:** know alignment\*, levitate\*, mirror image, web

**Third Level:** fireball

\*innate power of Drow over 4th level

**Females:** There will be 7-10 fighters of 3rd level (HP.: 15 each; +1 chain, +1 shield, +2 for dexterity of 16, for an overall AC of 0). They are armed as are males. Each can use the equivalent of **clairvoyance**, **dancing lights**, **darkness**, **detect lie**, **dispel magic**, **faerie fire**, and **suggestion** spells (at 3rd level) once per day per spell. They will be led by a 5th level fighter (H.P.: 25; +2 chain mail, +2 buckler, +2 for dexterity of 16, for an overall AC of -2) with +2 dagger, +2 short sword, atlatl and 3 poisoned javelins. She can use the spell powers noted above plus **detect magic**, **know alignment**, and **levitate**. The patrol commander will be a female cleric of 7th level (H.P.: 35; +3 chain mail, +3 buckler, +3 for dexterity of 17, for an overall AC of -5) with +3 mace. She will have the following cleric spells in addition to those powers noted for the 5th level commander:

**First Level:** cause light wounds, cure light wounds (x2), fear

**Second Level:** hold person (x2), silence 15' radius

**Third Level:** cause blindness, prayer

**Fourth Level:** tongues

**Mixed:** Mixed patrols will always contain 2 2nd level male fighters and a 4th level fighter with the same statistics as shown above for a patrol of male Drow. With the Drow will be a number of lesser (by Drow standards) creatures to bear the brunt of any fighting. The type of creatures and number are as follows:

**PRIMARY PASSAGE:**

Die	Creatures
1-3	11-16 bugbears (H.P.: 15 each) with ring mail jacks and large shields (AC 3) and each armed with heavy morning stars (+2 on damage) and 2 heavy spears. One will be a leader (H.P.: 24) attacking as a 4 hit dice monster and adding +1 to damage from all weapon hits he scores.
4-5	2 trolls and 11-16 troglodytes (H.P.: 9 each) armed with a stone battle axe and 3 javelins each. One will be a leader with 3 hit dice (H.P.: 14) and carry a sword and 3 javelins.
6	4 ghosts and 7-12 ghouls.

**SECONDARY PASSAGE:**

Die	Creatures
1	11-14 bugbears as above.
2-5	2 trolls and 11-16 troglodytes as above.
6	4 ghosts and 7-10 ghouls.

**TERTIARY PASSAGE:**

Die	Creatures
1-3	2 trolls and 7-10 troglodytes as above.
4-6	4 ghosts and 5-8 ghouls.

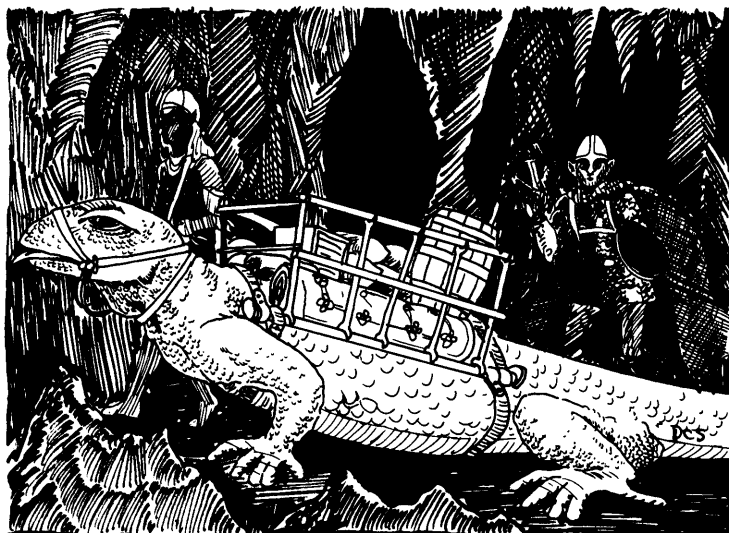
**Drow merchants:** Each Drow merchant is male and a cleric/fighter of 4th/4th level (H.P.: 18; +3 chain mail, +3 buckler, +1 for dexterity of 15, for an overall AC of -3). Each is armed with a +2 mace. They have the following spells:

**First Level:** cure light wounds (x2), detect magic

**Second Level:** hold person, speak with animals

In addition, they have the usual Dark Elven spell-like abilities of dancing lights, darkness, and faerie fire once each per day at 4th level of experience.

The size of the train determines the components. The guards will conform to the same level of fighter found in a patrol of male Drow, or mixed patrol with respect to bugbears.



Train Size	Number of Merchants	Guards and Level	Slave Bearers	Pack Lizards
sm.	1-2	2 2nd, 1 4th, plus 4 bugbears	5-8	1-2
med.	3-4	6 2nd, 2 4th, plus 8 bugbears	9-16	3-4
lg.	5-8	12 2nd, 3 4th, plus 16 bugbears	17-24	6-9

**Slave bearers:** will be a mixture of captives. The exact mixture can be determined as follows:

Die Roll	Race of Slave
1	bugbear
2	dwarf
3	elf
4-5	gnoll
6	goblin
7	half-elf
8-9	half-orc - -
10-12	hobgoblin -
13-17	human - -
18-19	orc
20	troglodyte -

Bearers are always leg chained in files of up to 6. Bugbear and troglodyte slaves are former servants who are enslaved for disobedience, committing some error, etc.

**Pack Lizards:** These creatures are a breed of subterranean lizard—slow, sturdy, strong, stupid, and not easily panicked. The statistics on these creatures are:

ARMOR CLASS: 5  
 MOVE: 9"  
 HIT DICE: 6+6  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-8  
 SIZE: L (15' long, broad backed)

These creatures seldom will attack anything unless harmed first. Their loads are carried on special back harnesses.

**Goods Carried:** In addition to the normal (relatively worthless) goods (cloth, leathers, wood, foodstuffs, wine, etc.) typically found in a Drow merchants' train, there is a chance that some valuable items will be carried. The chance is 30% for a small, 45% for a medium, and 75% for a large train. If valuable items are indicated, roll on the following table, once for a small train, twice for a medium train, thrice for a large train:

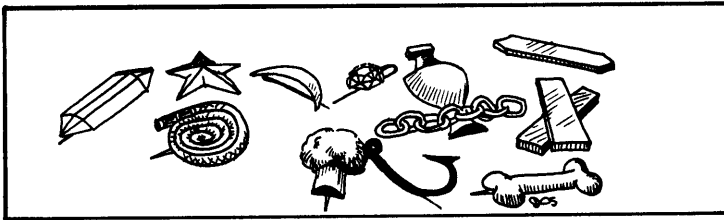
Dice Roll	Treasure
01-45	110-300 silver ingots, 100 g.p. weight each
46-75	31-50 gold ingots, 100 g.p. weight each
76-80	5-10 platinum ingots, 100 g.p. weight each
81-83	2-5 mithril bars, 100 g.p. weight each*
84-85	1-4 adamantite bars, 100 g.p. weight each**
86-89	1-100 base 50 g.p. value gems
90-94	5-12 potions
95-98	1-4 scrolls
99	1 ring or rod/staff/wand
00	1 miscellaneous magic item

\*value in the underworld only is 2,500 g.p./bar  
 \*\*value in the underworld only is 4,000 g.p./bar

**Drow Treasure:** Unless stated otherwise, each Drow will have 1-4 p.p. per level of experience, 2-8 p.p. per level if multi-classed. Each Drow merchant will have an equal number of gold pieces as well, and 1-4 100 g.p. base value gems. Each Dark Elf above 4th level, as well as each merchant, will have either a black metal medallion on a fine metal chain (75%)

or both a medallion and a special brooch (25%). These pins are always well hidden on the person of the merchant. Dice for which particular brooch type is possessed, all merchants in a train having the same kind:

Die Roll	Description of Broach
1	blue enameled prism
2	white enameled morel mushroom
3	bronze coiled whip
4	silver crescent
5	tan enameled puffball mushroom
6	iron hook, black
7	russet enameled shelf fungi
8	brass chain links (3)
9	yellow enameled mushrooms (2)
10	pewter bars (4)
11	violet enameled urn
12	pink enameled horsetail mushroom
13	red enameled gem
14	lilac enameled star of 5 points
15	green enameled lozenge
16	white enameled bone



**Special Note Regarding Drow Cloaks, Armor, and Weapons:** All of these items have special properties, although none of them radiate any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow sleep poison decays instantly in sunlight. Its power is lost after about 60 days in any event, and the coating on the small bolts and javelins must be periodically renewed with fresh applications of the fungoid substance. The Dark Elves will often have small barrels filled with several packets of this poison, each sealed to insure the poisonous substance remains fresh for about 1 year.

**Troll and troglodyte** groups are Drow servants, usually checking on something specific or going to report for service.

**Ghast and Ghou** groups are Drow-connected. They report to the female Drow nobles and serve the deity of the Drow.

**Bugbear and slave** groups are maintenance crews going about their duties of clearing paths and passages blocked by rockfalls or anything else.

**Beholders** are generally friendly with the Illithids and will aid them.

**Shadow** groups are spies for the Drow, for they are the major creations of the Drow deity.

**Wererat and Illithid** groups are exploring and observing, as the latter wish to expand into this area despite Drow resistance to this aim, although they do not wish any open conflict at this time.

## ENCOUNTER AREA D3

Use encounter piece II for this meeting, facing either end of the piece in a southeast-northwest direction to conform to the passageway. The area is south of the tunnel nexus. It is dimly illuminated by phosphorescent lichens.

This is a Drow checkpoint with two separate patrol groups, males to the left, females to the right. The males will have 2 pickets out on duty to observe the passage in both directions. Despite rivalry, each will co-operate fully with the other in an intelligent attack and defense pattern. The two groups are detailed below.

**Drow Male Contingent:** There are 10 male fighters of 3rd level to the southwest, 2 of whom are on guard duty and will report the presence of any creatures moving along the passage. Other than having 13 hit points each and AC 0 (because of 16 dexterity each), they are the same as a male Drow patrol, i.e. +1 short swords and +1 daggers and carrying hand crossbows and using **dancing lights, darkness, and faerie fire** (at 3rd level) once per day per spell. There are 2 4th level fighters as leaders (H.P.: 18; AC-2) with +2 short sword, +2 dagger, and atlatl and 3 javelins. The commander of the unit is a 6th level fighter (H.P.: 28; +3 chain mail, +3 buckler, +3 for dexterity of 17, for an overall AC of -3) armed with +2 dagger, +4 short sword, and hand crossbow with 10 poisoned bolts. His liaison is a noble fighter/magic-user of 5th/7th level (H.P.: 33; +4 chain mail, +3 for dexterity of 17, for an overall AC of -2) with +2 dagger, +2 short sword, and a **rope of entanglement**, with a hand crossbow and bolts hanging from his belt. His spells are:

**First Level:** detect magic\*, magic missile (x2), sleep, ventriloquism

**Second Level:** detect invisibility, know alignment\*, levitate\*, mirror image, ray of enfeeblement

**Third Level:** lightning bolt, slow

**Fourth Level:** ice storm

\*innate power of Drow over 4th level and in addition to **dancing lights, darkness, and faerie fire** (at 7th level)

**Drow Female Contingent:** There are 8 female fighters of 2nd level (H.P.: 10 each; +1 chain mail, +1 buckler, +2 for dexterity of 16, for an overall AC of 0) armed with +1 dagger, +1 short sword, hand crossbow and 10 poisoned bolts. They have 2 fighters of 3rd level (H.P.: 15 each; AC 0) with +1 short sword, +1 dagger, atlatl and 3 javelins. Each fighter can use the following spell-like powers each once per day: **clairvoyance, dancing lights, darkness, detect lie, dispel magic, faerie fire, and suggestion**. Two female clerics are in command of this group, a 6th level (canon) subordinate to a 9th level leader.

**Canon:** This 6th level cleric (H.P.: 30; +3 chain mail, +3 buckler, +1 for dexterity of 15, for an overall AC of -3) carries a +1 mace on her belt, for her major weapon is a short-handled staff sling. This weapon hurls missiles up to 9" distance (providing the ceiling overhead is at least 30' high), minimum range 3". Probability of a hit is normal for ranges out to 6", -2 thereafter. Misses with the special glass globe missiles (explained hereafter) will be calculated as hitting **somewhere**. Roll d8 and 3d6 (for determination of the distance in feet the shot is off): 1 = long over, 2 = long over right, 3 = wide right, 4 = short right, 5 = short, 6 = short left, 7 = wide left, and 8 = long over left. She has 3 glass globes filled with a fluid which is a luminous irritant which vaporizes to form a cloud of 10' diameter with a 12' height. **Note:** Hits upon perpendicular surfaces reduce the cloud to one-half normal diameter.

Creatures in this vapor cloud are covered with droplets which make them shine and glow, thus causing a reduction of their armor from 1-4 places, as they are easier to hit. This effect lasts from 2-5 turns, or until the fluid is washed off. In addition, exposed creatures must save versus poison at -4 on their dice rolls; those who fail are effectively blinded and out of action (scratching



furiously) for 7-10 melee rounds or until the eyes and body are doused to cleanse them of the irritant (1 round plus 1 round recovery time in any event). She also has the following spells in addition to those powers noted above for female Drow fighters:

- First Level:** cure light wounds (x3), curse, fear  
**Second Level:** hold person, know alignment\*, levitate\*, silence 15' radius, resist fire  
**Third Level:** animate dead, cure disease, detect magic\*

\*innate power of Drow over 4th level

**Evil High Priestess:** This 9th level cleric (H.P.: 48; +4 chain mail, +3 buckler, +3 dexterity bonus, for an overall AC of -6) is armed with a +4 mace and wears a special magical cloak under her normal black hooded robe. This device is a **lurker cloak**. It enables Vlondril, a special servant of the Fane, to assume the form and locomotion of a lurker above once per day for up to 2 hours time. Volation is at normal speed even though the cloak does not cause its wearer to grow to the actual size of a lurker above; size is about normal, i.e. 7' wing spread by 5½' length in Vlondril's case. In addition to those spell-like powers given above for the female Drow fighters, Vlondril has the following spells available to her:

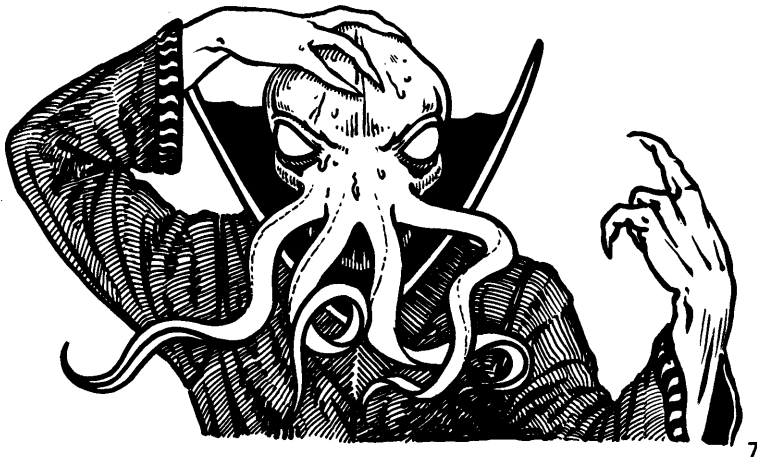
- First Level:** bless, cure light wounds (x2), protection from good, fear (x2)  
**Second Level:** augury (x2), hold person (x2), know alignment\*, levitate\*, silence 15' radius, snake charm  
**Third Level:** continual darkness, cure disease, dispel magic\*, prayer, speak with dead  
**Fourth Level:** cure serious wounds, poison, tongues  
**Fifth Level:** cure critical wounds

\*Innate power of Drow over 4th level

If for any reason the Drow are seriously threatened, she will attempt to save herself by using her magical cloak to change into a lurker above and fly off without notice or being noticed, for she is charged with reporting to the Fane any significant event which transpires after the fall of Snurre, i.e. the ruin of Eclavdra's plans, for the latter is an opponent of the Fane.

**Treasure:** Each Drow has a small leather pouch on his or her person. It will contain 1-4 platinum pieces per level of experience (the higher in the case of dual class). The Drow above 4th level will have 1 base 100 g.p. gem for each level above 4th contained in this purse.

The side caves contain only a few sparse items—sleeping silks, several small boxes of provisions, and individual kits with eating utensils, cup, etc. There are 2 black metal (adamantite alloy) medallions bearing a likeness of a spider on one side and a female Drow on the other. Each is suspended by a fine loop of



black chain. Hidden at the bottom of one provision box is a bone tube belonging to Vlondril. It is a scroll of 7 cleric spells: **find traps**, **neutralize poison** (x2), **tongues**, **cure critical wounds**, **heal**, **stone tell**.

If the commanders are slain and the bodies carefully searched, the following small broaches will be discovered: on the male magic-user, a small brass wand (inscribed in Drow runes, **ALEVAL**); on the female curate a small blue-black mace inscribed **DESPANNA**; on the person of Vlondril (hidden in her hair) is a golden spider pin with engraved runes which say in Drowic, **LOLTH, DEATH QUEEN MOTHER**.

## ENCOUNTER AREA M12

Use encounter piece II, reversed, when this encounter occurs. This area is the westernmost spy post of the Illithids, one which the Drow are well aware of but do not care to deal with at this time due to the recent reverses suffered. As will be usual throughout the sunless world, phosphorescent lichens growing sparsely about the passages and caves here make it possible for normal vision to function at up to 10'.

There are 12 ratmen working with the mind flayers here. 4 wererats are in the tunnel proper, 2 above the caves area, 2 below, about 60' from the center. These watchers are in rat form, and they will scurry back to give warning if any creatures approach. These creatures have +1 Drow swords (short)—baldrics and hangers kept to either side of the passageway where their 8 fellows guard 2 Illithids—4 to one side, 4 to the other. Hit points are: wererats 17 each, mind flayers 43 and 38 respectively.

The stronger Illithid is near the cave pool with a bound Drow merchant captive. The mind flayer is questioning the Dark Elf about the current alliances, power groups, and feuds between the Drow clans and noble houses. If the Illithid gets any chance, he will kill the Drow so no tales can be carried by him.

When the party is sighted, the ratmen will rush to warn their masters and fellows, and the 12 wererats will then ambush the party after 2 **mind blasts** are delivered—1 from each Illithid. The weaker will survey the melee, using psionic **domination** upon any character who approaches him, while the stronger returns to be ready to do away with the "evidence". As soon as the battle goes against their servants, the mind flayers will flee northwest, then northeast to the secondary passage northwest, and then into the secret tertiary adit to the northeast.

**Treasure:** The wererats nest in the caves opposite those which contain the pool. In a small space—suitable for their rat size, but which must be crawled into by even so small a creature as a gnome—is a nest of animal skin, old cloth, bones, etc. Under this is a dull olive cloak (which does not radiate magic but could be valuable if the party eventually attains module D3) which was amongst the Drow merchant's possessions. Each ratman has a gold ring set with a moonstone (value as jewelry, 400 g.p. each) as indication of service to the Illithids. Each wererat also has 30 gold pieces.

On the other side, the mind flayers have encamped in the alcove off the pool area. They have folding cots, a small table, 2 folding stools, some utensils, and hampers for food. Each has a small coffer of personal effects. Both coffers have poisoned needles in their latches. One contains a **healing potion**, a 5,000 g.p. gem, and 200 gold pieces. The other has a **polymorph self** potion, a **scarab of death**, a small silver disc which is evidently a broach of some sort (Drow merchant clan, and useful in MODULE D3), 150 gold pieces, and 58 platinum pieces.

Hidden in a nook which is covered by a small boulder, is an iron chest. In it are 300 ingots of copper (100 g.p. weight each) and the same number of silver ingots. These are used as bribes to subvert Drow servants. The handle of the chest lid is actually an iron scroll tube which contains a **protection from undead** scroll inside, and hidden in an inner lining, a **protection from demons** scroll.



## KEY TO THE CAVERNS AND WARRENS OF THE TROGLODYTES

### Wandering Monsters:

Encounter occurs 1 in 12, check each turn:

#### Western Half

1. Drow patrol, mixed
2. Drow merchants\*
3. 2-8 gargoyles
4. 2-5 trolls

#### Eastern Half

1. 7-18 troglodytes
2. 2-12 bugbears
3. 2-5 trolls
4. 7-18 troglodytes

\* equal chances for small, medium, or large train

1. **ENTRANCE TO THE GRAND CAVERN:** The terraced ledges lead down to the glistening floor of this huge cavern, the ceiling of which drips with stalactites, the floor with stalagmites, and here and there littered with broken stone—debris and fallen stalactites. Thick columns and great masses of rock stretch all the way to the roof, with many protruding ledges and indented shelves here and there. This room of the cavern is 200' to 300' wide, 200' long, and from 175' to 250' or more high. The following letter designations should be noted:

B: There are 3 such positions. Each has 3 bugbear sentries (H.P.: 15 each; ring mail jacks and large shields for AC 3) armed with heavy morning stars (+2 on damage) and 2 heavy throwing spears. If an enemy/intruder is detected, 2 will attack while 1 goes to alert the others.

D: There are 4 such positions. Each has 1 Drow fighter of 2nd level (H.P.: 8; +1 chain mail, +1 buckler, +1 for dexterity of 15, for an overall AC of 1) armed with +1 short sword, +1 dagger, atlatl, and 3 javelins. If intruders are identified, the sentry sighting them will cast **dancing lights** to show the location and identity of the creatures. All are in positions where they can see at least one other sentry, and the others will be alerted. The sighting Drow fighter will report to his superiors at location 6. (q.v.), while the other 3 move to positions near the location where they can observe the intruders.

2. **SOUTH GALLERY:** This passage is filled with mineral deposits from dripping water, and it is also the home of 14 piercers (H.P.: 4 with 4 hit dice have 19 h.p. each, 4 with 3 hit dice have 13 h.p. each, 3 with 2 hit dice have 9 h.p. each, and 3 with 1 hit die have 5 h.p. each). They are near the middle of the place, and 1-3 will drop on each creature passing beneath. There is no treasure.

3. **GLITTERING CAVE:** This small cave is only about 8' high, and its walls have many crystals which cause light to reflect and refract. The protruding crystals have no worth, but there is a

scattering of 121 base 10 g.p. crystal gems in the northern quarter of the cave—seemingly pieces which dropped from the walls. This is bait for a **trapper** (H.P.: 73) with no treasure, as the Drow recently took it.

4. **SIDE CAVERN:** This area has a high ceiling (90'), and many ledges and shelves along the south, east, and north curve of the cavern wall house 15 gargoyles (H.P.: 22 each) who perch at 65' to 80' heights to swoop down on prey and attack from behind. They will pursue northwards, where the roof of the gallery is high, but they do not go eastwards. They have no treasure.

5. **SPUR CAVERN:** A very large purple worm (H.P.: 118) has recently moved into this place to lay her eggs, rest, and will then leave. There are 6 eggs in the northeast finger of the cavern, and they will hatch in 3 turns. The "proud mama" is resting. There is no treasure inside the worm, but there are 8 of her castings about the place, and the 6th contains 11 base 100 gold piece gems, and 4 vials of holy water.

6. **CAVE:** 14 Drow are located here to oversee any activities in the cavern as a whole, as well as to aid merchants or scout for invaders.

#### Males:

4 2nd level (H.P.: 9 each; AC 1) armed with +1 short sword, +1 dagger, and hand crossbow with 10 bolts are under command of a 4th level fighter (H.P.: 18; AC -2) armed with +2 short sword, +1 dagger, and hand crossbow with 10 bolts. Each can cast **dancing lights**, **darkness**, and **faerie fire**.

#### Females:

8 3rd level (H.P.: 15 each; AC 0) armed with +1 short sword, +1 dagger, and half hand crossbows, the balance atlatl and 3 javelins. They are under command of a 6th level (H.P.: 30; +2 chain mail, +2 buckler, +4 for dexterity of 18, for an overall AC of -4) fighter who will yield their charge to the male commander if the position appears in jeopardy. She has +2 short sword, +2 dagger, and a **death lance**—a 10' spear which discharges a negative force when it hits, the force causing 3-12 hit points of damage in addition to normal (spear or lance) damage, and any opponent so struck must save versus poison or lose 1-4 life energy levels. The lance has 6 charges. This is the weapon she will take with her when she goes to the Drow area to the northwest to inform her superiors. Her mount is a nightmare (H.P.: 32) stabled at the back of the cave. Each female can cast **clairvoyance**, **dancing lights**, **darkness**, **detect lie**, **dispel magic**, **faerie fire**, and **suggestion**; the commander can also use **detect magic**, **know alignment**, and **levitate**.

**Treasure:** Each Drow carries a small leather bag or pouch in which 1-4 p.p. per level of experience are kept. The female commander will have 2 100 g.p. gems in addition to the coins. Hidden on her person is a small pin of bronze, a nightmare's head with **NOQUAR** inscribed in Drowic on the reverse.

The males sleep in the southern cave below 6., the females in 6. proper. There is a bedroll of silks for each, and several boxes of provisions in each cave. There are a few personal eating and grooming items with each bedroll. There are some strange straps (harness) and wooden racks in the males' cave (gear for pack lizards), and long metal-hooked poles (guiding ankuses for the creatures) stand nearby. Concealed under the dung and fungus bedding of the nightmare's stall is a lead-lined hollow in the stone floor. It has a stone lid with a secret catch. Inside this cavity are 1,000 silver pieces in a wooden chest, 1,000 gold pieces in 10 leather bags, a belt which has 100 platinum pieces inside it, a pouch with 20 base 100 g.p. gems, 2 pieces of 5,000 g.p. value jewelry and a black metal chain and medallion (with spider/drow female figures) in an ivory case worth 250 g.p., and a leather case with 4 potions: **healing, extra-healing, polymorph self, poison** (if mixed with wine in an iron cup it gives the imbibor total poison resistance for 6 turns). The iron cup is in a corner of the cavity.

7. **SUNKEN CAVE:** Two narrow flights of stair-like terraces lead downward about 20' to debouch into a low ceilinged cave which appears totally dark and deserted. This is an **illusion**, for it is the lair of a lich (66 hit points) with a +3 **ring of protection** (AC -3). This horrid creature normally rests on the ledge at the southern tip of the place. It will maintain the **illusion** and not attack any intruders unless they are using magic spells of any sort or are obviously detecting magic. He will then attack. The lich's spell level is 20; his spells are:

- First Level:** burning hands, charm person, magic missile (x2), ventriloquism
- Second Level:** invisibility, mirror image, ray of enfeeblement, web (x2)
- Third Level:** dispel magic, fireball, fly, lightning bolt, phantasmal force
- Fourth Level:** confusion, charm monster, dimension door, tumble, polymorph other
- Fifth Level:** cloudkill, cone of cold, hold monster, teleport, wall of force
- Sixth Level:** globe of invulnerability, invisible stalker, repulsion, flesh to stone
- Seventh Level:** limited wish, Mordenkainen's Sword, reverse gravity
- Eighth Level:** Bigby's Clenched Fist, Otto's Irresistible Dance, monster summoning VI
- Ninth Level:** time stop, power word kill

(To determine which spell the lich will use, pick the best possible if he is in danger of being slain. Otherwise, roll d10 for level, 0 equalling a second roll of d6 for spell level. When level

is found, roll a second die to determine which spell will be used, if necessary, or select the MOST LOGICAL spell.)

**Treasure:** The lich, Asberdies, has cast 600 **magic mouth** spells in various portions of his lair—walls, floor, ceiling, and on stalactites and stalagmites too. Therefore, magic detection will show virtually everywhere in the cave as radiating magic. The hollow where he lies is lined with silks and velvet cloths, but no treasure. Just a few feet northwest is a small ledge with a few broken stones. One of these has a hollow spot into which is thrust a folded-up **portable hole**. The hole contains a jeweled crown (80,000 g.p.), a gem-set orb (50,000 g.p.), and a scepter likewise encrusted with precious stones (65,000 g.p.) which were the lich's in life. They now bear a curse upon anyone possessing them. The magic will turn the individual or individuals into a wight after sickening and dying. The curse can only be removed by a cleric of 20th level. (The items will radiate both magic and evil if either or both are detected for.) Also in the hole are 1,000 gold pieces, 10 gems of 100 g.p. base value, a bag of **dust of sneezing and choking**, a **staff of striking**, a potion of **longevity**, a **scarab of protection from evil clerics**, and a scroll of 7 magic-user spells (**knock, tongues, minor globe of invulnerability, wall of ice, stone to flesh, charm plants, symbol** (fear) ).

8. **SIDE CAVERN:** This place is similar to cavern 4. It has dozens of ledges and shelves at 70' or more above the cavern floor, and these places are the roosts of 23 gargoyles (H.P.: 22 each). These creatures greatly fear the Drow, and they will attack no creature with a Drow or wearing Drow garb, but they will attack any other creatures not so protected. They have no treasure.

9. **CAVERN STABLE:** There are 6 pack lizards (H.P.: 33 each) tethered here near a mound of fungus fodder. The creatures are for use by merchants in need of their services. If anyone attempts to unchain them, they will attack the individual unless he or she carries a hooked goad which they recognize as the sign of mastership over them.

- 10-13. **COMPLEX OF LOW CAVES:** This is the temporary residence of a pack of ghouls and ghouls on their way northwest to serve the Drow. They do not wish to follow the broad and well-trafficked primary passages, so they will take the one to the northeast nearby as soon as the giant slug (14. below) moves on. The pack consists of:

- 10. 32 ghouls (H.P.: 10 each) with 1-6 gold pieces each.
- 11. 4 ghouls (H.P.: 19 each) with 7 base 100 g.p. gems.
- 12. 2 ghouls (H.P.: 24 each) with a sack containing 3 pieces of jewelry worth 5,000, 3000, and 1,800 g.p. respectively, and 2 tubes. One is a scroll of 3 cleric spells (**cure light wounds, tongues, conjure animals** (3 brown bears with 28 h.p. each)). The other is a map showing the northeast passage and the tertiary route which connects to the primary northwest-southeast passage and encounter area S17-T17: the map shows the latter passages only as shown below. Draw this in for your players on their map.
- 13. 4 ghouls (H.P.: 20 each) with 300 g.p. and 18 base 10 g.p. gems.

14. **GIANT SLUG:** (H.P.: 87) This monster blends into the niche it has found beside the passageway northeast, where it initially rested to digest a meal and then decided to stay because of the excellent food supply. (The Drow will soon get rid of it.) No treasure.

15. **100' HIGH SHELF:** 2 hieracosphinx (H.P.: 49, 43) are nested here awaiting the return of their Drow mistress and master. They will not attack unless some creature comes near them—say 20' or so—and will come to a name command only. They have no treasure, but one has a medallion with a staff of copper set round with 8 perfectly matched emeralds (24,000 g.p. value) and the name **EILSERVS** in Drow characters engraved on the reverse.



16-18. TROLL CAVES: These places are filled with a noisome mess of rotting carcasses, bones, sticks, excrement, pelts, etc. The trolls dwelling in these areas have moved all of their treasure to the tribe leader's lair at 32.

- 16. 10 trolls (H.P.: 29 each). ✓
- 17. 16 trolls (H.P.: 30 each). ✓
- 18. 18 trolls (H.P.: 31 each). ✓

**Note:** The stench of these caves is noticeable from 10' outside each cave.

The trolls will move to support each other, the troglodytes, or the bugbears if they become aware of attack through information, noise, etc.



19-23. CAVE WARREN: This complex of caves and connecting passages serves as the lair of a large tribe of bugbears who are in indirect service to the Drow. They have been equipped with ring mail jacks and heavy, well-made morning stars (+2 damage when a hit is scored) by their Dark Elf masters. (Cf. B above.)

- 19. 8 bugbears (H.P.: 15 each) with 11 g.p. each. 25
- 20. 8 bugbears (H.P.: 16 each) with 14 g.p. each.
- 21. 8 bugbears (H.P.: 17 each) with 12 g.p. each.
- 22. 12 bugbears (H.P.: 18 each) with 19 g.p. each. 406
- 23. 14 bugbears (H.P.: 16 each) with 13 g.p. each.

24. HUGE CAVE: This is the den of 45 female bugbears (H.P.: 9 each; fight as 1+1 hit die monsters) and 62 young (3 hit points each, fight as 1/2 hit die monsters). There are 10 males here to guard the females and offspring. Each male has 15 hit points. Amidst the litter of bedding, food scraps, and junk is a chest with 683 c.p., 397 s.p., and 155 g.p.

25. CHIEF'S DEN: Grubblik the chief (H.P.: 30; chain shirt and large shield for AC 1) is a huge creature who attacks as a 4 die monster. With him is his son Bruzblid (H.P.: 24; AC 2) who is a leader. Grubblik does +4 hit points damage when hitting. Bruzblid does +3. They have 2 females of large size (H.P.: 14 each) who fight as males. Their treasure is in a large iron box with a lock (Bruzblid has the key). Inside are 3,000 g.p., 1 piece of jewelry worth 6,000 g.p., and a poisonous spider which he feeds so to keep it there to bite anyone who places a hand inside. The spider bites 5 in 6 from its position inside the lid. Saving throw is at +2, but damage is 5-20 due to sickness from the spider's poison.

26. 12 bugbears (H.P.: 15 each) with 15 g.p. each. 120 34

27. SUB-CHIEF'S CAVE: Ruddug (H.P.: 25; chain shirt and large shield for AC 1) is nearly as large as the chief. He fights as a 4 hit dice monster and does +3 on any damage scored. With him are two personal guards, each with 22 hit points, scale jacks and large shields (AC 2), and doing +3 hit points of

damage when a hit is scored upon an opponent. Ruddug likes cloth, so his quarters are a mess of piles, bolts, and bales of such material. Hidden on a high ledge behind a stone is a bag with 450 s.p., 139 g.p., 18 p.p., and 7 base value 50 g.p. gems.

28-30. These areas designate the warrens of the troglodytes. (See also 36-38. & T.) Here the tunnel ceilings are only about 6' high, and the caves themselves not much more spacious. All of these frogs are one tribe, and they work in co-operation with the trolls and bugbears. The co-operation is demanded by the Dark Elves, of course, but the inhabitants of the place have found that they are all prospering through mutual aid, so they now come willingly to each other's assistance. Nearly everything used by the frogs is made of stone or fashioned from bone. They have a few possessions of wood, leather, or cloth, but such items are rare.

T. UNIT DEN: Each unit den holds a small amount of troglodyte goods—valueless junk piled into a nest, and no treasure—and a male, female, and 2 hatchling frogs (H.P.: 11, 7, 5, 2). Males have stone clubs, females fight as 1+1 hit die monsters, and the young as 1/2 die monsters.

28. LONG CAVE: A trog gen of 36 young males is quartered here. Each has 10 hit points and is armed with a metal battle axe and a metal-tipped javelin (+3 on "to hit" dice, 2-8 hit points of damage). There is no treasure.

29. GEN LEADERS: 4 large trogs (H.P.: 17 each) who attack as 3 hit dice monsters are lodged in the forepart of the area, while 2 huge ones (H.P.: 22 each), the "elders", who attack as 4 hit dice monsters, are housed in the northernmost portion of the gallery. Each of these trogs has a metal bardiche. Each leader wears a small medallion of gold hammered into a likeness of a human skull (value 20 g.p.). The 2 elders have small rough gems (10 g.p. base value each) set into their devices. On the shelf at the back of their area is a human skull sheathed in gold (230 g.p.) with 2 2,000 g.p. garnets set in the eye holes. There are 4 sheaves of 12 javelins each here also.

30. COMMUNAL CAVE: This place is normally empty of activity except during tribal feasts, councils, or when the males gather to attack. There are 8 immature females (H.P.: 6 each) here at all times to tend the area.

31. EASTERN CAVERN: This portion of the great cavern is filled with fungi patches which the troglodytes tend. The fungi supplies much of the food for the creatures which inhabit the place. There are narrow paths wending between these fields of mushrooms and other strange and gigantic growths. (The fungi are fed with the refuse and offal, and the place is less than fragrant.) A dim light from many of the phosphorescent lichen growths reveals the strange shapes and blotched colors of the fungi, and flame will show the colors as whites, grays, yellows, tans, browns, reds, oranges, pinks, mauves, and violets. S positions indicate 1-4 shriekers, V positions are 1-4 violet fungi. Under the underlined patch of violet fungi (V) is hidden a 10,000 g.p. gem and a jug of alchemy.

32-35. TROLLS' DENS: The trolls live in relative peace with the bugbears and trogs, as explained previously. They are rewarded with food and wealth by the Drow, and the co-operation with the other inhabitants of the cavern has caused them to prosper greatly.

32. CHIEF'S DEN: The tribal chief (H.P.: 49) and 5 lesser trogs (H.P.: 40 each) dwell here. The chief does +2 hit points of damage whenever his attacks succeed, and his consorts cause 1 additional point of damage when they hit an opponent. At the back of the cave is a natural hollow which is used as the repository for the tribal wealth: 1,300 c.p., 789 s.p., 2,011 g.p., 54 p.p., 38 gems of 10 g.p. base value, 14 pieces of jewelry (1,000 g.p. each), a potion of healing, and a bronze statuette—an idol of some weird shark god—which is inlaid with ivory, coral,

and pearls (value 9,500 g.p. intact, 5,500 for precious substances only). This latter object has a heretofore undetected secret compartment in its head portion, and therein rest a pair of lenses. These crystal devices do not give off any dweomer, for they are not magical, and the wearer will detect nothing when looking through them unless he or she is in the VAULT OF THE DROW (MODULE D3).

- 33. 8 trolls (H.P. 28 each). **Note:** The smell of the monsters is masked by the pungent reek of the fungi.
- 34. 10 trolls (H.P.: 31 each).
- 35. 10 trolls (H.P.: 26 each).

6-38. Additional troglodyte warren areas. (Cf. 28-30 & T above.)

& T

T. UNIT DEN: Each of these places exactly duplicates those noted before, i.e. 1 male, 1 female, and 2 hatchling trogs with no treasure.

36. GUARDS' QUARTERS: 4 trogs of large size (H.P.: 17 each) who attack as 3 hit dice monsters are here. Each is armed with metal battle axe and metal-tipped javelin (+3 "to hit", 2-8 hit points of damage). They relay information to areas 37. and 38.

37. GUARDS' QUARTERS: 4 additional large trogs (H.P.: 16 each) are located here. They are also 3 hit dice monsters and armed as the guards at 36.

38. TROG CHIEF'S LAIR: This huge (H.P.: 39) old trog attacks as a 6 hit dice creature. He is armed with a bastard sword (+2, no special abilities) and 4 metal-tipped javelins (2 of which are normal +3 "to hit", 2-8 h.p. damage weapons, and 2 are **javelins of lightning**, but he isn't aware of the difference). Amidst the litter in the place are 27 100 g.p. base value gems, a sack with 12 ingots of 100 g.p. weight each—5 silver, 6 gold, 1 platinum—and 1 piece of platinum jewelry set with 12 gems (2 x 1,000 g.p., 4 x 500 g.p., and 6 x 100 g.p.) which has a value of 7,500 g.p. Hidden in a small cranny are 4 potions of **plant control**.

39. SIDE GALLERY: Stabled here (at A.) on chain tethers are 2 wyverns (H.P.: 49, 41) which the trog chief has raised from the time they hatched from eggs taken by him. He rides the larger one into battle, while the other fights alone beside its sibling. They will obey and follow the troglodyte chief, for they have a strange mutual liking and communicate with each other. In the southeastern spur (at B.) is a shelf of rock upon which rests a huge flail which the chief uses when mounted. When he wields this weapon he has +2 chance to strike an opponent and causes +3 h.p. damage, but only he can so employ it to this effect. There is no treasure with these creatures. If they are slain the chief will go absolutely mad with rage!

40. MAGIC POOL: This body of clear water has absolutely no effect upon creatures who drink from it. In fact, it is often used as a watering place by cavern inhabitants, although they also use the stream that feeds it and other small collection pools here and there throughout the cavern. Furthermore, the pool does not speak or otherwise communicate in any manner. It is quite broad, and some 8' deep (about 2' contour) at its center. At this spot rest 89 gems of 10 g.p. base value each. They are covered with a light layer of sand. If any of these gems are removed from the pool for more than 1 turn, they will turn a like number of gems within a 30' radius into stones of 1 g.p. value (quartz crystals). On the other hand, if an individual tosses 1-4 gems into the pool, he or she will find that a like number of gems in his or her possession are of better quality (flaws are cleared, so those gems are automatically one category higher). As the effect is more likely to cause 10 g.p. gems to become 50s, or 50 g.p. gems to become 100s, the Drow merchant who knows the secret of this pool usually tosses only 10 g.p. value gems into it. The pool radiates a dim dweomer, but the gems which are in it do not give off any magical aura.

## FINAL NOTE TO DUNGEON MASTERS

If you are using this module as a part of the whole campaign, be certain to keep a careful note of all that the party does. You can do this by writing on the margin of this booklet. Any opponents which escape attack by the party will give warning to their masters or fellows if possible—particularly Drow and their more intelligent servants. However, the chaotic nature of the Dark Elves precludes the chance of organized search for the party, so at best the Drow will be aware of intruders and more watchful and suspicious.

If the party is moving on to the next module, cease play in this one as soon as they pass into one of the northern tunnels, and begin with the next package.

## REGARDING THE LARGE-SCALE HEX MAP OF THE UNDERWORLD

You will note that the players' version of the map shows only a relatively narrow section of the whole area—that part which pertains to this module and the other two in the set. As Dungeon Master, you might wish to develop other material regarding the encounter areas shown on your large-scale map. You can then allow your players to explore passages which are off their map, thus eventually completing their version; and, of course, having many adventures along the way. You can place other Drow enclaves, locate the realm of the mind flayers, expand the underground sea and place the Kuo-Toan stronghold, etc.

## SMALL SCALE ENCOUNTER PIECES AND PASSAGE MAPS

The widest passage is a section of Primary Tunnel, the next widest is a Secondary Route section, the smallest is a Tertiary Passage, regular or secret. These and the three encounter pieces can be joined with other like map sections from the other modules in this set if desired.

THIS ENDS THE FIRST PART OF  
THE DESCENT INTO THE DEPTHS





## JERMLAINE

**FREQUENCY:** Uncommon  
**NO. APPEARING:** 12-48  
**ARMOR CLASS:** 7  
**MOVE:** 15"  
**HIT DICE:** 1-4 hit points  
**% IN LAIR:** **Special**  
**TREASURE TYPE:** Per 10 individuals, O, Q, C, Q (x5), S, T in lair  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** 1-2 or 1-4  
**SPECIAL ATTACKS:** **See below**  
**SPECIAL DEFENSES:** **See below**  
**MAGICAL RESISTANCE:** **See below**  
**INTELLIGENCE:** Average (with Genius level **cunning**)  
**ALIGNMENT:** Neutral evil (with slight lawful tendency)  
**SIZE:** S (1'+ tall)  
**PSIONIC ABILITY:** Nil  
 Attack/Defense Modes: Nil

Jermlaine, or **jinxkins**, sometimes known as **bane-midges**, dwell in elaborate tunnel and den warrens beneath the ground—often very deep beneath the surface. As they mix freely with rats of all sorts, even the giant variety, they are often (75%) found in company with such rodents and are 50% likely to be sharing an integrated system of burrows, tunnels, and holes. (If jermlaine are encountered, a percentile dice roll of 01-75 indicates that rats (25%) or giant rats (50%) are with them. If the jermlaine are in their lair, it is 50% probable that there will be connecting rat tunnels.) This cohabitation extends to all forms of mutual co-operation and defense.

These evil runts are cowardly and will attack only when it seems probable that they can overwhelm victims without serious opposition. Jinxkins thus waylay weakened and wounded parties or single individuals who are unwary, asleep, etc. While strong groups or alert adventurers will not be physically attacked, jermlaine bands will certainly seek to cause them harm and otherwise injure them out of sheer maliciousness. This injury to the adventurers brings both material gain to the jermlaine and the possibility of the eventual gain of new victims. (Attack methods of these vicious midgits are explained later.)

Jermlaine are very fast, moving with a scuttling gait, very quiet, and are masters of remaining unseen. On occasion, if a party or individual **suddenly** becomes still and listens carefully, their movement or twittering, squeaking speech can be detected.

It is 60% probable that bane-midges will be within 60' of their lair at any time they are encountered, but the tunnels which give access to such places are twisting mazes, and passage is impossible for any creature larger than a gnome—even the latter having to creep and crawl to get through, and of course this exposes the

intruder to attack.

Jermlaine typically arm themselves with needle-sharp darts which they can hurl up to 12' and which cause 1-2 hit points of damage. In addition to a dart, each minimus carries a pike-like weapon—a 1½' long wand of supple wood with a sharp metal tip. This instrument is used as a spear or pike to inflict 1-4 hit points of damage. Their favored attack method is ambush with pit or net, however, taking victims alive. In little-used passages, these nasty creatures will laboriously prepare pits covered by camouflaged trapdoors, or string overhead nets entwined with silk from the webs of giant spiders, and lay in wait for passing prey. In more travelled ways, jermlaine will stretch thin but strong cords (often woven of human hair) to trip the unwary. Victims not stunned by the trap are pummeled senseless by bane-midges wielding leathern clubs filled with sand or lead pellets, while others entwine the prone creatures with ropes and cords. Note that beating with the clubs has a 2% per blow cumulative chance to knock the victim unconscious, but those protected by splint, banded, or plate mail will not be so attacked. Well-armored victims who cannot be bound fast will be attacked to kill—possibly with flaming oil missiles or acid. Some victims will be devoured by the jermlaine (or their rat friends), but most humans will be stripped naked, shaved, and hauled out of the jinxkins' lair to lay trussed and helpless in the passageway. The jermlaine will usually watch such victims from a safe height, awaiting the "fun" of seeing some passing monster come and devour the bound victims.

If alert creatures should happen to pause near a hidden group of jermlaine, the spiteful things will steal forth and cut belts and straps, packs and seams—typically one such vandalistic act per jinxkin, for they act with haste in order to escape unnoticed and unharmed. Their vandalism will usually be noticed only 1-12 turns later, when a weakened strap parts, a seam opens fully, etc. Worse still, if packs and other goods are placed out where jinxkins can reach them, these monstrous atomies will pollute the water, sour the wine and turn it to vinegar, spoil food, desecrate holy water, steal small items (gems, coins, garlic buds, herbs, etc.), wedge daggers or swords so that they are difficult to draw quickly, cut bow strings, blunt arrows, puncture oil flasks, and so on. If more than 35 of these creatures are encountered, there will be one very old and exceptionally evil one who has a very wicked power; this individual bane-midge will be able to drain all magical properties from any magical item (except an artifact or relic) which he can handle for 1-4 rounds.

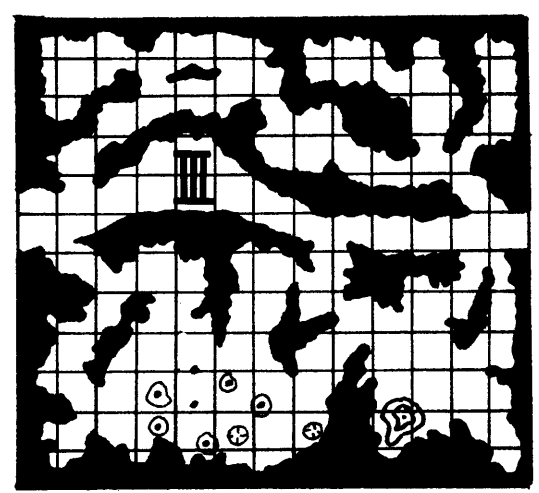
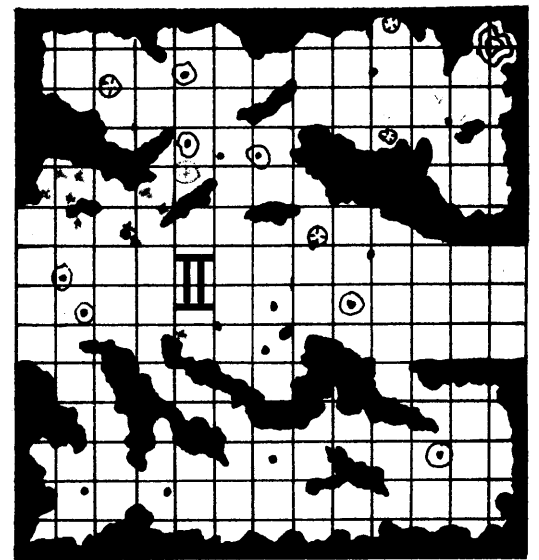
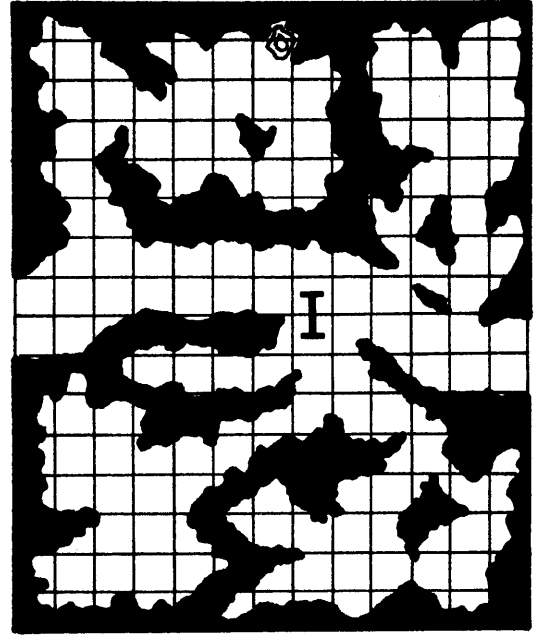
The gray-brown warty hide of jermlaine blends with earth and stone, and they always dress in scraps and rags of the same coloration so they can remain concealed from view. Coupled with their ability to move quietly, the jinxkins are likely to surprise opponents on a 1-5 out of 6, and they are 75% undetectable if looked for or listened for unless the action is done suddenly so as to catch them off guard.











Jermlaine speak their own tongue, their alignment language, and can converse with rats of all sorts. 1 in 10 can speak the common tongue, and the same probability exists with respect to the languages of dwarves, gnomes, goblins, and orcs.

Although they have weak eyes, and their infravision extends only 30', jermlaine have keen hearing and smell, so even invisible creatures are 50% likely to be detected by them under normal dungeon conditions.

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**Description:** Jinxkins look as if they were diminutive humans wearing baggy clothing and ill-fitted leather helmets. Closer inspection will show that the baggy "garments" are actually the creatures' lumpy and many-folded skins, while the "head gear" are in reality the pointed and evilly-visaged heads—all leathery and smooth. The limbs of these creatures are knobby and bowed, with hands and feet tipped with thick nails which are always filthy but nimble.



- |   |                  |   |           |
|---|------------------|---|-----------|
|  | Terrace Line     |  | Sinkhole  |
|  | Ledge or Shelf   |  | Crevasse  |
|  | Column or Pillar |  | Pool      |
|  | Stalagmite       |  | Streamlet |
|  | Stalactite       |  | Rubble    |







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