

Dungeon Crawl Classics #51

Castle Whiterock

LEVEL 9: DENIZENS OF THE IMMENSE CAVERN



Level Summary

Below the Watery Way (level 7) is an immense cavern that at its widest points stretches nearly 1,200 feet east to west, and over 1,500 feet north and south. The expansive ceiling is typically 350 to 420 feet overhead, but reaches nearly 500 feet over the fungus forest. The cavern is its own thriving ecosystem, inhabited by numerous humanoid creatures, and typical underground fauna, albeit on a large scale. Despite these inhabitants, the operators of the Bleak Theater (level 10) frequently pass through this cavern during everyday dealings (mostly transporting slaves from the surface) on level 7 and the upper reaches of Castle Whiterock.

Game Master's Section

Scaling Information

"Denizens of the Immense Cavern" is a level of *Castle Whiterock* designed for 4-6 characters of 9th level, but can be modified for parties of different sizes or levels. Consider adapting this dungeon level as follows:

Weaker parties (3 or fewer characters, or less than 9th level): Reduce the number of trolls in area 9-1 by half, and remove two fighter levels from Roakgroth. Remove the quickening template from the giant snapping turtle, making it an EL 9 encounter. Remove two barbarian levels from Gar and Nar in area 9-3. In area 9-5a, reduce the number of stirge swarms to one, and remove eight Hit Dice from the Stirge Brood Mother. Remove the sliding door component to the trap in area 9-11, making it a CR 9 trap.

Stronger parties (7 or more characters, or higher than 9th level): In area 9-1, add four more regular trolls, add two more warrior levels to the elite trolls, upgrade their armor to chainmail, and add two more fighter levels to Roakgroth. Add two more barbarian levels to Gar and Nar, and give him a few more advanced deep worgs as pets. In area 9-5a, add another stirge swarm to each location, but do not adjust the Brood Mother. Advance the delver in area 9-8 by eight Hit Dice. Convert the stone giants to normal adults (remove the miniature template) in area 9-10. Finally, add another CR 10 trap to area 9-11, making it an EL 12 encounter.

Background Story

The Immense Cavern is just that: a mammoth natural vaulted chamber located below the Watery Way, and near the Bleak Theater. Discovered by the drow adventurer Nol'drazar Forlorna centuries ago during the drow occupation of this area (and the levels below), the chamber was called the Cavern of Nol'drazar, in his honor. But few remaining denizens recall this name (although the drow on sub-level 9B certainly do), so most simply refer to this area as the Immense Cavern, although often in their own tongue. The fact that the chamber was a thriving ecosystem is what attracted the drow to establish their coliseum nearby. The Immense Cavern was envisioned as the bread basket for House Forlorna's fortress. Slaves would toil in mushroom fields, herd cave lizards, and perform assorted other mundane tasks detested by the haughty drow.

But two events conspired to destroy the drow occupation, thus limiting the development of the cavern's resources. First was the defeat of the devil-lich Chalychia, hundreds of miles away. The remnants of House Forlorna fled to this outpost, but before it could

become established, the Company of the Black Osprey arrived and routed the once-proud House. Most were slain, or driven into the depths of the Underdeep, but a few managed to retreat to a hidden base, and are still present today....

These days, the Immense Cavern still teems with life, from the benign cave lizard herds, to the occasionally aggressive dire bats that adorn the ceiling, to the ranging fungus forest, whose toadstools often reach heights of 20 feet. But not all of the denizens are so passive. Swarms of ravenous stirges keep the resident lizard and dire bat populations in check, although few know of their bloated brood mother secreted in a cave lair along the southern wall. A small band of trolls lair in a cave system in the northern reaches, and a massive snapping turtle that feeds off the bounty of the river, which cuts a path through the cavern. A large clan of ettins once inhabited hollowed-out stalagmites, but their numbers have been decimated by the duergar of Narborg (see levels 11 and 12). The northwestern part of the cavern is frequented by massive purple worms, creating a riddled meadow of their burrows. These massive beasts have attracted a band of juvenile stone giants who have established a sort of hunting lodge above the worm fields. Although these giants pay lip service to The Impresario of the Bleak Theater, they just care about their sport and their mead.

Along with these inhabitants, the Immense Cavern hosts a number of peculiar structures. The first, and most obvious, is the polished obsidian pyramid (and a great deal of sand) located in the northern part of the cavern. This structure is the tomb of a long-dead pharaoh, although he is not quite at rest. The pyramid was transported here via powerful magicks employed by Pelltar, the Company of the Black Osprey's powerful conjurer. Although many have tried (including Pelltar himself), the tomb has never been plundered. See sub-level 9A for details.

Second, and by far the least obvious, would be the Inverted Tower. This massive hollowed-out stalactite is situated on the ceiling above the fungus forest. The tip of the 145-foot-long formation is nearly 350 feet from the floor of the cavern, which suit its decadent inhabitants just fine. The few remaining House Forlorna drow reside in this bolt hole, and strive to keep a low profile, while plotting their triumphant return. See sub-level 9B for details.

The river that winds its way through the Immense Cavern collects in a small lake before eventually exiting this level along the southern wall. However, few are aware the water collects in a concealed grotto before draining into an Underdeep aquifer. This grotto, and the lake inside, is the home of a gnome named Peduncle Hilspek, once a member of an ill-fated adventuring band

Encounter Table

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>EL</u>
9-1a	234	C	8 trolls	11
9-1b	235	C	<i>Roakgroth</i> , male troll Ftr4 3 elite trolls War2	11
9-2	236	C	Quickened giant snapping turtle	10
9-3	237	P/C	<i>Gar and Nar</i> , male ettin Bbn4 Advanced deep worg	11
9-4	239	H	Subterranean lizard herd	-
9-5a	240	C	Stirge swarms	7+
9-5b	241	C	Stirge brood mother	12
9-6	242	C	<i>Ilyanassa Forlorna</i> , advanced groaning spirit	8
9-7	243	P/C	<i>Galdiera Goldmoon</i> , polymorphed half-celestial Pal10	10
9-8	247	P/C	<i>Buulff</i> , intoxicated delver	9
9-9	248	C	Advanced purple worm	12
9-10	249	P/C	<i>Fjorjek</i> , male juvenile stone giant Sor3 <i>Sard</i> , armadillo familiar 5 juvenile male stone giants	12
9-11	252	T	<i>Incendiary cloud</i> /sliding doors trap	10

that assaulted the ruins of Castle Whiterock decades ago. Peduncle just wants to be left alone, but he has recently acquired an interesting toy (a vehicle of sorts created by the Clockwork Academy), which just might interest the adventurers. See sub-level 9C for details.

And then there is that pesky kobold who guards the bridge. Although all of the denizens are annoyed by its demand of combat to cross the span, astute heroes may find an ally in their struggle against the great red dragon, Benthosruthsa.

Tracking

Many of the denizens in the Immense Cavern move about quite a bit. Thus, the cavern is riddled with tracks of all sorts. The base DC for all tracking attempts is 23 (20 because the ground is firm, and +3 for “moonlight” conditions). The DCs below are adjusted for creature size, number encountered, plus time since the tracks were deposited.

The duergar from the Bleak Theater, and their agents, pass through the cavern to and from the Watery Way above. As such, there is a worn trail, as indicated on the map, created by Medium-sized dwarf-like humanoids. This trail can be located with a DC 20 Survival check. However, every 150 feet, the tracker needs to make another roll (with a +2 circumstance bonus, since he knows what to look for) to stay on the trail. The DC for this check is reduced to 13 while passing through the fungus forest, due to the well-defined trail.

Use the following DCs for attempts made near one of the respective creature lairs:

Area 9-1: Survival DC 18 to discover 1d4+2 Large humanoid (troll) tracks that lead to the cave system.

Area 9-2: Survival DC 20 to discover the old Gargantuan turtle tracks along the river, or the lake.

Area 9-3: Survival DC 22 to discover the Large tracks for a single humanoid (ettin) or Huge wolf-like tracks.

Area 9-4: Survival DC 10 to find any of the numerous tracks left by the cave lizard herd.

Area 9-7: Survival DC 26 to find a single set of Small humanoid (kobold) tracks.

Area 9-9 and 9-10: Survival DC 23 to find several Medium humanoid (juvenile stone giant) tracks scattered about.

Interrogation

Most of the denizens of the Immense Cavern are little more than mindless creatures searching for their next meal. However, a few might be open to parley, should the heroes choose to initiate this interaction.

The trolls in area 9-1 begin as hostile, and likely attack on sight. However, if the adventurers can use Diplomacy to sway the leader to friendly, he might reveal his knowledge of the safe route into the obsidian pyramid.

The ettin in area 9-3 begins as indifferent. If swayed to helpful, he shows the party his cave paintings, also giving the heroes a clue about the obsidian pyramid, or the presence of Peduncle in sub-level 9C.

See the details of area 9-7 for details on how the adventurers can deal with this interesting NPC.

Due to its intoxicated state, the delver in area 9-8 begins the encounter unfriendly. If swayed to friendly (likely requiring a metal bribe), he can be convinced to leave the party alone.

The juvenile stone giants in area 9-10 begin as unfriendly. They really just want to be left alone, but if the heroes prove their mettle by becoming successful worm riders, they can become helpful and even give the party the pass phrase to bypass the trap in area 9-11.

Getting Captured

Few of the denizens of the Immense Cavern are interested in capturing the adventurers. The trolls and the ettin would just as soon dine on them. Heroes who are drained to 0 Constitution by the stirge swarms are carried back to the Brood Mother’s cavern (area 9-5a) to be devoured. Those captured by the juvenile stone giants have a 50/50 chance of being used to attract purple worms (in area 9-9) or being turned over to duergar guards at the Bleak Theater.

Wandering Monsters

For every *hour* that the adventurers explore, there is a 20% chance (1-4 on a d20) that they encounter a wandering monster. If an encounter is called for, roll 1d8 and consult the following table. If the result “local denizen” occurs, the PCs encounter some of the creatures that lair in this part of the cavern.

1d8	Encounter	EL
1-2	Local denizen	varies
3-5	That sucks! (2 stirge swarms)	9
6-7	Look out below (10 dire bats)	9
8	Clean-up on Level 9 (advanced gelatinous cube)	9

Local Denizen: The map is divided into zones around each encounter area. Since this level is so large, these zones represent the cavern denizen’s normal roaming range (although they do range further on occasion). If this result is rolled, the heroes encounter part or all of

the denizens in that particular zone. At the beginning of each encounter are a few notes regarding a wandering encounter with these denizens.

That Sucks! Numerous swarms of normal stirges wing about the Immense Cavern in search of their next blood meal. Often, the cave lizards or dire bats that inhabit the ceiling are the prey, but occasionally, a large swarm attacks smaller prey items. Any adventurers reduced to 0 Constitution can be picked up by a swarm, and returned to area 9-5a, to feed the Brood Mother.

Stirge Swarm (2): CR 7; Tiny magical beast (swarm); HD 14d10+14; hp 91 each; Init +5; Spd 10 ft, fly 40 ft. (average); AC 16, touch 16, flat-footed 12; Base Atk +14; Grp –; Atk/Full Atk swarm (3d6 plus blood drain); Space/Reach 10 ft./0 ft.; SA Blood drain, distraction; SQ Darkvision 60 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +12, Ref +16, Will +5; Str 3, Dex 20, Con 12, Int 1, Wis 12, Cha 6.

Skills and Feats: Hide +21, Listen +9, Spot +9; Ability Focus (distraction), Alertness, Great Fortitude, Lightning Reflexes, Skill Focus (Hide), Weapon Finesse.

SA – Blood Drain (Ex): Any living creature damaged by a stirge swarm suffers 2d4 points of Constitution damage from blood loss as the swirl of stirges attack, drain, and then detach. Creatures lacking blood are immune to this effect.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Spell casting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Look Out Below: The ceiling is host to hundreds of dire bats. From time to time, a flock descends on movements detected on the ground below mistaking the PCs for a few cave lizards. The dire bats are not too picky about their next meal, so they continue to attack until over half their number is defeated.

Dire Bats (10): CR 2; Large animal; HD 4d8+12; hp 32 each; Init +6; Spd 20 ft., fly 40 ft. (average); AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk bite +5 melee (1d8+4); Space/Reach 10 ft./5 ft.; SQ Blindsight 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

*Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Clean-up on Level 9: This encounter only occurs to the east of the river as the gelatinous cube does not cross the river. If rolled on the west bank, re-roll again. A massive gelatinous cube ranges throughout most of the Immense Cavern. Luckily, most inhabitants avoid its slow ponderous movement, although it does overrun the occasional cave lizard, or even larger prey. Most of its food comes from decaying debris and matter, and as such, it acts as an efficient cleaning crew. Its massive body contains numerous nondigestible items, including: 111 gp, an emerald (worth 550 gp), a chunk of obsidian (worth 75 gp), a suit of +2 *full plate armor* (sized for a dwarf), a *ring of protection +1*, and a masterwork warhammer head (that needs to be remounted onto a shaft).

Advanced Gelatinous Cube: CR 9; Gargantuan ooze; HD 24d10+240; hp 392; Init -5; Spd 15 ft.; AC 1, touch 1, flat-footed 1; Base Atk +18; Grp +34; Atk/Full Atk slam +18 melee (1d8+6 plus 1d8 acid); Space/Reach 20 ft./15 ft.; SA Acid, engulf, paralysis; SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +18, Ref +3, Will +3; Str 18, Dex 1, Con 30, Int -, Wis 1, Cha 1.

Skills and Feats: None.

SA – Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 27 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis (Ex): A gelatinous cube secretes an anestheticizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 32 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

SQ – Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.



Areas of the Map

The walls of this level were created by natural processes and are considered unworked stone. At its widest points, the cavern measures over 1,200 feet east to west and over 1,500 feet north to south. The vaulted ceiling is typically 350 to 420 feet overhead, but it reaches a maximum of nearly 500 feet over the fungus forest (where the Inverted Tower is located). The ceiling is covered with stalactites, some over a hundred feet long, and others mere inches in length. Flocks of dire bats roost among the stalactites. The air is moist and humid, and most surfaces are covered with harmless moss and fungi. A strange violet lichen is dimly phosphorescent, but it sheds less light than a flickering candle. The only doors on this level are in area 9-11, which are detailed in that encounter.

Unworked Stone: 5 ft. thick (at least), hardness 8, hp 900 (per 10-ft.-by-10-ft. section), Break DC 65, Climb DC 20.

Area 9-1 – Troll Lair (EL varies):

Wandering Monster Note: The trolls that lair in these caves range throughout most of the Immense Cavern. Typically, these groups contain 1d4+2 normal trolls, often hunting cave lizards (in area 9-4) or prowling about the fungus forest.

A small band of trolls makes its home in a pair of caves located in the upper northwest corner of the Immense Cavern. A DC 10 Spot check is needed to find the winding path that leads to the caves, situated about 60 feet above the cavern floor. If the adventurers have successfully found tracks in the vicinity, this Spot check is not needed.

The trolls are fearless, and clash with many denizens of this level, relying on their natural regeneration to survive these ordeals. Although their leader, a brute named Roakgroth, is a powerful fighter, the band doesn't keep watch and is largely unorganized. Through training, Roakgroth hopes to transform them into an elite fighting group, with the goal of one day breaching the obsidian pyramid and defeating its invincible golem guardian.

Area 9-1a – Troll Nest (EL 11): As the party enters this area, read or paraphrase the following:

The corridor ends at a natural cavern, perhaps 60 feet in diameter. The ceiling is smooth, reaching a height of 15 feet or so. Instantly, your nostrils are assaulted by a foul stench, a rancid combination of excrement, rotting meat, and stale body odor. The source is likely the heaped piles of refuse, trash, and other debris that cover most of the floor.

Several large humanoids with gangly arms and legs wallow about the chamber, ignorant of the nasty mess. Each of the nearly 10-foot-tall humanoids sports green warty skin and limp, greasy black hair. On seeing your band, the creatures bellow in excitement and amble forth, bearing wicked talons and yellow teeth.

This chamber serves as the living quarters for the majority of the troll band. A total of eight trolls can be found here, but if the heroes encountered a wandering band outside of the lair, their numbers can be reduced here (unless the GM would like to increase the challenge).

The floor is covered with debris, composed of rotting cave lizard carcasses, rotting rubbery fungus collected from the forest (actually used as beds), old bits and pieces of armor and weapons (all useless), plus the remains of some humanoid bodies. Moving through this chamber is considered difficult terrain. Another exit along the opposite wall leads to a corridor that gradually slopes up to area 9-1b.

Garbage Picking: The trolls care little for material wealth, but heroes willing to pick through the mess on the floor might find a useful discarded item or two (or, at the GMs choice, a case of filth fever). For each minute spent searching and a successful DC 22 Spot check, one of the following items can be located: 5d20 gp (maximum 255 gp), a star ruby (worth 1100 gp), an *immovable rod*, and a staff carved from some animal horn. The latter item is actually a *staff of the beetle* (11 charges) that is fashioned from the chitin of a giant rhinoceros beetle. The command words have long since been forgotten, requiring the use of the Use Magic Device skill or a *legend lore* spell. See Appendix D for details of this new magic item.

Tactics: These trolls are ruthless killing machines that lack the savvy tactics so desired by their leader. They close to melee, but due to the difficult footing, they attempt to stay in one location and utilize their reach. A successful rend is followed by loud bellows of glee at the sight of their opponents' torn flesh. Although the sounds of this battle reach area 9-1b, there is only a 10% chance one of the elite trolls comes to investigate (arriving in 2d3 rounds). If he does, he hastens back to area 9-1b to alert its occupants.

Trolls (8): CR 5; Large giant; HD 6d8+36; hp 64 each; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +4; Grp +14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.



Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

SA – Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

SQ – Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Area 9-1b – Troll Boot Camp (EL 11): As the party approaches this area, read or paraphrase the following:

As your band approaches this chamber, harsh guttural shouts can be heard over the din of movement, along with what sounds like heavy wooden objects impacting soft targets. When you turn the corner, the corridor terminates at a chamber.

This chamber is perhaps 60 feet long, but only 30 feet wide. The scene before you is a flurry of activity. A group of three lanky humanoid with sickly green pockmarked skin are being drilled in combat maneuvers. Each wears ill-fitting hide armor and wields a large club. Actually, flailing about wildly is a more accurate description. Another humanoid barks commands to the

disorganized trio. This massive specimen stands over 12 feet tall, wears tight-fitting scaled hide armor and hefts a huge knobbed greatclub over one shoulder.

The leader of the troll band is a grizzled fighter named Roakgroth. He received formal combat training from the duergar during an impressive three-year stint as a Bleak Theater gladiator. He won his freedom by slaying seven of The Impresario's guards, including his personal favorite. The troll took his greatclub, fashioned from some beast's thighbone, and settled in the Immense Cavern, among others of his ilk.

Roakgroth is fascinated with the obsidian pyramid, and greatly desires to plunder its hidden secrets. However, he is confounded by its traps. After many trial-and-error assaults, he has discovered the true entrance (the south door). But after numerous clashes with the golem in area 9A-2, his troops have been unable to even damage the construct. Roakgroth (mistakenly) believes sound tactics and the use of weapons are needed. Thus, he has converted his personal lair into a boot camp of sorts, and he has initiated a dedicated training program. He hopes to meld all of his trolls into a cohesive fighting team, in his image. The early results (the three "elite" trolls in this room) are not encouraging, leading to Roakgroth's foul temper.

This chamber is tidy, at least compared to area 9-1a, but still somewhat smelly. There is a pile of freshly cut fungus (a bed) and a small fire pit holding dying embers (Roakgroth prefers his meat cooked). Roakgroth is currently training the trolls in melee combat with greatclubs. The trolls use themselves as targets, thanks to their regeneration ability. A rock near the fungus bed conceals a sunken cavity, and can be located with a DC 25 Search check.

Roakgroth's Hoard: Roakgroth learned about the importance of money from his masters at the Bleak Theater. Although he lacks much of it, his valuable items (besides his gear) are stashed in the cavity near his bed. It contains: 461 gp, a collection of gems (3 bloodstones worth 75 gp each, a piece of amber worth 125 gp, four garnets worth 225 gp each, and a dusty rose prism *ioun stone*), and a +1 short sword.

Tactics: On spotting the heroes, Roakgroth commands his troops (in Giant) to engage them, attempting to flank where possible. The trolls still have not grasped the concept (and benefits) of a flank, so they randomly wade into melee, awkwardly using the greatclubs in one hand. The trolls switch targets from round to round, and often waste effort moving and bumping into each other. These

actions cause a –2 circumstance penalty to all to hit rolls. One of the trolls has a battered tower shield, granting him an AC of 24. Meanwhile, Roakgroth hangs back and shouts orders, becoming more and more frustrated as the rounds go by. He attacks only to defend himself.

However, after a few rounds of botched opportunities by his “troops,” plus the likely event that the adventurers are getting the upper hand, Roakgroth has seen enough. He orders his trolls to drop their clubs and “rip their flesh from their bones” with tooth and claw. With a sense of relief (and no more penalty to hit), the trolls attack with glee until destroyed. Roakgroth wades into combat with his huge greatclub, using Power Attack for 6 points, or possibly sundering weapons.

Elite Trolls, troll War2 (3): CR 7; Large giant; HD 6d8+36 plus 2d8+12; hp 88 each; Init +4; Spd 20 ft.; AC 22, touch 13, flat-footed 18; Base Atk +6; Grp +18; Atk greatclub +13 melee (1d10+8) or claw +13 melee (1d6+8); Full Atk greatclub +13/+8 melee (1d10+8) or 2 claws +13 melee (1d6+8) and bite +8 melee (1d6+4); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +14, Ref +6, Will +3; Str 27, Dex 18, Con 23, Int 8, Wis 8, Cha 4.

Skills and Feats: Listen +6, Spot +7; Alertness, Iron Will, Track.

SA – Rend (Ex): If an elite troll hits with both claw attacks, it latches onto the opponent’s body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

SQ – Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Greatclub (sized for a Medium creature), hide armor, (one also has a tower shield).

Roakgroth, troll Ftr4: CR 9; Large giant; HD 6d8+54 plus 4d10+36; hp 111; Init +2; Spd 30 ft.; AC 25, touch 12, flat-footed 23; Base Atk +8; Grp +19; Atk +1 greatclub +16 melee (3d8+11/19-20) or claw +14 melee (1d6+7), Full Atk +1 greatclub +16/+11 melee (3d8+11/19-20) or 2 claws +14 melee (1d6+7) and bite +9 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA Rend 2d6+10; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +18, Ref +5, Will +3; Str 24, Dex 14, Con 28, Int 10, Wis 10, Cha 4.

Skills and Feats: Intimidate +1, Listen +11, Spot +11; Alertness, Improved Critical (greatclub); Improved Natural Armor (2), Improved Sunder, Power Attack, Weapon Focus (greatclub).

SA – Rend (Ex): If Roakgroth hits with both

claw attacks, he latches onto the opponent’s body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage.

SQ – Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: +1 greatclub, +2 hide armor, ring of protection +1.

Area 9-2 – The Under-Lake Monster (EL 10):

Wandering Monster Note: The creature that makes its lair in the lake and river is constantly on the move, searching for food to quench its immense appetite. Therefore, this encounter occurs anywhere along the river (if the party gets within 20 feet), or in the lake proper, should the adventurers wade in for a swim.

Alternatively, if the giant snapping turtle feeds on a Huge prey, it satisfies its hunger. The beast then enters a prolonged slumber while resting in the lake. This torpor lasts for a few weeks, during which time the turtle’s shell becomes covered with moss and lichen growth, concealing its true nature. To the casual observer, the giant turtle’s shell now appears as a small island. A DC 25 Spot check or a DC 20 Knowledge (nature) check is needed to identify it for what it is. An adventurer who is actively looking at the water notices the beast with a DC 15 Spot check.

If the ambush occurs, read or paraphrase the following:

With a crashing sound, and a shower of water, a great beast lunges toward your band with blinding speed! The beast is a massive olive-green turtle with a brown-gray shell adorned with knobby protrusions. The shell is clad with lichens and mosses that dangle off the great beast like shaggy, unkempt hair. As it charges, its maw opens wide in hunger!

This giant snapping turtle has dwelled in the Immense Cavern for over two hundred years. Despite the frequent scarcity of food, it has subsided on large cave fish and on morsels swept down the river from the caldera lake. An opportunistic feeder, the turtle gorges itself when possible, as its next meal could be weeks away. As such, this specimen has developed into an efficient lie-in-wait predator, often ambushing giant cave lizards or even sentient prey using the route through this cavern. Regardless, the beast is often hungry, and never turns down a meal.

Forgotten Stash: The giant snapping turtle does not have treasure. However, hundreds of years ago, a group of drow bandits on the run hid an unwieldy booty at the bottom of the lake. The band never returned to claim their prize. At the location marked with a "*" is an iron chest sitting in 25 feet of water. A rusty chain is attached to the chest, but the 20 feet of links leads nowhere. The chest is locked (Open Lock DC 30), but the delicate needle trap has long since been rendered useless. Inside the chest are five adamantine bars, each weighing 10 pounds. Each bar is worth 3,000 gp if sold to a blacksmith with the tools capable of shaping the adamantine. There is enough metal to create one suit of Medium armor, two suits of Light armor, or four Medium weapons (or an equivalent number of Small or Large weapons, or 75 pieces of ammunition).

Tactics: The giant snapping turtle begins the encounter partially submerged in the water, but the growth on its shell, its general rock-like appearance, and the water helps to conceal it. If the heroes haven't detected it, the beast gains a surprise attack.

Its first attack is considered a charge, using its quickening ability. The giant snapping turtle uses its improved grab ability on a target, and attempts to swallow it the next round. It tries to swallow as many targets as possible before it flees. It flees if reduced to 25 hit points or less, or the round before its quickening ability wears off (it senses itself becoming tired). When it flees, it enters the water and dives out of sight. If the fight occurs in the lake, it goes to the deepest location to rest and digest its meal. If it happens in the river, it buries itself in the mud until it has rested. Then it heads to the lake, or confronts the party again (if still nearby). Note that targets inside its gut while it dives now have to contend with drowning.

Quickened Giant Snapping Turtle: CR 10; Gargantuan magical beast (aquatic); HD 12d8+87; hp 155; Init +5; Spd 15 ft., swim 30 ft.; AC 23, touch 7, flat-footed 22; Base Atk +9; Grp +31; Atk/Full Atk bite +16 melee (2d8+15); Space/Reach 20 ft./15 ft.; SA Improved grab, swallow whole; SQ Amphibious, low-light vision, scent, quickening; AL N; SV Fort +15, Ref +9, Will +7; Str 30, Dex 13, Con 25, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +7, Swim +25; Alertness, Combat Reflexes, Endurance, Improved Initiative, Iron Will, Toughness, Weapon Focus (bite).

SA – Improved Grab (Ex): To use this ability, a giant snapping turtle must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A giant snapping turtle can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+11 points of crushing damage plus 8 points of acid damage per round from the turtle's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan turtle's interior can hold 1 Huge, 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

SQ – Quickening (Ex): Three times per day, this quickened creature moves and acts more quickly than normal for 12 rounds. On its turn, the creature may take an extra standard action, either before or after its standard and move actions for a turn. It also gains a +4 dodge bonus to AC. After using this ability, the creature is fatigued until it can rest for 10 minutes. The creature may otherwise use this ability every 1d4+1 rounds after the last use expired, but suffers exhaustion if the ability is used while the creature is fatigued.

(Source: Giant Snapping Turtle, *Tome of Horrors (Revised)*, p. 435; Quickening template, *Deluxe Book of Templates*, p. 65-66.)

Area 9-3 – Two Heads are Not Better than One (EL 11):

Wandering Monster Note: The ettin that lives in the "petrified forest" of stalagmites roams throughout most of the cavern. If encountered, he is astride his deep worg, returning from a hunting trip with several cave lizard carcasses or several full waterskins filled at the UnderLake (area 9-2).

As the party enters this area, read or paraphrase the following:

This area of the cavern floor is occupied by at least a dozen stalagmites, situated like a petrified forest. Most stretch 30 feet or more into the air, and each sports a rounded top. The columns glisten with moisture that collects in rivets along their rippled stone surface.

On closer examination, several of the stone columns appear to be hollowed out. Rough archways and crude windows provide a glimpse into untidy living areas, perhaps 20 feet in diameter. The hut-like structures appear to be abandoned.

There are 14 of these stalagmites, and eight of the larger ones have been hollowed out. The interior of each is similar, with a single room, an arched doorway (once covered with animal pelts that have since rotted), and perhaps a random window. All (save for the one marked "*" on the map) are empty

and abandoned. These contain rough-hewn stone tables, a pile of rotting animal pelts, and perhaps a stone that once served as chair. But there are no remaining items of value.

For centuries, this area was once inhabited by a clan of ettins. Today, only one remains, a powerful barbarian ettin named Gar and Nar. His clansmen have all left over the last few years, lured deeper into the Underdeep by the duergar with promises of employment, wealth, and good food. These were lies: The ettins soon discovered they were mere slaves, and they were worked unto death in the Fortress of Narborg (see levels 11 and 12). This suits the duergar just fine, because once dead, the ettins can be reanimated as zombies, and zombie ettins can work harder, longer, and don't require food, trinkets, or discipline. Eventually, the thane will order his troops to "convince" Gar and Nar to join his clansmen.

Gar and Nar are content to inhabit the "petrified forest" with his loyal deep worg mount. The deep worg is often curled up outside the entrance to Gar and Nar's hovel. It growls at the adventurers' approach, summoning the ettin in a round or two. The ettin is not really looking for a fight, although he is quite capable of holding his own. Non-aggressive heroes can open a dialogue (see Truth and Deception, below), if they can surmount the language barrier.

Gar and Nar's Hovel: The ettin lives in one of the hollowed-out stalagmites. The entrance is covered with crudely sewn lizard skins. The interior is about 25 feet in diameter, and smells of stale body odor. A flat stone is balanced on a stone pedestal to serve as a table. Another flat rock serves as a chair. In one corner of the room is a pile of mangy animal furs and pelts infested with fleas the size of a pea. This is Gar and Nar's bed, but all of the pelts are worthless, due to the stench and nameless stains. Although he doesn't place importance on treasure, a few items he is fond of are stashed in a nook near his bed (Search DC 15 to find).

Gar and Nar's Pretties: Inside the nook are the following items: a collection of 17 oddly shaped and colored stones (all worthless), a hunk of copper coins melted together (worth 55 cp), a jet statuette of a naked female drow dancer (worth 285 gp) imbued with a *magic aura* spell, an bone scroll tube set with 10 tiny rubies (worth 350 gp). The ends of the tube can be twisted, and there are three hidden buttons along its surface. Twisting and pressing buttons in the correct order opens the tube like a puzzle box. This requires three separate Intelligence checks with increasing DCs: 15, 18, and 22. Once a PC opens the tube the first time, he can reopen it later with a single DC 15 Intelligence

check, as he is familiar with the sequence. The tube holds a scroll containing *greater dispel magic* and *teleport* (both CL 11th). Needless to say, the ettin has not figured out how to open the scroll tube.

Truth and Deception: Gar and Nar's attitude at the start of the encounter is indifferent. If the adventurers can speak Ettin (see the "Ettin Whisperers" sidebar for area 10-24), he is more than interested in talking. However, the ettin has a most unusual personality. The head named Gar always tells the truth, and in general, this head is calm, mild mannered, and the voice of reason. However, the head named Nar always tells lies, and in general is rude, commanding, and itching for a fight. If the heroes can sway Gar and Nar to helpful, he invites them into his hovel, offers lizard stew, and chats with them. The GM should role play the two heads to the hilt. Gar and Nar have lots of information about this level, but the adventurers should have a difficult time sorting through the conflicting information provided by the two heads.

What Gar and Nar Know: The ettin has knowledge on the following topics:

- If asked about the pyramid, he might show them his cave paintings (see below).
- He hints that drow are nearby (although he has no idea where the Inverted Tower is located).
- He can reveal the entrance to Peduncle's lair (sub-level 9C), in case they seek the company of other "small" folk.
- He is aware of the great snapping turtle, and avoids it at all costs.
- He knows of the trolls, and where they lair.
- He knows the location of the blighted grove (area 9-6), and warns the party to avoid it at all costs.
- He is aware of the kobold that guards the bridge (area 9-7). He tells the adventurers that one good smack with a weapon sends the critter into the river, but another always shows up in a day to stand vigil over the bridge. A tribe must be nearby.
- He warns them to avoid the worm fields (area 9-9).

Cave Paintings: Along one of the walls of Gar and Nar's hovel are paintings created by the ettin's ancestors. The paintings depict the arrival of the black pyramid, summoned by a great wizard (Pelltar). Crude two-headed humanoids are depicted guarding the structure for their wizard ally. A DC 20 Spot check is needed to discover a passage written in Draconic. It reads, "West equals South." Pelltar felt it was prudent to ally himself with the

dim-witted ettins, and hoped they would serve as loyal guardians for his tomb. He wrote the Draconic passage on the cave drawings to remind himself that the entire pyramid was shifted 90 degrees during its transport. Thus, the answer to the riddle in area 9A-1 is actually South, not West.

Tactics: If Gar and/or Nar get offended, combat ensues. First, the ettin summons his deep worg mount. The worg attempts to flank opponents and use its trip ability. It pounces on prone targets. Meanwhile, the ettin rages, wielding a morningstar in each hand. When his rage wars off, he attempts to mount his deep worg, and attack from height. He uses his Ride skill to protect his mount from blows, while attacking with one weapon. Being the last of his clan, he fights to the death.

Gar and Nar, ettin Bbn4: CR 10; Large giant; HD 10d8+30 plus 4d12+12; hp 113; Init +5; Spd 40 ft.; AC 22, touch 11, flat-footed 22; Base Atk +11; Grp +23; Atk masterwork morningstar +19 melee (2d6+8) or javelin +11 ranged (1d8+8); Full Atk masterwork morningstar +19/+14/+9 melee (2d6+8) and masterwork morningstar +19/+14/+9 melee (2d6+8) or 2 javelins +11 ranged (1d8+8); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Fast movement, low-light vision, superior two-weapon fighting, trap sense +1, uncanny dodge; AL CE; SV Fort +14, Ref +5, Will +7; Str 26, Dex 13, Con 16, Int 6, Wis 13, Cha 12.

Skills and Feats: Listen +11, Ride (deep worg) +9, Search +3, Spot +11; Alertness, Improved Initiative, Iron Will, Mounted Combat, Power Attack.

SA – Rage (Ex): Twice per day, Gar and Nar can enter a state of fierce rage that last for 8 rounds. The following changes are in effect as long as he rages: AC 20 (touch 9, flat-footed 20); hp 139; Atk masterwork morningstar +21 melee (2d6+10) or javelin +11 ranged (1d8+10); Full Atk masterwork morningstar +21/+16/+11 melee (2d6+10) and masterwork morningstar +21/+16/+11 melee (2d6+10) or 2 javelins +11 ranged (1d8+10); SV Fort +16, Will +9; Str 30, Con 20. At the end of his rage, Gar and Nar is fatigued for the duration of the encounter.

SQ – Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Possessions: 2 masterwork morningstars, 4 javelins, +1 hide armor, ring of protection +1.

Advanced Deep Worg: CR 7; Huge magical beast; HD 13d10+65; hp 137; Init +7; Spd 50 ft., climb 30 ft.; AC 18, touch 11, flat-footed 15; Base Atk +13; Grp +30; Atk bite +21 melee (3d6+9); Full Atk bite +21 melee (3d6+9) and 2 claws +18 melee (1d8+4);

SA Trip; SQ Darkvision 120 ft., scent; AL NE; SV Fort +13, Ref +11, Will +6; Str 28, Dex 16, Con 21, Int 4, Wis 14, Cha 13.

Skills and Feats: Climb +17, Hide +2, Listen +10, Move Silently +10, Spot +10, Survival +3*; Alertness, Improved Initiative, Improved Natural Attack (bite), Multiattack, Weapon Focus (bite).

*A deep worg has a +4 racial bonus on Survival checks when tracking by scent.

SA – Trip (Ex): A deep worg that hits with a bite attack can attempt to trip an opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the deep worg.

(Source: *Underdark Adventure Guide*, p. 74-75.)

Area 9-4 – The Cave Lizard Meadow (EL –):

Wandering Monster Note: The Immense Cavern is inhabited by thousands of giant subterranean lizards, called cave lizards by the denizens. Most inhabit the open area south of the obsidian pyramid, but they venture into the fungus forest from time to time.

As the party enters this area, read or paraphrase the following:

This expansive open area is littered with rocky debris and actual boulders that fell from the ceiling. The moist floor and these rocks are covered with a fine growth of lichen and moss, some softly emitting a feeble violet glow.

This underground meadow teems with life. Cave lizards – some a few inches long, others the size of full-grown humans – casually graze the bountiful lichen and mosses that adorn the rocks. Other small furry creatures scuttle about, avoiding your light source, and you can discern the din of flapping wings overhead.

Although these subterranean lizards can be found throughout the entire Immense Cavern, they tend to congregate in this meadow due to the abundant food in the form of lichens and mosses. They also graze on some of the smaller fungus in the forest, and use the river as a source of drinking water. The subterranean lizards provide an important role in the Immense Cavern ecosystem. The trolls, giant snapping turtle, ettin, dire bats, stirges, and stone giants all prey on them. The stirge swarms are the most active feeders, since their lair overlooks the meadow. However, the blood-draining stirges rarely outright kill their prey, unless to feed their bloated mother (in area 9-5b). A DC 30 Spot check after observing the larger lizards reveals old puncture wounds caused by the stirge feeding.

Tactics: In general, the subterranean lizards are non-aggressive, and avoid the party. They will bite a target that gets too close, but prefer to flee if possible.

Subterranean Lizards (advanced monitor lizards): CR 2; Medium animal; HD 5d8+15; hp 33 each; Init +2; Spd 30 ft., swim 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +4; Atk/Full Atk bite +4 melee (1d8+1); SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 12, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +5, Hide +8*, Listen +4, Move Silently +6, Spot +4, Swim +9; Alertness, Great Fortitude.

*Subterranean lizards receive an additional +4 racial hide bonus in rocky areas or underground.

Area 9-5 – The Stirge Lair (EL varies):

Wandering Monster Note: Stirge swarms use the entire Immense Cavern as their hunting territory (and thus are an actual wandering monster). However, most of the swarms tend to feed on the abundant prey outside their doorstep: the subterranean lizards.

GM Note: Finding these caves is a challenge in its own right. Since the stirge swarms fly, traditional tracking attempts can't be used. When a stirge swarm is satiated, or flees back to its lair in response to a *fireball* or other magical attack, it can be followed by a flying PC (with a light source or darkvision). Alternatively, a successful DC 25 Listen check can determine the direction of the swarm's flight. This leads the adventurers to the base of the cavern wall, but they still need to find the cave entrance, located 40 feet above the cavern floor. A DC 25 Search check is needed, but only after several minutes of searching. There is no path leading to the cave, so magical flight or climbing (DC 20) checks are needed.

When the heroes reach the entrance, read or paraphrase the following:

Ahead you spy a jagged natural cave opening, perhaps eight feet high and 15 feet wide. The stench of animal waste is nearly overpowering as you approach this foul cave.

A huge flock of stirges inhabit this cave. They tend to their brood mother, a bloated behemoth of a stirge located in a cavern past these honeycombed passages. The corridors average 10 feet wide, but vary between 5 and 12 feet in width. Likewise, the ceiling averages 8 feet high, but varies from 6 to 10 feet in height. Individual stirges adorn the walls and ceilings throughout the corridors, but these are at rest, digesting recent blood meals. Hence they ignore the party, although fly away if disturbed.

However, at several locations (9-5a), there are enough hungry stirges to create a swarm and attack the intruders.

Watch Your Step: The floor of all the corridors (save area 9-5b) is covered with a thick layer of foul-smelling ooze. PCs moving at one-half their movement rate are fine. But moving faster or engaging in melee combat requires a Balance check (DC 10). Failure by more than 4 results in falling prone. Further, melee combatants are considered flat-footed if standing on the ground, since they can't move to avoid blows without falling down.

Area 9-5a – Stirge Roost (EL 7, 9, or 10): At each of these four locations on the map, the ceiling increases to almost 20 feet high. Hundreds of hungry stirges hang on the ceiling, and when the heroes enter, they form swarms and attack!

The corridor gives way to a vaulted ceiling at this intersection. Your light source reveals the undulating mass of living creatures adorning the walls and ceiling. A shrill call issues forth, as the creatures take flight and descend toward you.

At each of these locations, 1d3 stirge swarms form and attack (hence the variable EL listed above). There are only a total of 10 stirge swarms inhabiting these caves, and two of those are always outside of the cave, hunting. So the GM needs to keep track of how many stirge swarms the PCs defeat. Once eight have been exterminated, no new swarms can be formed for a few weeks.

Tactics: One round after the adventurers enter one of these areas, the swarm (or swarms) attack. When the heroes deal 90 hit points of damage to a swarm, it disperses, fleeing to another part of the cave, or outside. A target that falls in combat is instinctively picked up by a swarm and carried to the brood mother's chamber. A swarm can move a Medium-sized target 20 feet per round (or a Small target 40 feet per round), but this removes a swarm from the fight.

Stirge Swarms: CR 7; Tiny magical beast (swarm); HD 14d10+14; hp 91 each; Init +5; Spd 10 ft, fly 40 ft. (average); AC 16, touch 16, flat-footed 12; Base Atk +14; Grp –; Atk/Full Atk swarm (3d6 plus blood drain); Space/Reach 10 ft./0 ft.; SA Blood drain, distraction; SQ Darkvision 60 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +12, Ref +16, Will +5; Str 3, Dex 20, Con 12, Int 1, Wis 12, Cha 6.

Skills and Feats: Hide +21, Listen +9, Spot +9; Ability Focus (distraction), Alertness, Great Fortitude, Lightning Reflexes, Skill Focus (Hide), Weapon Finesse.

SA – Blood Drain (Ex): Any living creature damaged by a stirge swarm suffers 2d4 points of Constitution damage from blood loss as the swirl of stirges attack, drain, and then detach. Creatures lacking blood are immune to this effect.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Spell casting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Area 9-5b – The Stirge Brood Mother (EL 12): As the party reaches this chamber, read or paraphrase the following:

The corridor ends at a chamber, perhaps 40 feet in diameter with a smooth low ceiling about 10 feet high. The floor is relatively clean, lacking the ankle-deep sludge you trod through to reach here. However, the rotting smell of meat is strong, originating from several dried lizard husks strewn about like discarded toys. The air is abuzz with a few flying stirges, but the creature in the center of the room gains your full attention.

A bloated sack of flesh nearly 15 feet in diameter rests here, its eight insect-like legs splayed out from its massive girth. The disgusting creature has brown to red fur with a sickly yellow underbelly of soft folding bulge. Although it sports vestigial wings, they are much too small to support its massive bulk, and hang limply off its back. It brandishes a lance-sized black proboscis with a blood-red tip. With a deft movement of its head, it skewers a nearby flying stirge which explodes with a splatter of blood, eagerly lapped up by the beast, before discarding the body with a shake.

This cavern is the lair of the stirge brood mother, a freak of nature in size and bulk. Over the last few decades, she has grown so large that she can't fly anymore, and can barely fit into the corridors of the lair. She is tended by her stirge swarms, which occasionally bring bodies for her leisurely dining. However, she prefers to feed on her own blood-filled children.

Discarded Arms: Occasionally, the stirge swarms bring humanoids back to the brood mother to feed on. In such cases, the occasional piece of valuable equipment is discarded in the chamber. PCs poking around the bloodless husks find a masterwork dwarven axe (still held fast by its dwarven skeletal hand), a +2 *small steel shield* emblazoned with a

white spider (and still lashed onto the drow forearm that once wielded it), and a +2 *ghost touch bastard sword*. This last item is the blade once wielded by Galdiera, the half-celestial paladin polymorphed into a kobold (in area 9-7). Although not an intelligent blade, the name *Damarel* is engraved on the white metal blade in ancient Elven.

Tactics: Although the brood mother appears immobile, her legs can support her for short amounts of time, and she can fly clumsily for a few rounds before needing to land. She begins the combat by charging the adventurers with a burst of speed, attempting to attach. Following this charge, she hunkers down to use her reach, only moving if the heroes move out of range. After she is damaged the first time, she lets out a blood-curling wail that alerts the remaining stirge swarms. Half of the swarms remaining (from area 9-5a), flee the lair, but the remaining swarms arrive one at a time beginning in 1d3 rounds. The swarms attack the intruders, hoping to drive them off their bloated mother. The swarms and the brood mother fight to the death.

Stirge Brood Mother: CR 12; Huge magical beast; HD 16d10+64; hp 188; Init +3; Spd 20 ft, fly 20 ft. (clumsy); AC 22, touch 8, flat-footed 22; Base Atk +16; Grp +32 (+44 when attached); Atk/Full Atk touch +28 melee (1d4+12 plus attach); Space/Reach 15 ft./10 ft.; SA Attach, blood drain; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +17, Ref +10, Will +11; Str 27, Dex 11, Con 20, Int 3, Wis 19, Cha 8.

Skills and Feats: Hide +1, Listen +12, Move Silently +2, Spot +12; Alertness, Great Fortitude, Improved Natural Armor, Iron Will, Run, Stealthy, Weapon Finesse.

SA – Attach (Ex): If the stirge brood mother hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks.

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): The stirge brood mother drains blood, dealing 3d6 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 18 points of Constitution damage, it detaches to digest the meal. If its victim dies before the stirge's appetite has been sated, the brood mother detaches and seeks a new target.

(Source: Gigantic template from the *Deluxe Book of Templates*, p. 46-47).

Area 9-6 – The Blighted Grove (EL 8):

Wandering Monster Note: In her undead state, Ilyanassa is bound to the blighted grove, an area about 60 feet in diameter from where she died. As such, she will only be encountered in this area (although her keening ability can be heard throughout the Immense Cavern).

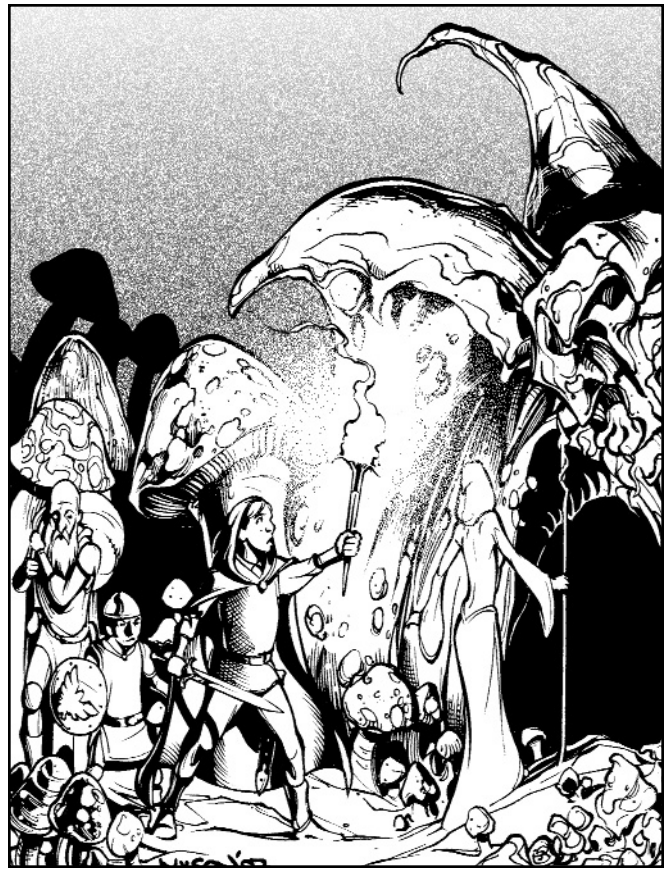
When the adventurers first enter the Fungus Forest, read or paraphrase the following:

You locate an obvious footpath that cuts through the fungus forest. The forest is crowded with pale white and creamy white toadstools, some reaching heights over 20 feet. The mushroom caps vary in size, but several are at least 10 feet in diameter. The ground here is black, soft loamy soil, and the region smells slightly organic. The fungus are teeming with tiny lizards and a myriad of insect life, from fat gray larvae that bore into the toadstool trunks, to many-legged bugs that scatter at your approach, to eyeless flies with clear wings.

When the party gets to the fork in the path, have the leader make a DC 25 Spot check to notice the old footpath that heads off to the west (toward area 9-6). An examination of this trail (with a DC 20 Survival check) reveals it has not been used in a long time. When the groaning spirit was created and began to haunt the blighted grove, the duergar blazed another path around the grove, not desiring to tangle with the undead maiden. If the PCs stick to the main path, they exit the forest. If they investigate the old path, read or paraphrase the following when they enter area 9-6:

The footpath empties into a clearing perhaps 60 feet in diameter. Nothing grows here, and the toadstools that ring the clearing appear twisted, stunted, and decaying. Even the soil appears dead, and lacks the abundant insect life common in the remainder of the fungus forest. A chill creeps across your body as you but peer into this blighted grove.

Ilyanassa Forlorna was a promising drow sorcerer, the daughter of Matron Chaliax (see sub-level 9B for details regarding the remnants of House Forlorna). It was expected that Ilyanassa would one day ascend to the position of Matron, and perhaps lead her downtrodden House back to its former glory. But just over four years ago, she mistakenly thought that day had come. Ilyanassa grew impatient with her mother's bumbling, cautious ways. She felt that House Forlorna needed to become aggressive to regain its stature, a goal shared by her lover, Master Ussalo. Ilyanassa confronted her mother and attempted to wrest control of the House



with the aid of her lover. But Master Ussalo betrayed her, and never struck the distracted Matron as he had promised. Ilyanassa was forced to flee, and she made it as far as the sally port (area 9B-2) before she succumbed to a poisoned dagger thrown by her treacherous lover. Desperate, she flung herself off the balcony and plunged to her death on the natural cavern floor below. In a final act of defiance against her mother, she had time to activate her *ring of invisibility* during her tumble.

Furious, Matron Chaliax ordered the skulkers to search the cavern floor and return the body to the Inverted Tower (perhaps her daughter would have a use as undead after all). But the drow never found her body, thanks to her activated ring. Matron Chaliax feared the worse, and the House hunkered down for the eventual assault by enemies in league with her daughter. But the days turned into weeks, then months, and there still was no attack. Through divinations, the Matron learned her daughter was indeed dead – yet could somehow still play a role in the destruction of the House. Little do the drow know, her invisible body rests below their doorstep.

A year after her death, Ilyanassa's restless soul returned from the grave as a groaning spirit – a bitter, hateful creature bent on the destruction of life. She is bound to the area below the Inverted Tower, within about 100 feet of her remains. The evil taint

of her depravity has created the blighted grove, as all living creatures are driven away from her evil aura. When the blighted grove extended onto the footpath, travelers to the Bleak Theater merely altered their route to avoid the wrath of the unquiet dead. Each year, however, the blighted zone increases about 20 feet in diameter.

Ilyanassa's Body: Ilyanassa's crumpled form is secluded in the grove, still *invisible*. It can be located with a DC 40 Search check. There are a few methods to make this discovery a bit easier. First, a *detect magic* spell automatically reveals the magic items on her body (see below). Second, each 10 minutes of searching grants a +1 cumulative circumstance bonus to subsequent Search checks (to a maximum +5 bonus). Finally, a DC 25 Knowledge (religion) check in an attempt to recall information on groaning spirits results in a +4 circumstance bonus to the Search check as the spirit is usually linked to a nearby body.

The body is little more than shattered skeletal remains. If the *invisibility* is dispelled, a DC 15 Heal check determines the likely cause of death to be a great fall, despite the presence of a dagger lodged in the corpse's ribcage. Her magic items still adorn the body: *bracers of armor +2*, *the ring of invisibility*, and a +1 *curvy-bladed dagger* (actually Master Ussalo's). The ring could still escape detection as its silver band has been rendered permanently *invisible* (which is how Ilyanassa hid it from her mother). Unless the adventurers specifically search the skeletal fingers for rings, a DC 30 Search check is needed to find the invisible ring.

Tactics: In undeath, Ilyanassa hates the living. A few rounds after the party enters the grove, she appears at the edge of the fungus forest, hoping to scare them with her fear aura. She appears as a twisted female drow, with a dagger protruding from her side, oozing a poisonous ichor. (Anyone who makes a DC 30 Sense Motive check notices she glances up from time to time, as if searching for an unseen enemy.) When a few targets move within range, she releases her keening before using her incorporeal form to disappear. She returns a few rounds later at the opposite side of the grove, and repeats the attack. Note that she has a feat that grants her an extra use of her keening and, since she was a drow (and thus an Underdeep inhabitant), she is not restricted in the use of her keening ability – day and night mean nothing to her.

Ilyanassa Forlorna, advanced groaning spirit: CR 8; Medium undead (incorporeal); HD 13d12; hp 96; Init +8; Spd 30 ft.; AC 18, touch 18, flat-footed 14; Base Atk +6; Grp –; Atk/Full Atk incorporeal

touch +10 melee (1d8 plus chill touch); SA Chill touch, fear aura, keening 2/day; SQ Darkvision 60 ft., immunity to cold and electricity, incorporeal traits, +4 turn resistance, sense living, SR 20, undead traits, unnatural aura, vulnerability; AL CE; SV Fort +4, Ref +8, Will +11; Str –, Dex 18, Con –, Int 16, Wis 16, Cha 19.

Skills and Feats: Bluff +20, Diplomacy +8, Disguise +4 (+6 acting), Hide +23, Intimidate +22, Listen +21, Search +19, Sense Motive +19, Spot +21, Survival +3 (+5 following tracks); Ability Focus (keening), Alertness, Blind-Fight, Extra Ability Use (keening), Improved Initiative, Skill Focus (Hide).

SA – Chill Touch (Su): Damage caused by Ilyanassa's touch attack is considered negative energy and sends a chilling cold through an opponent's body. Any creature touched must succeed on a DC 20 Fortitude save or suffer 1 point of Strength drain.

Any undead touched (except other groaning spirits) must succeed on a DC 20 Will save or flee in fear for 2d6 rounds.

Fear Aura (Su): Anyone viewing Ilyanassa must succeed on a DC 20 Will save or flee in terror for 1d6+4 rounds. Whether or not the save is successful, a creature is immune to the fear aura of that groaning spirit for 24 hours afterward.

Keening (Su): Ilyanassa can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 22 Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6+7 points of damage. The Extra Ability Use feat enables her to keen a second time per day.

SQ – Sense Living (Su): Ilyanassa can sense all living creatures up to 5 miles away.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of Ilyanassa at a distance of 30 feet. They will not willingly approach closer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Vulnerability (Ex): If targeted with a *dispel evil* spell, Ilyanassa must succeed on a Will save (DC 15 + the caster's relevant ability score modifier) or be destroyed.

(Source: *Tome of Horrors (Revised)*, p. 229.)

Area 9-7 – A Friend in Need (EL 10):

Wandering Monster Note: The kobold that guards this bridge rarely ever wanders far from its span, so it is always encountered here.

As the party approaches this area, read or paraphrase the following:

Beyond the Fungus Forest is open cavern bisected by a swift moving river. To the right, the river collects into a placid lake, before exit-

ing at the opposite side and making its way to the southern wall. Although the river appears dangerous to cross, a convenient stone bridge is located to the left, spanning the 20-foot-wide waterway.

As you approach the bridge, you are greeted by a bizarre sight. Apparently, this bridge has a guardian. The three-foot-tall humanoid is perched on a pony-sized rat, waiting at the opposite end of the span. The humanoid sports a finely scaled hide that is rust brown in color, and has a whip-like tail. The pitiful creature has a dragon-like snout that protrudes from under an ill-fitting rusty metal cap. It wears a mish-mashed collection of armor pieces, including a small metal shield strapped to its back, and what appears to be a leg greave as a crude breastplate. As you approach, the creature begins frantically chattering in a high-pitched squeal, as it draws a dinged longsword awkwardly from a back sheath. It musters the strength to level the battered blade toward you, as if daring you to cross the bridge.

Galdiera Goldmoon was just another of the many enemies the great Benthosruthsa made after terrorizing the upper world for centuries. When the dragon was young, he torched her elven village without a thought, but he earned a powerful, relentless foe. A half-celestial paladin, Galdiera spent decades tracking the great red dragon to his new lair under Castle Whiterock. With a band of loyal comrades, she planned to enter the bowels of Castle Whiterock to seek justice. However, her companions convinced her to hire another wizard in Cillamar to aid in the quest. It was this action that proved to be her downfall, as Benthosruthsa has many eyes and ears in the city. When he discovered Galdiera's intent, he made sure the wizard she hired was loyal to him, and planned a nasty surprise for the righteous elf.

The assault on the dungeons of Castle Whiterock did not go so well for Galdiera's band, as the forewarned Benthos tossed many worthless minions in her path. By the time she penetrated the Immense Cavern, only she and the hired wizard remained alive. But bloodlust was consuming the paladin, so she pushed on, sensing the end was near. By this point, she had complete trust in her wizard ally (as he had "saved" her life no fewer than three times). When he offered to cast a powerful spell on her to grant her stone-like skin in anticipation of a final battle with the dragon, she foolishly dropped her resistances (in game terms, she lowered her spell resistance, and willingly failed her saving throw). As the gleeful Benthos watched, his wizard thrall cast a

polymorph any object spell on the unprepared paladin, changing her into a weak, sniveling kobold. Benthos was so excited at the paladin's humiliation that he slew his wizard thrall (instead of paying him) and taunted the kobold for hours. Assuming the other denizens of the Immense Cavern would finish off the kobold, he departed to his lair for some well-earned rest. And he would dream of a tormented kobold paladin for weeks!

That was decades ago. Despite Benthos near-perfect plan, he underestimated Galdiera's resourcefulness and her passion for survival. Relying on her ability to lay on hands and a magic ring, she spent years simply managing to survive. She had lost her beloved blade, *Damarel*, but over time she collected odd bits of junk to fashion crude armor, located a replacement sword, and trained a dire rat to be her mount. Somewhere in her twisted mind, she is still a paladin, destined to champion the forces of good. Perhaps that is why her deity has not left her side and continues to grant her abilities in her kobold form. Nevertheless, her new form has taken a toll on her humanity and her memory.

Today, she is little more than a kobold with a twisted sense of morality. She guards a bridge in the Immense Cavern, challenging all those who dare to cross. The results are usually poor, and she usually ends up tossed in the river or severely beaten up. But her sense of duty (and lay on hands ability) continues to keep her alive. For some reason, she feels a need to guard something, yet the only thing that seems worth guarding in the Immense Cavern is the bridge. Perhaps because somewhere deep in her subconscious, she knows it leads the way to Benthos.

Interacting with the Guardian of the Bridge: The kobold begins the encounter as unfriendly. In Draconic, she states that she is the guardian of the bridge, and if the adventurers desire to pass, they must defeat her in honorable combat. The diminutive humanoid challenges a fighter-like PC to a one-on-one-duel to the death. If the adventurer wins (likely), the whole group may pass. If the kobold wins, the party must return whence they came. If asked why she is guarding the bridge, she says, "Because it's there." During this interaction, a DC 25 Spot check reveals a crudely fashioned holy symbol, giving the heroes a clue that this is no ordinary kobold. Due to the symbol's homemade appearance, a DC 20 Knowledge (religion) check is needed to identify it as a symbol of Teleus, god of law. If the adventurers attack en masse, or in one-on-one combat, refer to the Tactics section.

The Stone Bridge: This bridge was created by Pelltar centuries ago, using a *wall of stone* spell.

Therefore, it can be *disintegrated* or *dispelled* (CL 19th), as well as destroyed by mundane means (see statistics below). It is almost 20 feet wide, and there are no railings to prevent a fall into the 12-foot-deep water below. The kobold uses its magic pouch to cover the center eight squares of the bridge with caltrops (which are permanent once removed from the pouch).

Under the western arch of the bridge is a protected hollow used by the kobold as a lair. There is a small fire pit, a few odds and ends (a metal plate, an iron pot), and a small bed of rubbery fungus.

Stone Bridge: 4 in. thick, hardness 8, hp 60 (per 5-foot square), Break DC 28.

Galdiera's Sword and Armor: Galdiera's two most prized possessions are unavailable to her. Her bastard sword, *Damarel*, was lost years ago, and resides in the stirge lair (area 9-5b). If the adventurers have the sword and dispel the *polymorph any object* spell, she asks that her blade be returned, granting the heroes a +4 circumstance bonus to their Diplomacy check to sway her to join them. The kobold Galdiera has located a replacement blade, but it's a bit too large for her small stature. Her magic breastplate was melded into her kobold form (unlike her other items) and is unavailable for use while she is a kobold. If she is killed, or the *polymorph* is dispelled, the armor reappears.

Tactics: The kobold hopes the caltrops on the bridge slow down the adventurers. If they fight en masse, the kobold dismounts and selects a powerful fighter type to fruitlessly attack. Meanwhile, the small humanoid spits curses of dishonor on the heroes for engaging in an unfair fight. The kobold is not very bright: She backs up to an edge of the bridge to reduce flanking opportunities, but unfortunately this opens her up to being bull rushed off the bridge. If this occurs, the water breaks her fall, and she is swept to the south. Eventually, she pulls her soaked form out of the water, accepts defeat (once again), and returns to her post.

If an adventurer agrees to a one-on-one duel, the kobold dismounts (unless the combatant has a mount; she prefers mounted combat). She then casts *eagle's splendor*, *divine favor*, *bless*, and *holy smite* in that order (and encourages her opponent to cast any defensive spells as well). Regardless of her initiative, the kobold always lets her opponent strike first. She clumsily wields her Medium longsword in two hands. She uses her Dodge and Spring Attack feats as much as possible, and she saves her lay on hands ability (now 70 hit points per day due to her increased Charisma) for when she is reduced to 20 hit points or less. She splits it up into

three uses: 40 hp, 25 hp, and saves the last 5 hp to heal herself if defeated. When reduced to less than 10 hit points after using her first two lay on hands, she surrenders and lets the adventurers pass.

Kobold (polymorphed half-celestial elf, Pal10): CR 10; Small humanoid (reptilian); HD 10d10; hp 66; Init +1; Spd 30 ft.; AC 18, touch 14, flat-footed 17; Base Atk +10; Grp +5; Atk battered longsword +10 melee (1d8-1/19-20); Full Atk battered longsword +10/+5 (1d8-1/19-20); SA Daylight, smite evil 3/day (paladin, +5 to hit, +10 damage), smite evil 1/day (celestial, +10 to damage), spell-like abilities, turn undead 8/day (+5, 2d6+12); SQ Aura of courage, aura of good, darkvision 60 ft., detect evil, divine grace, DR 5/magic, immune to sleep, kobold traits, lay on hands (50 points per day), remove disease 2/week, resistance to acid 10, cold 10, and electricity 10, SR 20; AL LG; SV Fort +12, Ref +9, Will +10; Str 9, Dex 13, Con 10, Int 10, Wis 14, Cha 20.

Skills and Feats: Craft (trapmaking) +2, Diplomacy +15, Heal +5, Hide +4, Knowledge (nobility) +6, Ride +10, Search +2; Dodge, Exotic Weapon Proficiency (bastard sword), Mobility, Spring Attack.

SA – Daylight (Su): This half-celestial paladin can cast *daylight* (CL 10th) at will, as a standard action.

Smite Evil (Su): Three times per day, as a paladin, she can make a melee attack that has a +5 to the attack roll and +10 to damage. If the attack hits a non-evil creature, the smite is wasted.

Smite Evil (Su): Once per day, as a half-celestial, she can make a melee attack that deals +10 damage to an evil creature. If the attack hits a non-evil creature, the smite is wasted.

Spell-Like Abilities: 1/day – *aid*, *bless*, *detect evil*, *cure serious wounds* (DC 18), *neutralize poison*, *remove disease*, *holy smite* (DC 19), *dispel evil* (DC 20); 3/day – *protection from evil*. Caster level 10th.

Turn Undead (Su): As a 7th-level cleric.

SQ – Aura of Courage (Su): This paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex): This paladin is immune to all diseases, including supernatural and magical diseases.

Spells Prepared (2/2; DC 12 + spell level): 1st – *divine favor*, *lesser restoration*; 2nd – *eagle's splendor*, *resist fire*. Caster level 5th.

Possessions: Battered longsword, piecemeal armor (including a small steel shield, providing an armor bonus of +3), *ring of protection* +2, *ring of*

sustenance, lesser pouch of endless caltrops, crude holy symbol of Teleus (a misshapen piece of metal fashioned like a sword with radiant light behind it).

Languages: Common, Draconic, Elven, Celestial.

Advanced dire rat mount: CR 2; Medium animal; HD 4d8+8; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk bite +7 melee (1d6+3 plus disease); Full Atk bite +7 melee (1d6+3 plus disease); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2;

Sub-Quest: Returning Galdiera to her True Form

Simply talking to the kobold is not enough to determine her true form. She honestly believes herself to be a kobold, and can't remember anything of her previous form. However, astute adventurers could recognize the holy symbol she wears, and although her tactics and combat abilities are poor, she clearly has more hit points and special abilities than a typical kobold. A *dispel magic* or *greater dispel magic* could be used to transform her back into her true form. The DC for the caster check is 26, since the wizard that cast the *polymorph any object* spell was 15th level. Kudos to the heroes!

More likely, the kobold will die at the hands of the adventurers. When she dies (dropping below -9 hit points), she reverts to her true form. Her stunning beauty and obvious wings are clear signs the adventurers have made a mistake. However, since she is a native outsider, she can be raised with a *raise dead, resurrection, miracle, limited wish, or wish* spell. If the party fails to raise such an obvious celestial creature, each PC should lose 250 experience points.

In her true form, she stands almost 6 feet tall and has a light bronze skin. Her hair is pure blonde, concealing smallish elf-like ears, and she has large green eyes and soft facial features. She wears a brilliant gold breastplate with Teleus' greatsword symbol engraved on its front. A pair of white feathered wings sprouts from her back. Galdiera is confused, and she needs a few days to recover from her trauma. About a week later, she recalls her past and her desire to slay Benthosruthsa. Her experience has taught her a valuable lesson to not trust strangers, so her attitude toward the PCs will be indifferent at this point. Unless they can sway her to helpful (in which case she will join the party as an NPC), she strikes out on her own to defeat her enemy. In this case, the GM needs to determine her fate. Her true form statistics appear below.

Galdiera Goldmoon, half-celestial elf, Pal10: CR 12; Medium outsider (native); HD 10d10+30; hp 96; Init +3; Spd 30 ft., fly 60 ft. (good); AC 24, touch 15, flat-footed 21; Base Atk +10; Grp +14; Atk by weapon; Full Atk by weapon; SA Daylight, smite evil 3/day (paladin, +5 to hit, +10 damage), smite evil 1/day (celestial, +10 to damage), spell-like abilities, turn undead 8/day (+5, 2d6+12); SQ Aura of courage, aura of good, darkvision 60 ft., *detect evil*, divine grace, DR 5/magic, elf traits, immune to *sleep*, lay on hands (50 points per day), *remove disease* 2/week, resistance to acid 10, cold 10, and electricity 10, SR 20; AL LG; SV Fort +15, Ref +11, Will +10; Str 18, Dex 16, Con 16, Int 10, Wis 14, Cha 20.

Skills and Feats: Diplomacy +15, Heal +5, Knowledge (nobility) +6, Listen +4, Ride +10, Search +2, Spot +4; Dodge, Exotic Weapon Proficiency (bastard sword), Mobility, Spring Attack.

SA – Daylight (Su): Galdiera can cast *daylight* (CL 10th) at will, as a standard action.

Smite Evil (Su): Three times per day, as a paladin, Galdiera can make a melee attack that has a +5 to the attack roll and +10 to damage. If the attack hits a non-evil creature, the smite is wasted.

Smite Evil (Su): Once per day, as a half-celestial, Galdiera can make a melee attack that deals +10 damage to an evil creature. If the attack hits a non-evil creature, the smite is wasted.

Spell-Like Abilities: 1/day – *aid, bless, detect evil, cure serious wounds* (DC 18), *neutralize poison, remove disease, holy smite* (DC 19), *dispel evil* (DC 20); 3/day – *protection from evil*. Caster level 10th.

Turn Undead (Su): As a 7th-level cleric.

SQ – Aura of Courage (Su): Galdiera is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex): Galdiera is immune to all diseases, including supernatural and magical diseases.

Spells Prepared (2/2; DC 12 + spell level): 1st – *divine favor, lesser restoration*; 2nd – *eagle's splendor, resist fire*. Caster level 5th.

Possessions: +3 golden breastplate, ring of protection +2, ring of sustenance, lesser pouch of endless caltrops, silver holy symbol of Teleus.

Languages: Common, Elven, Celestial.

Str 14, Dex 16, Con 14, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +7, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Weapon Finesse, Weapon Focus (bite).

SA – Disease (Ex): Filth fever – bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Area 9-8 – A Tippy Situation (EL 9):

Wandering Monster Note: This creature does not lair in the Immense Cavern. Instead, it senses the metal possessed by the PCs and “ambushes” them somewhere in the area encircled by the dotted lines on the map.

As the party enters this area, read or paraphrase the following:

Ahead is a gradual 20-foot rise that leads to a plateau. As you approach, the ground in front of you begins to crumble, collapsing into a 10-foot-wide opening with a poof of dust. A tan-brown, blunt, clawed appendage reaches out of the newly formed pit, groping for purchase. It is followed by another such appendage, and with great effort, the bulk of a teardrop-shaped creature is hoisted out of the pit. Its undulating rubbery hide glistens with moisture as it sham-bles in front of you, a full 15 feet long. A single blinking eye slit examines your band, as its great, toothless goo-filled maw begins to utter strange guttural words.



The adventurers have run across a delver named Buulff. Or more specifically, an intoxicated delver has been attracted to the heroes by the precious metal they carry. Buulff was a fairly typical delver, until a few weeks ago when he stumbled upon a vein of gold. The precious metal has an intoxicating effect on the aberration, and ever since he has craved more. He has spent the last few weeks looking for his next hit, but the silver and copper veins he found have only provided temporary succor. He is currently hopped up on copper, which will stay in his system for another 20 minutes or so (see a Slight Buzz, below), but when he detected the heroes above, he closed with all haste hoping to get another hit of metal.

Negotiating with an Intoxicated Delver: Buulff begins the encounter as hostile, and he demands precious metals from the party. If they don't placate him in a few rounds, he attacks as described in the tactics section. He begins speaking in Terran, though he can understand Undercommon. If the adventurers can't converse with him, combat is likely. Traditional Diplomacy checks suffer a –10 penal-

ty due to his intoxicated state. But if they offer him precious metals, they can attempt a special Diplomacy check, depending on the type of metal they fork over. See the table below.

The Diplomacy DCs are based on the party providing him the equivalent of 500 coins. For every 100 coins greater than this amount, grant a +1 cumulative circumstance bonus to the roll (maximum +5). For every 100 coins less than this amount, assess a cumulative –1 circumstance penalty to the roll. Note that better-quality metals last longer in his system. If the adventurers are still nearby when its effects wear off, he returns to demand another hit.

Metal	Diplomacy DC	Duration of Effects
Copper	40	30 minutes
Silver	35	1 hour
Gold	30	4 hour
Platinum	20	8 hours

The Passage: A delver's corrosive slime leaves behind a passage about 10 feet in diameter. The acidic goo is on all passage surfaces and takes a while to become inert. For the next 30 minutes, the acid is full strength and can affect footwear. Although the passages eventually collapse, the heroes could use them to continue their adventures into the Underdeep. Additional encounters are up to the GM to decide, but it is suggested the winding route does not lead to any other levels above or below Castle Whiterock.

A Slight Buzz: Actually, the intoxicating metal affects delvers in very strange ways. First, the normally docile creatures get very aggressive and downright hostile. Second, the drunken stupor increases their Strength by +3 for the duration of its effects. However, during this time, the creature gets clumsy and its thought processes slow down. It suffers a –2 penalty to its Dexterity and Reflex saves, and a –4 penalty to all skills that require concentration. These penalties are not reflected in the stat block below.

Tactics: If Buulff attacks, he flails about, wildly attacking nearby targets in a random fashion. A DC 15 Sense Motive check reveals he is not completely in control of his actions. Although he lacks the Improved Bull Rush feat, he might try to bull rush an opponent into the pit. The resulting fall causes 2d6 points of damage, plus another 2d6 points of acid damage as the passage is covered with acidic goo. Worse news: In his drunken stupor, the delver is likely to fall into the pit as well unless he succeeds a DC 20 Reflex save. A delver falling on a PC causes 6d6 points of damage plus an additional 2d6 points of acid damage per round while he is on top of the victim.

Bulff fights until reduced to 20 hit points or less. Then he flees down the pit and the passages using a full move action. He even pauses to cast *stone shape* to seal the passage, in case the adventurers pursue.

Bulff, male delver: CR 9; Huge aberration; HD 15d8+78; hp 165; Init +5; Spd 30 ft., burrow 10 ft.; AC 24, touch 9, flat-footed 23; Base Atk +11; Grp +27; Atk slam +17 melee (1d6+8 plus 2d6 acid); Full Atk 2 slams +17 melee (1d6+8 plus 2d6 acid); Space/Reach 15 ft./10 ft.; SA Corrosive slime; SQ Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.; AL N; SV Fort +12, Ref +6, Will +11; Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12.

Skills and Feats: Knowledge (dungeoneering) +14, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground); Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness.

SA – Corrosive Slime (Ex): A delver produces a mucus-like slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects, it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save.

SQ – Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (CL 15).

Area 9-9 – The Worm Fields (EL 12):

Wandering Monster Note: This encounter functions as a wandering monster. For every 10 minutes the heroes spend in the worm fields, there is a cumulative 10% chance a purple worm detects them with its tremorsense. Three rounds later, it bursts through the floor and attacks!

The ground shakes before exploding in a shower of rocky shrapnel. The cause of the distur-

bance is a massive violet worm with armor plates along its serpentine body. The eyeless creature hesitates a moment before opening its maw wider than a human stands, and lunging to attack.

The worm fields are a region of the Immense Cavern situated in the upper west corner. The ground here is pockmarked by tunnels created by these fantastic beasts. There is no limit to the number of these creatures that can be encountered here. However, after one has been encountered, it is usually several hours before another arrives (unless lured to the surface; see area 9-10). Most denizens of the Immense Cavern avoid this dangerous area, save for the band of thrill-seeking stone giants hanging out in area 9-10.

The Tunnels: The purple worms have created an extensive network of tunnels under the cavern floor, as depicted on the map. These tunnels are about 5 feet in diameter, but frequently collapse in a few days. At the GM's option, these tunnels could lead deeper into the Underdeep, or even to lower levels of Castle Whiterock. There are pros and cons to exploring these tunnels: Doing so doubles the chances of encountering a purple worm. However, for each 10 minutes spent down here, there is a 50% chance the heroes discover 1d4+3 worm casings. Each worm casing has a 25% chance of containing 1d3+2 rough gemstones, each worth 50 gp.

The Attracting Rod: Located next to the cavern wall is a massive iron pole about 4 inches in diameter. It is sunken into the floor about 10 feet, and another 15 feet is exposed above the floor. Its surface is marred from being hammered on for months. The stone giants in area 9-10 use the iron rod to attract purple worms to the area. If the rod is struck with a hammer-like instrument for at least 1 minute, the chance that a purple worm arrives in the fields increases to a cumulative 25% per 10 minutes. The stone giants then use meat haunches (or even live bait) to lure the worms to the cavern wall, so they can be ridden for sport.

Tactics: The purple worm uses few advanced tactics. First, it exits its worm tunnel, so it can use its tail stinger and its bite in the same round. Then it attacks, using its improved grab ability to swallow a target the next round. If it fails its initial grapple check, it uses its Awesome Blow feat on that target the next round. If reduced to 50 hit points or less, it backs down into its tunnel, and just attacks with its bite. If it has swallowed two or more targets, it flees. Otherwise, it stays and fights to the death.

Advanced Purple Worm: CR 12; Gargantuan magical beast; HD 18d10+126; hp 225; Init -2; Spd 20 ft., burrow 20 ft., swim 10 ft.; AC 19, touch 4, flat-footed 19; Base Atk +18; Grp +42; Atk bite +27 melee (2d8+12); Full Atk bite +27 melee (2d8+12) and sting +22 melee (2d6+6 plus poison); Space/Reach 20 ft./15 ft.; SA Improved grab, swallow whole, poison; SQ Tremorsense 60 ft.; AL N; SV Fort +18, Ref +9, Will +5; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8.

Skills and Feats: Listen +20, Swim +20; Ability Focus (poison), Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting).

SA – Improved Grab (Ex): To use this ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 28, initial damage 1d6 Str, secondary damage 2d6 Str.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Area 9-10 – The Stone Giant Lodge (EL 8):

Wandering Monster Note: These stone giants either stick to their lodge (the cave marked 9-10) or wander about the worm fields looking for a thrill ride. The heroes will be spotted by the lookout as they approach the cave. Read or paraphrase the following:

As you make your way up the winding path, your attention shifts to a humanoid creature on a path above your position. The male humanoid stands between seven and eight feet tall, and has gray, stone-like skin. He wears simple clothes and sports a bald head. His gnarled muscular arms are covered with tattoos, and various facial features are obviously pierced.

The humanoid is shouting in a strange tongue while jumping up and down. He stoops low, deftly sweeping a rock into his hands before cocking it above his head, ready to let it fly. Several

more similar creatures exit a cave, and move into position above you. Soon, each is holding a rock over its head, awaiting your next move.

A small group of juvenile stone giants (as reflected in their stats) congregate in this cave to share camaraderie. The cave is not a permanent settlement, but instead a lodge of sorts where the giants can come to get away from nagging parents or recent spouses. It's a place to kick back, chew on some lizard jerky, drink strong mead, tell crude jokes, and engage in contests against each other. At first, they enjoyed rock-tossing contests at various targets lined along the cavern wall. But their leader soon discovered a more thrilling form of entertainment: worm riding! And it has become quite the popular pastime with the giants.

Interacting with the Stone Giants: The juvenile stone giants always have a lookout positioned outside their lodge on the watch for parents or spouses. When encountered, the stone giants are considered unfriendly and are speaking in Giant. They do understand Common, and if the adventurers can perform some fast talking, and sway them to at least indifferent, the giants agree to put the rocks down and talk. If they stay unfriendly, they attack (see Tactics, below).

Assuming the heroes succeed with their banter, Fjorjek steps forward and introduces himself as the leader. He grills them on their purpose this far underground. He has heard the rumors of Benthos, but his knowledge is limited to the Immense Cavern and to levels 10 and 11. In passing, he claims his band serves the duergar below, but a DC 15 Sense Motive check reveals no real deep loyalty. If the adventurers ask about the duergar or directions to the level below, Fjorjek says they first need to prove their worthiness. Normally, the giants' challenge would involve tossing boulders at a target, but there is little chance any of the adventurers can lift a rock, let alone toss it hundreds of feet. Therefore, Fjorjek suggests an alternate test: worm riding.

If the heroes succeed at worm riding, the stone giants' attitude shifts to friendly, and they invite the party into the lodge for mead, jerky, and swapping tall tales by a roaring fire. Fjorjek gladly gives the PCs instructions on how to reach the Bleak Theater via area 9-11, and even informs them of the pass phrase needed to bypass the trap. If the heroes decline to participate in worm riding, they have a fight on their hands, as the giants use them as moving targets! If the PCs attempt (but fail) worm riding, the stone giants are curt and send them on their way. They give directions to the Bleak Theater, but neglect to inform the party about the trap in area 9-

11. A few hours after the adventurers pass through the area, the stone giants follow (to collect any items from the dead PCs), before heading to level 10 to inform The Impresario to reset the trap.

The Lodge: There are three caves situated in this area, and all can be reached via a winding, 5-foot-wide path. The two caves to the left are usually empty, although a few large-sized bedrolls are present in each chamber. These serve as the guest rooms, and an overflow chamber when many giants are visiting.

The cavern to the right is about 60 feet long and 40 feet wide. There is a huge fire pit in the center, used to grill meat. Hanging from the ceiling in small niches are numerous strips of lizard jerky and smoked meats, some rubbed with pungent, spicy seasonings. Along the walls are several trophies, including the jaws from a purple worm, the skeleton of a 15-foot-long fish-like creature, a chuul's claw, a bulette's armored fin, and the horns from a dinosaur-like creature. The stone giants enjoy hunting, and the trophies represent bragging rights, and instill a feeling of one-upmanship between them.

High Spirits: The stone giants smuggle high-quality Underdeep mead past their parents and maintain a suitable stock in their lodge. This mead is brewed with fungal extracts, and packs quite a punch to those not used to its acrid taste. If any of the heroes samples the mead, the imbiber must succeed on a DC 15 Fortitude save or become sickened for 5d4 minutes. There are five casks of mead hidden under a canvas. Each would fetch 40 gp, if a buyer could be located. It's often said worm riding is best enjoyed after a few mugs of this mead.

Luring the Worm In: In order to ride a worm, one needs to lure a worm to the cavern wall so a target can jump down on it (see the sidebar for rules on how to actually ride the worm). The stone giants use the metal pole sunk into the floor as an attracting rod. One stone giant stands at the base of the pole, and whacks at it with a large maul. The vibrating metal tends to attract the great beasts to the worm field. Then the stone giants perched on the ledge lower down a pony-sized haunch of meat (from some Underdeep creature) to attract the worm to the vicinity of the waiting rider. The would-be rider jumps on the worm's back, and then the fun begins.

Tactics: If a fight breaks out, the stone giants attempt to stay above the adventurers and throw rocks at them. Assume they have an endless supply of throwing rocks. Fjorjek casts *shield* on himself, and then joins in the fun, lobbing rocks at the party and using *true strike* to increase his chances of hitting. If a hero is struck by a critical hit, he



needs to make a DC 15 Reflex save or be knocked off the path, suffering 3d6 points of damage during the tumble to the cavern floor.

Juvenile Stone Giants (5): CR 6; Medium giant (earth); HD 7d8+14; hp 47 each; Init +3; Spd 20 ft.; AC 24, touch 13, flat-footed 21; Base Atk +5; Grp +9; Atk greatclub +9 melee (1d10+6) or slam +9 melee (1d3+4) or rock +8 ranged (1d10+6); Full Atk greatclub +9 melee (1d10+6) or slam +9 melee (1d3+4) or rock +8 ranged (1d10+6); SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL N; SV Fort +7, Ref +5, Will +2; Str 19, Dex 17, Con 15, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +6, Hide +5*, Jump +7, Ride (purple worm) +11, Spot +2; Point Blank Shot, Precise Shot, Skill Focus (Ride).

*A stone giant gains a +8 racial bonus on Hide checks in rocky terrain. This is included above.

SA – Rock Throwing (Ex): The range increment is 120 feet for a juvenile stone giant's thrown rocks. It uses both hands when throwing a rock.

SQ – Rock Catching (Ex): A juvenile stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Possessions: Hide armor, greatclub, large bag with assorted worthless junk and 4d20 gp.

(Source: Miniature template, *Deluxe Book of Templates*, p. 95.)

Fjorjek, juvenile stone giant Sor3: CR 9; Medium giant (earth); HD 7d8+21 plus 3d4+9; hp 69; Init +4; Spd 30 ft.; AC 23, touch 14, flat-footed 19; Base Atk +7; Grp +10; Atk greatclub +10 melee (1d10+4) or slam +10 melee (1d3+3) or rock +11 ranged (1d10+4); Full Atk greatclub +10/+5 melee (1d10+4) or 2 slams +10 melee (1d3+3) or rock +11 ranged (1d10+4); SA Rock throwing, spells; SQ Darkvision 60 ft., low-light vision, rock catching; AL N; SV Fort +9, Ref +7, Will +7; Str 16, Dex 19, Con 16, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +7, Climb +8, Hide +7*, Jump +7, Ride (purple worm) +12, Spot +7; Combat Casting, Point Blank Shot, Precise Shot, Skill Focus (Ride).

*A stone giant gains a +8 racial bonus on Hide checks in rocky terrain. This is included above.

SA – Rock Throwing (Ex): The range increment is 120 feet for a juvenile stone giant's thrown rocks. It uses both hands when throwing a rock.

SQ – Rock Catching (Ex): A juvenile stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Spells Known (6/6; DC 13 + spell level): 0 – *dancing lights, daze, ghost sound, mending, prestidigitation*; 1st – *jump, shield, true strike*.

Possessions: Greatclub, 2 daggers, large bag of worthless junk, 212 gp.

(Source: Miniature template, *Deluxe Book of Templates*, p. 95.)

Sard, armadillo familiar: Diminutive magical beast; HD 3d4 (29 hp); Init +1; Spd 15 ft., burrow 5 ft.; AC 20, touch 15, flat-footed 19; Base Atk +7; Grp -9; Atk/Full Atk claws +8 melee (1d4-3); Space/Reach 1 ft./0 ft.; SA Deliver touch spells; SQ Defensive ball, empathic link, improved evasion, low-light vision, share spells; AL N; SV Fort +9, Ref +8, Will +8; Str 3, Dex 12, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Concentration +5, Hide +16, Listen +5, Spot +6; Weapon Finesse.

SQ – Defensive Ball (Ex): An armadillo can roll into a ball as a standard action, granting a +4 circumstance bonus to AC and saves. Unrolling is a free action.

Master's Special Ability: Master gains a +1 bonus to natural armor.

Worm Riding

The stone giants are thrill seekers, and there are few things more thrilling than holding onto the back of a bucking, 80-foot-long worm! If the adventurers want to win the stone giants' friendship, all they need to do is last on the back of a purple worm longer than a stone giant. Any number of PCs can attempt to ride: They only need to win once to earn the giants' respect. If the PCs give it a go, use the following procedure after a worm has been lured in:

First, a PC needs to jump on the back of a purple worm. This requires a DC 22 Jump check. Success indicates the PC has landed on the worm's back. Failure indicates 3d6 points of damage and the PC lying prone, with an enraged purple worm nearby! Roll for initiative!

Next, the PC needs to hold on. This requires an opposed Strength check against the purple worm. Keep in mind the purple worm's Strength is 35, which translates to a +12 modifier to the roll. If the PC beats the worm's roll, he holds on for 1 round for each number he beats the roll. For example, if a PC rolled a modified 30, and the worm rolled a modified 25, the PC holds on for 5 rounds. Whoever holds on the longest wins the competition.

However, there are a few tricks the PCs could employ to increase their chances of holding on:

- Obviously, any spell that increases the adventurer's Strength translates to an advantage.
- Any PC with at least 5 ranks of Ride gets a +2 bonus.
- A successful melee attack with a piercing weapon that inflicts 7 or more points of damage also lodges the weapon in the worm's thick skin, and creates something for the PC to hold onto. (The giants use spears.) This grants a +4 bonus to the Strength check.
- Instead of using a weapon, a PC can attempt to use a rope to ensnare part of the worm to gain a better grip (DC 30 Use Rope). If successful, it grants a +4 bonus to the Strength check.
- Casting *spider climb* creates sticky hands and feet, granting a +10 bonus to the Strength check.

When an adventurer is thrown from the purple worm's back, he suffers 4d6 points of damage and is prone. A DC 20 Reflex save can reduce this damage by half. Fjorjek often uses *jump* and *true strike* to increase his odds of riding successfully.

Area 9-11 – The Trapped Route to the Bleak Theater

(EL 10): As the party enters this area, read or paraphrase the following:

The meandering path leads to a cave about 10 feet high. After a short walk, the passage terminates at a circular chamber about 40 feet in diameter. The floor is smooth and clear of debris, and the 15-foot-high ceiling is plain and smooth. To the right is the stony carcass of a cigar-shaped creature about 10 feet tall. The carcass is riddled with slashing and piercing wounds, and numerous tentacles hang limply at its side. The creature appears to have been dead for at least a week.

On the opposite side of the chamber is a 10-foot-wide passage that appears to lead down.

This chamber is the last line of defense before level 10. As such, the duergar have always seen a need for some sort of safeguard. There are few troops available to establish an outpost, although based on the performance of the derro on level 7, the duergar might be convinced to have the insane creatures create a base here. Hiring a mercenary is an option, and it was hoped that the stone giants in area 9-10 might have an interest in such a job. However, they don't (but haven't told the duergar yet), and besides, it is deemed too expensive. They thought they found the perfect guardian in the form of a roper that didn't require payment. However, it soon began to attack all travelers (including duergar slavers), and needed to be destroyed. Its body is still in the chamber. Another option would be employing undead guards (such as ettins), but none can be spared. Perhaps a golem is the answer, but in the meantime, a trap has been placed here as a last resort.

The Trap: The duergar have created a magic trap with a mechanical component that proves quite effective (hence the increased CR). The trap has a proximity trigger that goes off when someone enters one of the squares marked on the map with a “*”. Note that, as with other proximity triggers, the target need not be touching the floor; flying PCs can still trigger it. The trap releases an *incendiary cloud* spell into the room. In the same round, mechanical triggers cause hidden sliding stone doors to seal both exits, making the spell more deadly. Any PCs in a 5-foot square near one of these exits can attempt a DC 28 Reflex save to jump through before the door slides shut. Failure indicates the target is still in the room. The spell lasts 15 rounds, but the doors need to be manually reset.

The duergar installed a bypass to allow safe passage for themselves and their allies, such as the

stone giants in area 9-10 and any slavers moving between the surface and the Bleak Theater. By uttering the phrase (in any language), “All Hail Thane Hrolad Vejik, and May His Beard Grow Long,” before entering a trigger square, the speaker deactivates the trap for 5 minutes.

Incendiary Cloud Trap with Sliding Doors: CR 10; magic device; proximity trigger (*alarm*); bypass by saying the pass phrase; manual reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6 points of damage/round for 15 rounds, DC 22 Reflex save for half damage; Search DC 33; Disable Device DC 33.

Sliding Stone Doors (2): 8 in. thick; hardness 8; hp 120; Break DC 28; Open Lock DC 30.

Bonus Rewards

Objectives	Experience Points
Discovering the correct route into the pyramid from the trolls	150
Befriending Gar and Nar, and seeing his cave paintings	200
Getting other useful information from Gar and Nar . .	100
Using a <i>fireball</i> or similar magic to rout the stirge swarms	100
Finding the sword <i>Damarel</i> , and returning it to Galdiera	400
Determining the location of the Inverted Tower (sub-level 9B) from Ilyanassa's probable cause of death	300
Dispelling the polymorph before slaying Galdiera .	400
Finding Peduncle's Retreat (sub-level 9C)	300
Giving Bulfff coins to avoid a fight in area 9-8 . .	200
Agreeing to ride a purple worm	100
Successfully riding a purple worm, and getting the pass phrase to the trap in area 9-11 from the stone giants	300
Avoiding the trap in area 9-11 (by using pass phrase, or disabling)	150
Total possible bonus points per group	2,700