

Final Torch

Shadowdark RPG Zine

Issue 1

WHAT'S INSIDE:

New Jungle Setting!
New Adventures!
New Monsters!
And more!

Issue #1

Jungles of Qaratha

Designed for use with
ShadowDark RPG

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INTRODUCTION

Welcome to Final Torch!

Inspired by the excellent *Cursed Scroll* supplements from *The Arcane Library*, this new zine aims to inspire every Shadowdark Game Master to build a jungle-based campaign.

In This Issue:

- ▶ **Hex map** with 30+ Adventure Seeds for the Jungles of Qaratha
- ▶ **The Curator** quest giver
- ▶ **Over 50 new Monsters**
- ▶ **3 Exciting Jungle Adventures**



Adventure Seeds

The included Hex Map and Key are filled with Adventure Seeds that are concise and intentionally vague and rich with potential. These concepts and connections are designed to ignite the creative process and inspire GMs to turn individual adventures into full-fledged campaigns.

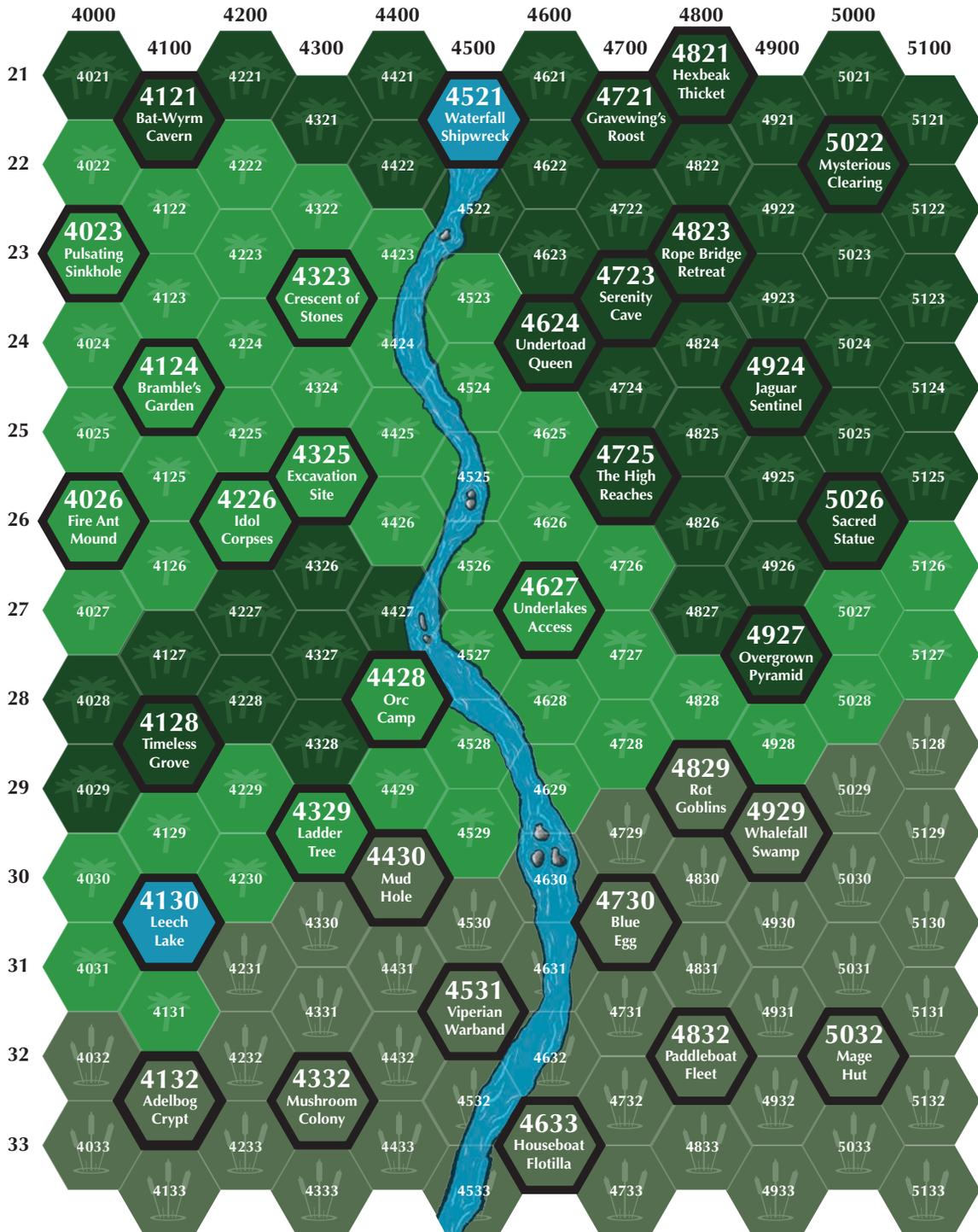
Each hex holds the promise of new encounters and unexpected challenges as your players venture into the dense and perilous Jungles of Qaratha.

Serenity Cave

A safe haven called **Serenity Cave** has been included in Hex 4723 on the hex map. Within the cave, crawlers can:

- ▶ Paint on cave walls to map the region. This can be a **community map** if your group plays in West Marches style.
- ▶ Send and receive information that may lead to quests via **Flitlings** (*tiny messenger birds*) of Serenity Cave.
- ▶ Interact with **Bonroux Savoy**, a local Curator (*pg. 12*) who can provide quests and/or rumors.
- ▶ Buy and sell equipment via merchants who sell their wares at the cave.

JUNGLES OF QARATHA



▲ North 1 hex = 6 miles



Dense Jungle



Jungle



Marsh

HEX KEY

4023 PULSATING SINKHOLE

A massive sinkhole reveals a descent into the mysterious Shadowdark. From its depths, a mesmerizing purple light pulses, casting eerie shadows that dance on the slimy walls of the deep hole.

A long thick rope has been tied around a nearby palm tree and disappears into the grim darkness below.

4026 FIRE ANT MOUND

A large Fire Ant mound, once orderly and structured, is now chaotic and scattered. The entire area is a writhing carpet of huge, agitated **Fire Ant Swarms**.

The massive foot print that disturbed the mound is unmistakably that of the gentle jungle giant at **Bramble's Garden** (4124).

4121 BAT-WYRM CAVERN

A limestone cavern filled with fang-like stalagmites and stalactites.

Within the damp cave, a centuries-old war rages, pitting the aerial forces of leathery **Cavern Bat Swarms** against the ancient, magical **Cavern Wyrms** that burrow beneath the cave floor.

4124 BRAMBLE'S GARDEN

Amidst the thick undergrowth, **Bramble** (a gentle giant) lumbers through the jungle, a massive form often mistaken for a boulder. His wild green hair resembles a tangle of vines, adorned with curious monkeys and nesting birds drawn to his gentle spirit. Tending to chaotic gardens of oversized flowers, he often forgets where he plants them, resulting in whimsical hybrids bursting with color. Recently, he stepped on a **Fire Ant Mound** (4026), disturbing **Fire Ant Swarms** inside.

4128 TIMELESS GROVE

Eight Halfling Priests tend to a grove of vibrant pear trees that stand apart from the surrounding landscape. The air crackles with an otherworldly energy that distorts reality. Soon the trees will yield bright blue pears that heal. Once a year, if a blue pear is brought to the **Sacred Statue** (5026), it will bestow a *Wish*.

4130 LEECH LAKE

An inky black lake whose still waters hold dozens of hungry **Giant Leeches**. On a small island in the center of the lake, a tall, ominous obsidian stone is surrounded by offerings of treasure and trinkets.

4132 ADELBOG CRYPT

A damp crypt that the local **Swampfolk** of The **Houseboat Flotilla** (4633) are too superstitious to enter. Once a tomb, it is now home to various **Giant Spiders**, the largest of which is **Mother Many**.

4226 IDOL CORPSES

Scattered across a desolate camp, the mummified remains of fallen adventurers hint at a grim fate. Among their scattered belongings is a golden jaguar idol — a cursed treasure plundered from the nearby **Excavation Site** (4325).

4323 CRESCENT OF STONES

In a clearing bathed in ethereal light, seven proud monoliths stand in a crescent formation, each etched with a peculiar symbol. They can be used to invoke teleportation to other areas of the jungle and elsewhere.

4325 EXCAVATION SITE

Amidst the overgrowth, **Unearthing Guild Archaeologists** toil at a dig site in search of a lost civilization of **Qaratha**. Recently, a cursed golden jaguar idol was taken by thieves, who are now the **Idol Corpses** (4226). The Unearthing Guild seeks the **Lost Eye** of the **Jaguar Sentinel** (4924), believing it could be used for evil purposes if it fell into the wrong hands. They've heard that the **Undertoad Queen** (4624) found the Lost Eye.

4329 LADDER TREE

A colossal tree that is 20 feet wide at its base. Planks of weathered wood nailed to the trunk form a makeshift ladder that ascends towards the shadowy canopy high above.

How long the ladder has been there (*or who put it there*) remains a mystery.

4332 MUSHROOM COLONY

In the shadows of moss-draped willows, dozens of **Mushroomfolk** thrive in tranquil harmony. However **Swyn the Secluded**, a thirsty wizard from the **Mage Hut** (5032), covets their earthy flavor for his tea.

4428 ORC CAMP

A tribe of 60 rugged **Orcs** has built a formidable dam on the **Inderis River**. This fortification aims to divert water and weaken the **Viperian War Band** (4531) downstream.

Anyone on the side of the **Viperians** is considered an enemy of the Orcs.

4430 MUD HOLE

A gaping hole in muddy ground. The air around it hangs heavy with the stench of rot, but the surrounding mud glitters with abandoned treasure.

The open hole is actually the hungry maw of an **Otyugh** who patiently waits for unsuspecting and greedy adventurers.

4521 WATERFALL SHIPWRECK

An upside-down pirate ship teeters on the edge of a waterfall, wedged between two rocks. There's no sign of its crew, but faded painted letters reveal the name:

The Dunham Sulk.

Inside the hold of the inverted ship, a small chest holds a cloth map and 1,500 triangular gold pieces. Anyone who takes the treasure of these ill-fated pirates attracts the **Revenant Crew of the Dunham Sulk**, led by the ghostly blade of the fearsome **Captain Jim Gray**.

4531 VIPERIAN WAR BAND

40 outraged **Viperians** hiss, furious that the **Orc Camp** (4428) upstream dammed the river. In the depths of their riverside lair, **Zyphrax**, a cunning **Viperian Wizard**, begins to weave dark spells, plotting bloody revenge against the **Orcs**.

4624 UNDERTOAD QUEEN

A subterranean civilization of humanoid **Undertoads**. They are fiercely protective of their mighty **Undertoad Queen**, who recently swallowed a huge jewel known as the **Lost Eye** of the **Jaguar Sentinel** (4924). The **Jade-Claw Brotherhood** of the **Rope Bridge Retreat** (4823) will do anything to obtain the eye. **Unearthing Guild Archaeologists** from the **Excavation Site** (4325) fear that the Jade-Claw Brotherhood cannot be trusted with the powerful magic of the Lost Eye.

4627 UNDERLAKES ACCESS

A cave leads to connected underground lakes that shimmer in vibrant hues, their surfaces alive with swirling, hallucinogenic algae. Mesmerizing colors pulse and dance in the water, promising fever dreams and otherworldly treasure to those who dare immerse themselves – but beware of **Mindbloom**, hundreds of hive-mind oozes that swim below.

4633 HOUSEBOAT FLOTILLA

Hundreds of houseboats tied together form a sprawling labyrinthine flotilla that serves as a floating city. To visit **Swampfolk** of the flotilla, one must traverse the boats. Constant arrivals and departures make this an ever-evolving structure, and boats in the center are hard-pressed to find a way to leave.

Recently, the Swampfolk learned of the newly unearthed **Adelbog Crypt** (4132). Too superstitious to enter, they will offer a reward to any adventuring party willing to plumb the depths of this forgotten site and map its passages.

4721 GRAVEWING'S ROOST

A nest of white skeletal twigs is home to **Gravewing**, a huge undead roc who hunts at night or in the canopy's shadows. His once-vibrant feathers are now faded and tattered like moth-eaten robes. Gravewing is the unexpected result of Mis-Spells cast by mischievous birds of **Hexbeak Thicket** (4821).

4723 SERENITY CAVE

Tucked in a cliff wall is a secluded cave, the ideal place for the party to safely rest. Indigenous berries and a clear stream provide food and water. Crawlers can paint **community maps** on the cave walls to document their expeditions, while tiny messenger birds called **Flitlings** can send and receive information, often acting as the source of new quests. Merchants of GM's choosing can visit with their wares.

4725 THE HIGH REACHES

Above the dense canopy, **Pterodactyls** and **Rocs** glide, their shadows dancing on the foliage below. To reach this hidden upper realm, an ambitious climber must navigate a vertical maze of twisting vine pathways, each new level a challenge in the ascent to reach the mysterious heights.

4730 BLUE EGG

A large blue egg juts out of the ground, unearthed by a recent mudslide. Its smooth shell glistens in the dappled light. Whatever's inside the egg is a mystery, and it looks like it might hatch any day.

4821 HEXBEAK THICKET

Nestled in thicket, dozens of **Hexbeaks** dart about with the wild, chaotic energy of untamed magic. In the hidden center of a gnarled thorn bush, an abandoned nest contains treasure. Years ago, a Hexbeak Mis-Spell created **Gravewing**, the undead roc at **Gravewing's Roost** (4721).

4823 ROPE BRIDGE RETREAT

A tangled network of rope bridges hidden in the trees. In this sanctuary, 30 members of the **Jade-Claw Brotherhood** hold council. They hope to reclaim the **Lost Eye** of the **Jaguar Sentinel** (4924), which they heard the **Undertoad Queen** (4624) recently found. The Lost Eye is key to revealing (and unlocking) the mysterious **Overgrown Pyramid** (4927) which is rumored to be connected to a long-lost Qaratha civilization.

4829 ROT GOBLINS

In the marsh, 15 **Rot Goblins** lay intricate traps for bulbous **Swellbelly Rats**, their favorite meal. In recent weeks, their excitement has turned to desperate hunger. Every last rodent has vanished, drawn away by the tantalizing scent wafting from **Whalefall Swamp** (4929). They are forming a party to hunt them.

4832 PADDLEBOAT FLEET

In the marshy lowlands, a tangled maze of waterways can only be navigated by paddleboat. 80 steersman merchants glide through the dense fog like ghostly gondoliers, ferrying adventurers across the vast and murky expanse.

Recently, paddleboat captain **Tobias "Toby" Skiffmore** received a summons from **Swyn the Secluded**, a wizard who dwells in the **Mage Hut** (5032). That usually means the recluse has a hankering for ingredients for his tea.

4924 JAGUAR SENTINEL

Massive galley-sized jaguar statue stands mid-stride, wrapped by vines. One of its precious gemstone eyes, lost for ages, is rumored to be with the **Undertoad Queen** (4624). The **Jade-Claw Brotherhood** of the **Rope Bridge Retreat** (4823) plan to reclaim the Lost Eye, key to revealing and entering the **Overgrown Pyramid** (4927). The Jaguar Sentinel is actually an ancient creature (queen to the **Jaguar King**) that was turned to stone in the forgotten past. For any who return her to her former self, the Jaguar King would be a fierce ally.

4927 OVERGROWN PYRAMID

With no visible entrances, this ancient structure, shrouded in vines, stands as a testament to a long-lost civilization. Locals speak of a treasure belonging to a forgotten king entombed within. The air is filled with squawking birds and screeching primates. See **Undertoad Queen** (4624), **Rope Bridge Retreat** (4823) and **Jaguar Sentinel** (4924) for various narrative connections.

4929 WHALEFALL SWAMP

A huge, muck-covered carcass has bubbled up to the surface, transforming the swamp into a jungle whalefall. Rodents, insects, and swamp feeders converge in a frenzied feast, drawn by the odor of decay. The **Rot Goblins** (4829) are desperate and hungry to retrieve their food source of **Swellbelly Rats**, lured here by the stench.

5022 MYSTERIOUS CLEARING

A mysterious clearing cuts through the otherwise dense jungle surrounding it. Once-vibrant jungle foliage has withered to dry husks. In the very center of the desiccated area is a **Haunted Twig Doll**.

5026 SACRED STATUE

This marble statue exudes tranquility, watched over by dutiful halfling monks in quiet reverence. A well kept secret: the first person who brings a blue pear from the **Timeless Grove** (4128) is granted a *Wish* from the Sacred Statue (*once a year*).

5032 MAGE HUT

Swyn the Secluded, an enigmatic elf mage, resides in a weathered, remote hut nestled in the marshland. The hut is only accessible via watercraft, which can be procured at the **Paddleboat Fleet** (4832).

Devoted to his unique brews of exotic tea, he offers a generous reward to those who deliver **Mushroomfolk** from the nearby **Mushroom Colony** (4332) — his prized ingredient for earthy tea.



*swyn
the secluded*

QARATHA JUNGLE

QARATHA JUNGLE ENCOUNTERS

d100	Details
01	The Longcat appears, will divulge secret information if the party amuses him.
02-03	Hanging vines from canopy above are actually tendrils of a Vine Wraith .
04-05	Blood trail leads to injured Stone Giant (Ulamoff) , last of the Blackneck Tribe.
06-07	In a house-sized mound, Insectfolk smoke spices, trade silks and stone weapons.
08-09	A torn sack of rubies (fake) is bait for a net trap, set by Kuruk, leader of the Apemen .
10-11	A hatch leads to a lost hideout, full of the remnants of a decades-old war band.
12-13	A black obelisk with carved runes is an ancient altar, used to summon a Bark Faerie .
14-15	A litter of sought-after Red Panthers mew. How soon before the mother returns?
16-17	10-foot pit with spikes at bottom and the Skeleton of a pirate from Barnacle Bay.
18-19	Gravewing , the undead roc, hunts under cover of the shadowy canopy above.
20-21	1d4 Undertoad Snipers shoot biting tadpoles through bamboo blowguns .
22-23	Whoever rolls the lowest INT check steps on an angry, trampled Rot Flower .
24-25	A Giant Frog hops through the foliage with chain mail stuck to its tongue.
26-27	An Ogre is winning in a battle against 1d4 Rot Goblins in a clearing ahead.
28-29	A Level 5 wizard named Ollyumph (<i>left half turned to stone</i>) asks for help.
30-31	An Ettercap rubbing its back against a tree is knocked out by a falling coconut.
32-33	A Pterodactyl circles high above the canopy in search of tasty prey to eat.
34-35	A Centipede Swarm (<i>with green paint on their backs</i>) erupts from a hollow log.
36-37	A Cave Brute runs frantically toward the party, chased by 1d6 Stingbats .
38-39	A robed Jade-Claw Brotherhood Friar is actually a Were-Jaguar in human form.
40-41	A Spider Zombie approaches the party, moving jerkily like a marionette.
42-43	The party stumbles across a large ravine brimming with dozens of Giant Scorpions .
44-45	A random crawler steps on a Trapdoor Spider hole and is pulled inside its lair.

QARATHA JUNGLE ENCOUNTERS

d100	Details
46-47	A Wailing Willow moans loudly, alerting 1d4 Red Panthers to the party's presence.
48-49	3 Swellbelly Rat Swarms are pursued by 1d6 Rot Goblins holding nets.
50-51	A wounded Flitling lays on the ground with a tattered linen map in its talons.
52-53	An empty Paper Glider the size of a hang glider is tangled in the branches above.
54-55	A baby Luminous Lemur falls out of a tree. It's both inquisitive and mischievous.
56-57	A human corpse (<i>actually a dead Were-Jaguar</i>) holds a silver necklace (20 gp).
58-59	A Hexbeak perches on a crawler's arm. 3:6 chance it casts a Mis-Spell immediately.
60-61	Whoever rolls the lowest DEX check trips on a Strangleroot .
62-63	The Revenant Crew of the Dunham Sulk and Captain Jim Gray argue nearby.
64-65	400 gp found. Anyone taking the coins is ruthlessly hunted by Dunham Sulk Pirates .
66-67	A Whiptail Viper slithers out of the thick undergrowth ahead, stinger at the ready.
68-69	The party stumbles across a Dreamshade mushroom patch with 2d20 mushrooms.
70-71	Giant Gel Slug with a priestess trapped inside. She blesses whoever releases her.
72-73	A Spore Spitter releases a burst of spores into the air. DC 18 CON or suffer effects.
74-75	2d4 Rot Goblins hold a Thornback Turtle race, numbers painted on turtle's shells.
76-77	A crawler steps in quicksand, feels something huge in quicksand below their feet.
78-79	A Jade Idol (200 gp) is found, but is cursed. Carrier constantly attracts Stingbats .
80-81	Cursed stream. Drinkers DC 15 CON or develop unquenchable thirst for 1d4 hours.
82-83	1d6 Gloomwings flit and buzz through the jungle, attracted to light and blood.
84-85	Discordant music from a muddy mound containing 1d4 Mudpipe Wasp Swarms .
86-87	Bramble (gentle jungle giant) slumbers nearby, appears like a large boulder at first.
88-89	The party stumbles across a stagnant algae pond filled with 2d4 Giant Leeches .
90-91	1d6 Undertoad Warriors patrol the jungle, carrying a Gloomwing in a net.
92-93	An Unearthing Guild Archaeologist tosses group a golden necklace, shouts, "Run!"
94-95	1d4 Silk Siphons nurse greedily from Giant Spider (<i>use Mother Many stats</i>).
96-97	Hoarder Sprite flies by, tries to steal an item from one crawler. DC 15 DEX to resist.
98-99	Roll two encounters and combine the results (<i>reroll 98-99</i>).
00	Font to Yarsen the Rain-Maker trickles with silver healing water (1d6 per crawler).

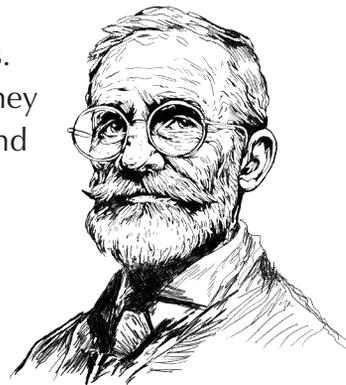
THE CURATOR

OVERVIEW

Bonroux Savoy is a retired adventurer who now serves as a generous benefactor who can send the crawling party on quests. He has a strong desire to recover lost artifacts with hopes that they be placed in a museum where they can be appreciated by all and kept out of nefarious hands.

Bonroux can lead the crawling party on an expedition to the safe haven of **Serenity Cave** (4723) which can be used as a base of operations between adventures.

Bonroux Savoy



USING THE CURATOR

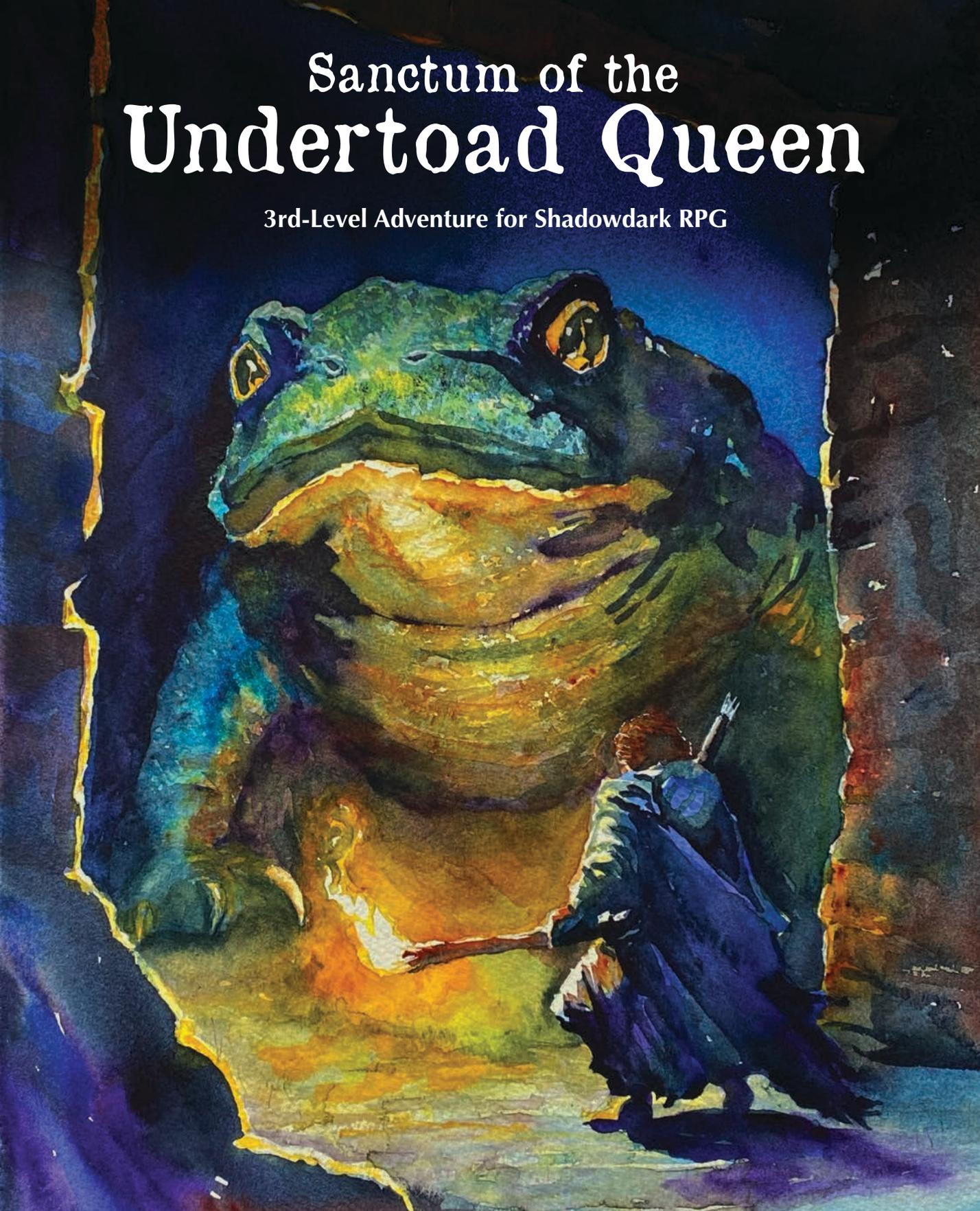
If the crawling party is in need of direction, Bonroux can send them on quests. He communicates via **Flitlings**, tiny messenger birds that frequent **Serenity Cave**. The Flitlings can bring maps, instructions, agreements — everything needed to send the party on an adventure. Bonroux can also act as liaison between the party and various merchants eager to sell their wares (armor, weapons, potions, etc.).

IDEAS TO START WITH

- ▶ The Unearthing Guild and the Jade-Claw Brotherhood of the **Rope Bridge Retreat** (4823) both want the Lost Eye of the **Jaguar Sentinel** (4924), which is rumored to be with the **Undertoad Queen** (4624). *Adventure in this issue.*
- ▶ The Undertoad Queen adventure could naturally lead to an adventure at the **Overgrown Pyramid** (4927). *Adventure in this issue.*
- ▶ The party can be hired (*on behalf of the Swampfolk*) to clean out and map **Adelbog Crypt** (4132). *Adventure in this issue.*
- ▶ The crawling party can be hired as peacekeepers in the growing tension between the **Orc Camp** (4428) and the **Viperian War Band** (4531).
- ▶ The party can be sent on various reconnaissance missions to **Waterfall Shipwreck** (4521), **Whalefall Swamp** (4929), or **Bat-Wyrm Cave** (4121).

Sanctum of the Undertoad Queen

3rd-Level Adventure for Shadowdark RPG





**“Do you know what this means?
With the Lost Eye, we can at last unlock the secrets
of the pyramid. I only pray we find the eye first.”**

- Minister General Omar of The Jade-Claw Brotherhood

OVERVIEW

WHAT THE PLAYERS KNOW

The party is approached by **The Jade-Claw Brotherhood** (*perhaps with Bonroux Savoy as liaison*). They are asked to find the **Lost Eye of the Jaguar Sentinel**, a huge jewel they think was found by inhabitants of the **Undertoad Lair**. Last week, the Brotherhood sent some Friars to the lair, but they never returned. If the party can successfully return the eye, they can keep any treasure they find - *except the Lost Eye*. The Friars provide a map that helps the adventuring party navigate to the general location of the lair and tells them that a **tree marked with a jaguar symbol** shows one entrance they found.

WHAT THE GAME MASTER KNOWS

A year ago, the **Undertoad Queen** found the **Lost Eye of the Jaguar Sentinel**, a relic missing for eons, granting her special powers. **Friars of the Jade-Claw Brotherhood** want to reclaim the Lost Eye and return it to the Jaguar Sentinel, a galley-sized statue in the jungle. The sentinel is connected to a lost civilization which was a race of giant, predatory jaguars. **The Unearthing Guild**, a group of archaeologists, also searches for signs of the lost civilization. Both groups want to arrive first and both recently heard a rumor that the Undertoad Queen had the eye.

SESSION OPTIONS

A **mini hex** is provided, where players can try to find a way into the Undertoad Lair. For a **shorter session**, the GM can start them at the **Marked Tree (Mini Hex 408)**. Each player may roll once on the Rumor table below.

RUMORS

d6	Rumor
1	There are multiple ways to enter the Undertoad Lair.
2	The Undertoads worship a toad King and will do anything to protect him.
3	Flowers in the Undertoad Lair can be dangerous.
4	An underground river runs through the Undertoad Lair.
5	Near a bird nesting area, there's a secret entrance to the Undertoad Lair.
6	The leader of the Undertoads is a picky eater.

FINDING THE LAIR

MINI HEX EXPLORATION (OPTIONAL)

Crawlers enter any edge hex. They can see 1 hex in every direction (3 if climbing tree). Every time party enters a new hex that is *not notable*, they roll a d6. On a 1, roll on **Mini Hex Encounters** table. If **time is limited**, start crawlers at Hex 408.

PUDDLES. For 30 minutes at dusk, Fireflies are abundant. [DC 12 DEX](#) to collect 1d20 Fireflies, but it's riskier. **Dusk** 2:6 chance of encounter, **Night**: 3:6 chance of encounter.

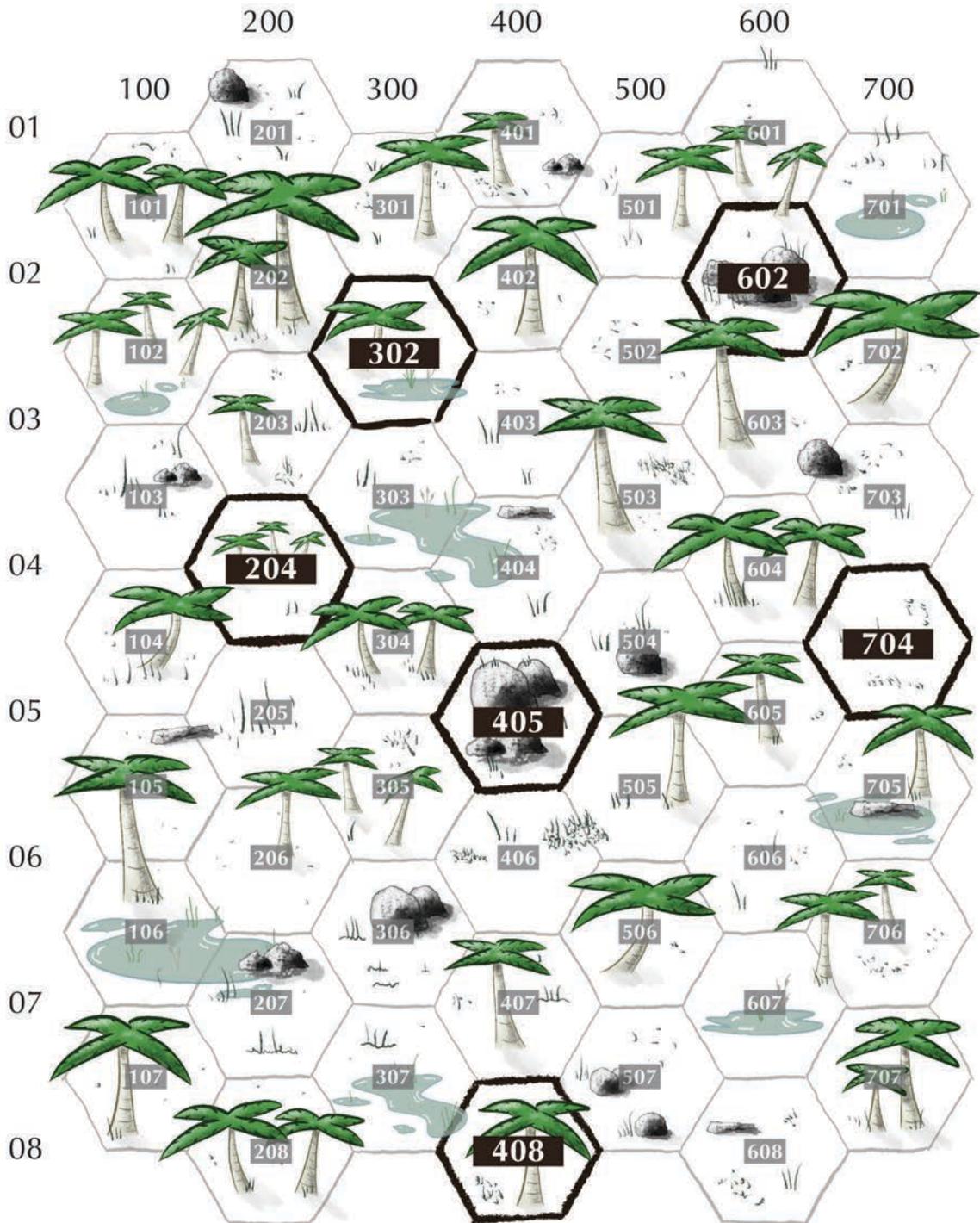
NOTABLE HEXES

- ▶ **204. CORPSE.** Dead **Jade-Claw Brotherhood Friar** (killed by man in Hex 302). Search reveals: 30 gp and map that shows entrances at Hex 405 and Hex 408.
- ▶ **302. DYING MAN.** **Unearthing Guild Archaeologist** was stung by **Whiptail Viper**. He warns, "Don't trust **The Jade-Claw Brotherhood**," then dies.
- ▶ **405. HOLE.** A hole large enough to climb through reveals a 30-foot drop into the underground river in area 19 of the Undertoad Lair.
- ▶ **408. MARKED TREE.** A jaguar-head symbol of the Jade-Claw Brotherhood is carved into the bark. A thick vine wraps around the trunk, descends into a human-sized hole in muddy ground, leads to area 1 of the Undertoad Lair.
- ▶ **602. BUZZING ROCKS.** Buzzing from a crack in rocks (*too narrow to squeeze through*), peers into area 18 of Undertoad Lair and the **Gloomwings** there.
- ▶ **704. HEXBEAK HOLE.** Hole under an empty **Hexbeak** nest leads to area 15 of the Undertoad Lair. There is 3:6 chance a Hexbeak returns and casts a Mis-Spell.

MINI HEX ENCOUNTERS

d6	Encounter
1	A Whiptail Viper slithers in the foliage ahead.
2	A Strangleroot , buried just below the ground, lashes out.
3	A random crawler steps on a Thornback Turtle .
4	Find a Lemon Leaf Balm .
5	Find a Four-Leaf Clover (<i>gain luck token</i>).
6	Find a Waterproof Torch (<i>lasts 1 hour</i>).

UNDERTOAD MINI HEX



▲ North

1 hex = 25 ft.

FACTIONS & MOTIVES

THE UNDERTOADS

The Undertoad Queen swallowed the **Lost Eye** and will do anything to keep it. The rest of the Undertoads want only to appease and defend their Queen.

THE UNEARTHING GUILD

These archaeologists want to find the **Lost Eye**. They *do not* want the **Friars of the Jade-Claw Brotherhood** to obtain it because they are afraid they will abuse the power of the artifact.

THE JADE-CLAW BROTHERHOOD

This deceptively pious group wants to find the **Lost Eye** to return it to the stone **Jaguar Sentinel**, a galley-sized stone statue in the deep jungle. They believe the return of the eye will strengthen their relationship with the inhabitants of the **Overgrown Pyramid** (see *Secrets of the Overgrown Pyramid* adventure). They want to obtain the powerful artifact before **The Unearthing Guild** does.

RANDOM ENCOUNTERS

d12 Encounter

- 1 Wet sludge falls from ceiling. All torchbearers [DC 12 DEX](#) or torch rendered useless.
- 2 A **Giant Gel Slug** approaches. A skeleton wearing **Boots of the Cat** (SD Core) is inside.
- 3 **2 Undertoad Warriors** approach. One has been injured in one leg by the **Jade-Claw Brotherhood**. The other helps him.
- 4 An **Undertoad Sniper** reloads his weapon with biting tadpoles from a pouch.
- 5 A **Strangleroot** whips out of the ground and attacks.
- 6 A **Spore Spitter** emits a burst of spores. [DC 18 CON](#) or suffer the effects.
- 7 An **Unearthing Guild Archaeologist** searches for the **Lost Eye**.
- 8 A **Gloomwing** is chased by an **Undertoad Warrior** who tries unsuccessfully to wrangle it back to area 18.
- 9 A **Hexbeak** flies overhead, 2:6 chance it casts a Mis-Spell.
- 10 An **Undertoad Throatsinger** carries a glowing jar of **Firefly Juice** (*half full*).
- 11 A **Jade-Claw Brotherhood Friar** runs into the room, warns crawlers to “Run!”
- 12 A **Dreamshade** mushroom sprouts out of a nearby wall.

ABOUT THE LAIR

ROOM KEY

The descriptive keywords at the start of each location can be freely shared with players. The **bullet points** that follow are intended for the Game Master only.

DANGER LEVEL

Unsafe. Check every 3 crawling rounds for random encounters.

In flooded areas (*see below*), it becomes **Risky** (check every 2 rounds).

RACE AGAINST TIDE

Optional. After entering, players have 3 hours of real time before the tide rises and some areas become flooded. See **Flood Zones** to right.

LIGHT

Oppressive darkness unless otherwise noted. **Note:** Jars of **Firefly Juice** can not be used as a light source, since they are too dim.

**“Don’t touch a thing!
...Unless it looks really cool and
kind of expensive.”**

- Morgrub, human thief



FLOOD ZONES

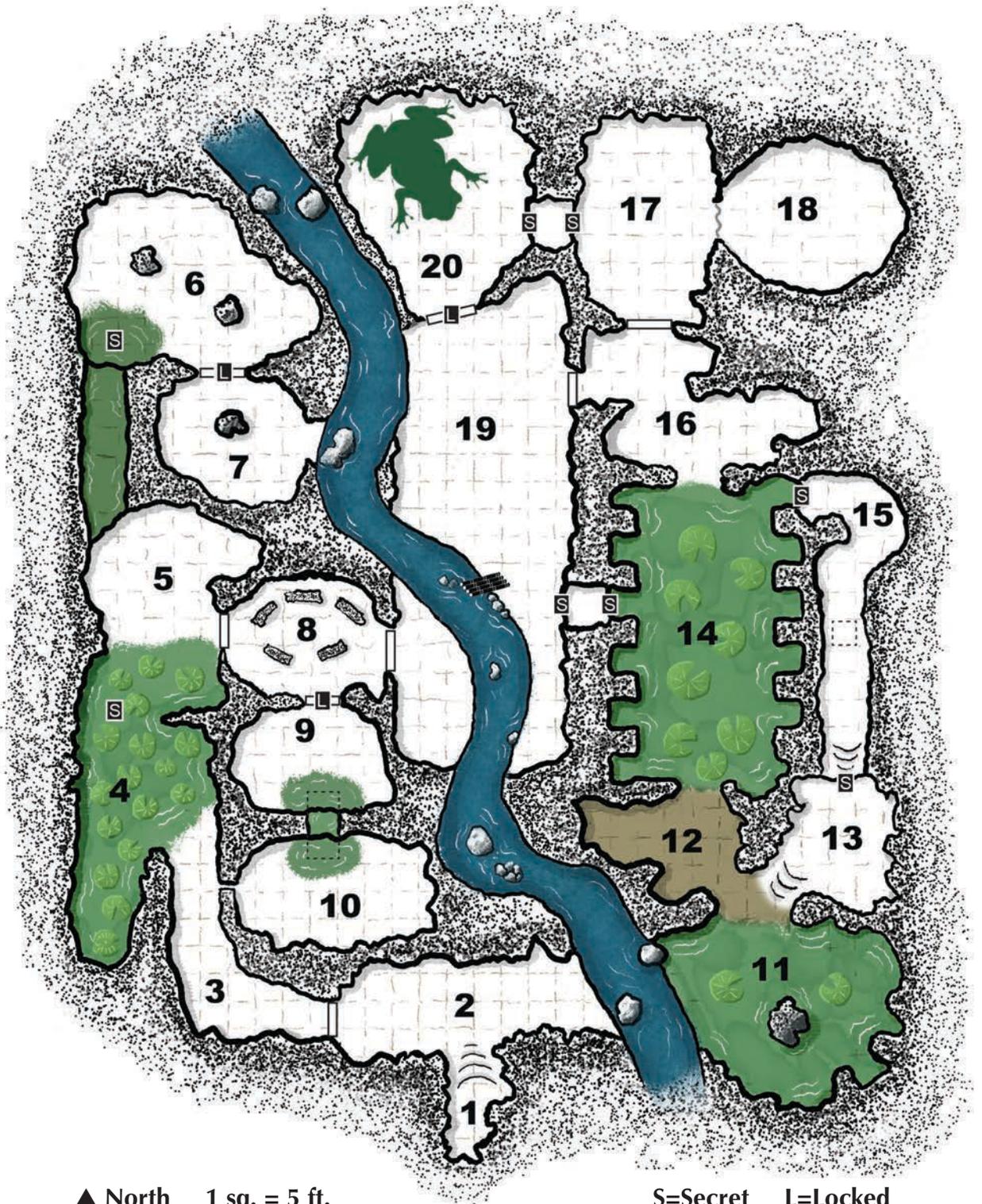
After **3 hours** of real time, flooding occurs in areas **1, 2, 7, 11, and 19**.

Anyone in the above areas makes a [DC 12 STR](#) each round to move (*otherwise stay still*).

RIVER TRAVEL

- ▶ **Current.** Flows North to South at speed of double near.
- ▶ **Vines.** Vines on walls and ceiling can be used to pull yourself upstream. [DC 12 STR](#) to move at all (*or else stay still*).
 - ★ **1:6** chance that vine grabbed is a **Strangleroot**.
- ▶ **Raft.** From *area 19* can be used:
 - ★ **Downstream.** Move double near each round.
 - ★ **Upstream.** [DC 12 STR](#) to move at all (*or else stay still*).
 - Crash Into Rock.** [DC 12 DEX](#) or thrown into river.
- ▶ **Swim.** Same as Raft except upstream swimming isn't possible and crashing into rocks inflicts 1d4 damage.

UNDERTOAD LAIR



▲ North 1 sq. = 5 ft.

S=Secret L=Locked

LOCATIONS



1. VINE ENTRANCE

Damp alcove, with thick vine that hangs down through a hole in the ceiling. A limp body lays in a heap on the muddy ground. Natural stairs lead down. **Hear:** Sounds of water flowing to the east, and sounds of deep croaking to the west.

- ▶ **FLOOD ZONE** (pg. 19).
- ▶ **VINE.** 20' long and sturdy enough to be used like heavy rope.
- ▶ **HOLE.** Wide enough to climb though. Leads up to Hex 408 on Mini Hex.
- ▶ **BODY.** A dead adventurer, face covered in bulbous warts.

Search reveals:

- ★ **Blowgun**, 1d10 darts (10 gp)
- ★ Pouch of Sneezing Powder

2. GROTTO OF GLYPHS

Water drips down from the ceiling. To the east, an underground river flows. A dead body lays beside a door to the west.

- ▶ **FLOOD ZONE** (pg. 19).
- ▶ **CEILING.** Carvings depict worship of the **Undertoad Queen**, a huge house-sized toad with a glowing eye in its mouth.
- ▶ **RIVER.** See **River Travel** (pg. 19).
- ▶ **DEAD BODY.** Robes indicate this is a **Jade-Claw Brotherhood Friar**. The face is swollen and full of small stingers.

Search reveals:

- ★ Dead **Mudpipe Wasp Swarm** on ground (*minus stingers*).
- ★ Broken bamboo staff sharpened to a point.

Move body:

- ★ Find soggy journal caked in mud with one barely legible entry:
“...Queen has Lost Eye...must find it before the Unearthing...”

“It would be a shame if anything happened to their queen.”

- Gontius, half-orc fighter

3. MUDPIPE WASPS

Muddy room with brown *stalagmites* along the walls. A faint green *shaft of light* pours in through the east wall.

- ▶ **STALAGMITES:** Actually, these are **Mudpipe Wasp** nests — hollow, brown, and of varying heights.

Listen: Hear buzzing within pipes.

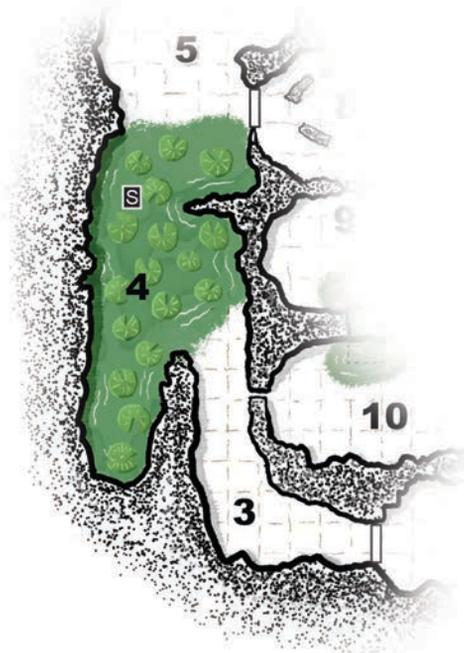
Look Into/Disturb: A **Mudpipe Wasp Swarm** pours out of pipes (*creates discordant notes based on height of pipes*).

- ▶ **SHAFT OF LIGHT:** From east wall.

Search reveals: Light emanates from *tiny hole* that peers into *area 10*.

Through Tiny Hole:

- ★ See numerous glowing **Fireflies** (*cannot fit through tiny hole*).
- ★ See **Undertoad Throatsinger** gather Fireflies in Ornate Grail.



4. LILY PAD POND

Stagnant *pond* covered in huge *lily pads*. A *corpse* floats 10 feet from the shore near *area 3*.

- ▶ **LILY PADS:** Large enough for one crawler to stand on. In south alcove, there's one *oddly shaped lily pad*.

Travel Across Lily Pads:

- ★ Each can hold only 2 crawlers.
- ★ **DC 9 DEX** or they **Splash** (see *Pond below*). Roll with ADV if running across lily pads.
- ★ Three successes in a row allows crawler to cross pond.

Oddly Shaped Lily Pad:

- ★ Top of a **Mudborn Colossus**.

- ▶ **CORPSE:** An **Unearthing Guild Archaeologist** who holds instructions: "At all costs, must keep Lost Eye from Jade-Claw Brotherhood."

- ▶ **POND:** Slick *bottom* is 10 feet down.

Splash: Each time water disturbed, cumulative **1:6** chance of **Mudborn Colossus** being alerted. If crawler is running when splash happens, **Mudborn Colossus** is automatically alerted.

Search Bottom:

- ★ Fallen treasure. Each crawler can roll 1x on **Treasure 0-3** (SD Core).
- ★ Secret tunnel leads under *area 5* to *area 6*. **DC 12 CON** to hold breath or inhale water (*2d4 damage*).
- ★ **Undertoad Warrior** is seen using secret tunnel.

5. POND-SIDE REST

Empty area. East door shut.

- ▶ **DOOR:** Can peek through crack, see Standing Stones in area 8.

6. UNDERTOAD STASH

6 large crates. A pond flows under south wall. Door farther east on south wall.

- ▶ **CRATES:** See below.
- ▶ **POND:** Algae on surface.

Search reveals: Secret tunnel leads under area 5 to area 4. [DC 12 CON](#) to hold breath or inhale pond water (2d4 damage).

- ▶ **DOOR:** Locked. All **Undertoads** have silver key.
 - ★ [DC 15 STR](#) to break lock.
 - ★ [DC 15 DEX](#) to pick lock.

CRATE CONTENTS

Crate	Contents
1	Longleg Stilts (90 gp)
2	2 jars with lids (each holds juice from 1d10 Fireflies)
3	An Unearthing Guild Archaeologist who hides out, begs to keep Lost Eye from The Jade-Claw Brotherhood
4	Blowgun and 1d10 darts (10 gp)
5	Toad-shaped dagger (30 gp)
6	30-foot rope made of woven vines

7. DEBRIS ROOM

Door to north.

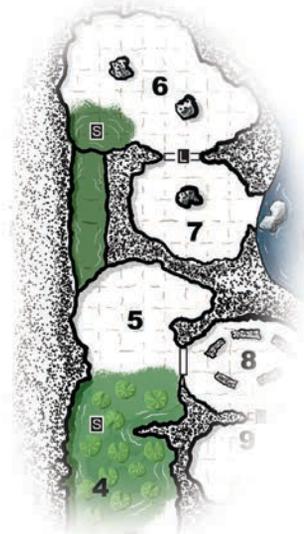
River passage east.

Towering debris pile.

- ▶ **FLOOD ZONE** (pg. 19).
- ▶ **DOOR:** Locked. All **Undertoads** have silver key.
- ▶ **RIVER PASSAGE:** Hard to find from outside this room (blocked by rock).
- ▶ **DEBRIS PILE:** Each time pile is searched, there is cumulative **1:6** chance of avalanche (1d8 damage).

Search Debris Pile:

- ★ Each player can roll 2x on Debris Treasure table.



DEBRIS TREASURE

d10	Treasure
1	A broken dagger
2	2 Gold "Jaguar Head" coins (2 gp)
3	A Gloomwing
4	Snorkel made of Bamboo
5	A Thornback Shield (20 gp)
6	Scroll of <i>Fly</i>
7	A Wand of the Lake with 1 charge left (70 gp)
8	Sneezing Powder
9	Lemon Leaf Balm
10	Silk pouch (holds 90 gp)

8. STANDING STONES

Sanctuary of immovable large stones where Undertoads gather to worship the Queen. Doors to south, east and west.

- ▶ **STONES.** 5 seven-foot-tall malachite monoliths with rich green veins. 20 gold coins in center as offering.

Inspect:

- ★ Find etching that shows the **Lost Eye** inside the Undertoad Queen.

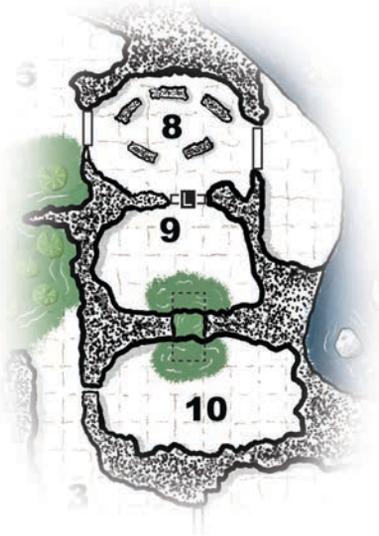
Search north wall, find cache with:

- ★ **Necklace** (*with pearls that resemble toad eggs, 80 gp*)
- ★ **Silver Key** (*opens doors between areas 6 and 7 and areas 8 and 9*).

Make offering of at least 50 gp:

- ★ Queen's Blessing grants water breathing for 5 rounds (*player chooses when to activate*).

- ▶ **DOORS.** All unlocked except door to area 9 (see *Silver Key* above).
 - ★ [DC 18 STR](#) to break lock.
 - ★ [DC 18 DEX](#) to pick lock.



9. THROATSINGER CHANTING ROOM

1d4 Undertoad Throatsingers pray (*with deep croaking sounds*) on large mat. Stagnant pond on south wall.

- ▶ **MAT.** Made of woven reeds (*2 gp*).
 - Search Under:** Find Bracelet of pearls that resemble toad eggs (*50 gp*).
- ▶ **POND.**
 - Search:** Tunnel in bottom of pond leads to area 10.

10. FIREFLY BREEDING

Thousands of pulsing phosphorescent Fireflies. On floor, glowing green puddle. Stagnant pond on North wall.

- ▶ **FIREFLIES.** Each contains glowing "Juice" that can be collected to open area 20. [DC 12 DEX](#) to collect 1d20 Fireflies. See *Mini Hex puddles* for alternate way to gather Fireflies.

Observe:

- ★ **4 Undertoad Throatsingers** move between areas 9 and 10. They **never** eat the sacred Fireflies.
- ★ Throatsingers perform ritual (*deep croaking sounds*), gather Firefly Juice in Ornate Grail (*200 gp*), transfer Juice to lidded jars.
- ▶ **PUDDLE.** A **Phosphorescent Ooze** will attack anyone but an Undertoad.
- ▶ **POND.** Tunnel in bottom of pond leads to area 9.

11. SWAMP GAS POND

Five feet deep. *Bubbles* of gas sometimes break surface. Two *lily pads* float on top. Tall *rock* in center.

- ▶ **FLOOD ZONE** (pg. 19).
- ▶ **BUBBLES. 2:6** chance each round flammable gas breaks surface, leaps toward open flame. Torchbearers make [DC 18 DEX](#) or hit by ball of fire (2d4 damage).
- ▶ **LILY PADS.**
 - ★ Each can hold only 2 crawlers.
 - ★ [DC 9 DEX](#) each time crawler steps on (or fall in). 1 success needed to move onto or off of rock.
- ▶ **ROCK.** Juts out 5 feet above surface, very slippery.
Search:
 - ★ On top: Gold Toad Tiara (300 gp).
 - ★ [DC 18 DEX](#) to retrieve Tiara or slip (1d4 damage).

12. BAMBOO GROVE

15-foot-tall *bamboo* grows out of a murky waste-high *quiet* marsh. Crawlers must wade to get across.

- ▶ **BAMBOO.** Hollow and sturdy.
Touch Bamboo.
 - ★ 1:6 chance that any bamboo touched is the protruding eye stalk of a **Marsh Lurker**.
- ▶ **QUIET.** Loud sounds alert **Undertoad Snipers** in [area 14](#).

“Weird music.

I don’t really like the melody.”

- Merwin the Mellifluous, elf bard

13. MUDPIPE COLONY

Hollow pipes on muddy north wall extend upward like a pipe organ. Above the pipes is a dark *outline*.

- ▶ **HOLLOW PIPES.** This is a thriving colony of Mudpipe Wasps.
Touch/Move Within Close:
 - ★ **4 Mudpipe Wasp Swarms** erupt from pipes creating a vibrating symphony (*different discordant notes based on height of pipes*).
 - ★ This alerts **Undertoad Snipers** in [area 14](#) of crawlers’ presence.
- ▶ **OUTLINE.** 5-foot-wide circle.
Search: A secret tunnel on north wall leads to [area 15](#).



14. GREEN GAUNTLET

Lily pads float on surface of *pond*. Just above waterline, *alcoves* line either side.

► LILY PADS.

Travel Across Lily Pads:

- ★ Each can hold only 2 crawlers.
- ★ [DC 9 DEX](#) or fall in. Roll with ADV if running across lily pads.
- ★ Three successes in a row allows crawler to cross pond.

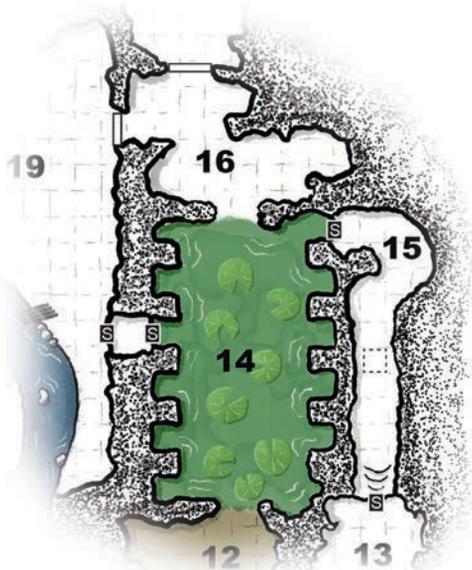
► POND. 10 feet deep, algae on top.

Search Bottom:

- ★ Jade-handled dagger (150 gp)
- ★ Rusted greatsword (25 gp)
- ★ 10-foot-tall bamboo stilts (5 gp)

► ALCOVES. 8 **Undertoad Snipers** hide (4 on each side), attack with surprise if alerted by any loud sounds from areas 12, 13 or 16.

Search: One alcove on either side has a back wall with a secret door.



15. HEXBEAK BYPASS

Tunnel with mossy *walls*. Stairs lead down to south. On the ceiling, twisted *vines* and a tangle of *twigs*.

► WALLS. Secret passages (*obvious from this side*) at either end.

► VINES. 2:6 chance that any vine touched is a **Strangleroot**.

► TWIGS. Underside of Hexbeak nest.

Hole Above Nest:

- ★ Hole in ceiling (*dotted square on map*) leads up to Hex 704 on Mini Hex map.

Search Nest:

- ★ **Hexbeak** defends nest
- ★ 3 very rare Hexbeak eggs (*100 gp each, might negotiate more if selling to spellcaster*)
- ★ Platinum Broach (120 gp)

16. RUBBISH ROOM

Quiet room containing a heap of *rubbish*.

► QUIET. Loud sounds alert **Undertoad Snipers** in area 14.

► RUBBISH. Garbage and decaying remains of previous intruders.

Search: Beneath heap, a pale, dying **Unearthing Guild Archaeologist** (*was drained of blood in area 17*).

- ★ Barely lucid, warns party to keep **Lost Eye** from **Jade-Claw Brotherhood** at all costs. **"They are too dangerous."**

17. MAN GROVE

Piles of *bloated bodies* lay on ground, tubes running into their mouths. A *Runt Undertoad* pumps food into other end of tubes. On east wall, a *mesh curtain*.

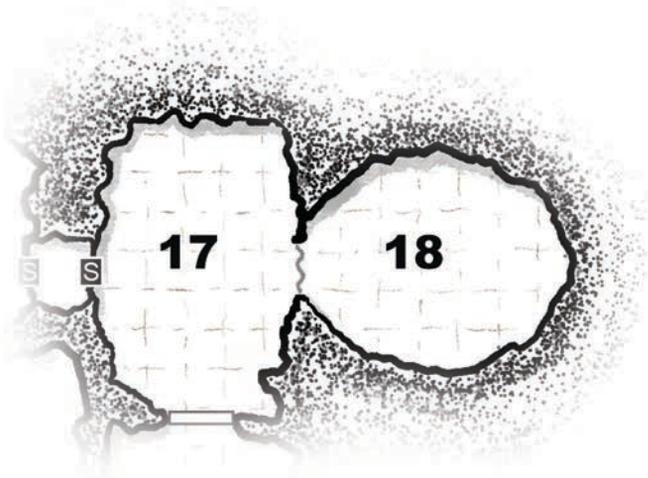
- ▶ **SEARCH.** Find secret door to *area 20*.
- ▶ **BLOATED BODIES.** Being fed through tubes (*made of intestines*) to fatten them up for **Gloomwings** in *area 18*.

Remove tubes to question victims:

- ★ Some are **Jade-Claw Brotherhood Friars** who urge crawlers to find **Lost Eye** and give it to them.
 - ★ Others are **Unearthing Guild Archaeologists**, who want to keep **Lost Eye** from Friars of the Jade-Claw Brotherhood.
- ▶ **RUNT UNDERTOAD.** Named **Grib**, only job is to fatten up victims for Gloomwings to drain.
 - ★ Treat as **Undertoad Warrior** with no weapons, **AC 9** and **3 HP**.
 - ★ An inept fighter, will try to flee through south door if attacked.
 - ▶ **MESH CURTAIN.** Easily pulled aside, acts as a screen to contain the **Gloomwings** in *area 18*. If removed, all Gloomwings will try to flee.

**“I’m not scared.
That’s just a really big mosquito.”**

- Fomnic, elf fighter



18. GLOOMWING FARM

20 large **Gloomwings** buzz, suck the life out of *victims* on the ground. Some are plump, some are drained and pale. Shaft of light shines down from high *ceiling*.

- ▶ **GLOOMWINGS.** Dog-sized blood-sucking insects, favorite food of the **Undertoad Queen**.

Light Lovers: Will attack anyone carrying light source first.

Escape:

- ★ Will flee through mesh curtain if given the chance.
 - ▶ **VICTIMS.** Dozens of drained husks of adventurers litter the ground.
- Search:** Each crawler, roll 1x on **Treasure 0-3** (SD Core)
- ▶ **CEILING.** This crack is too narrow to pass through, but light shines down from *Hex 602 on Mini Hex*.

19. ANTECHAMBER

Huge room with a 30-foot-high ceiling. Wooden raft is stuck on rocks in river that runs through area. Two injured men lay in mud by large north door where **4 Undertoad Warriors** stand guard.

- ▶ **FLOOD ZONE** (pg. 19).
- ▶ **SEARCH**. Secret door on east wall.
- ▶ **CEILING**. Light illuminates carvings that depict: Worship of Queen, Lost Eye inside Queen, Undertoads feeding Queen Gloomwings.

Search: Light shines from hole that leads to Hex 405 on Mini Hex.

- ▶ **RAFT**. See **River Travel** (pg. 19).
- ▶ **MEN**. Gravely injured:
 - ★ **Jade-Claw Brotherhood Minister General** urges crawlers to find **Lost Eye** and give it to him.
 - ★ **Unearthing Guild Archaeologist** urges crawlers to keep **Lost Eye** from Jade-Claw Brotherhood.
- ▶ **DOOR**. A clear fist-sized container with opening at top is embedded in wall next to thick metal door. It is a magical lock for the door which is guarded by **4 Undertoad Warriors**.
 - ★ Firefly Juice must be poured into the clear container (*requires Juice of 100 dead Fireflies*). Anything else is rejected by the lock.

View from door:

- ★ Crawlers can see opening across river that leads to area 7.

20. QUEEN'S QUARTERS

Undertoad Queen fills room. Aura from mouth indicates **Lost Eye** is inside her.

- ▶ **Undertoad Warriors** from area 19 will defend her.
- ▶ **UNDERTOAD QUEEN**. In a constant state of euphoria since swallowing the **Lost Eye**. She will open her mouth if offered **Gloomwing** (*her favorite food*).

If Crawler is Swallowed:

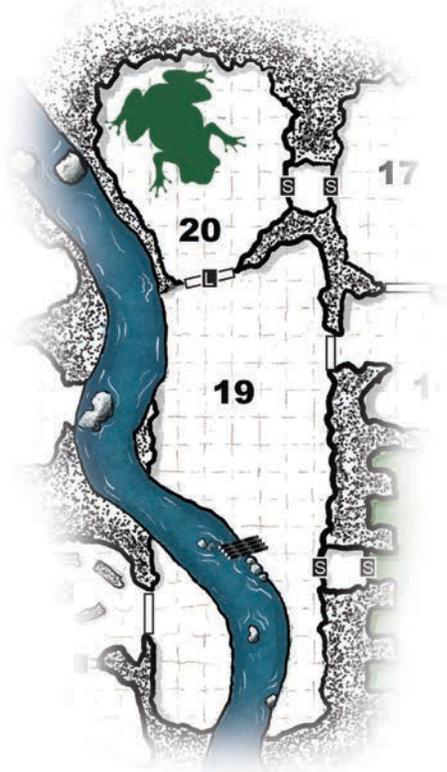
- ★ See **Inside the Queen** (pg. 29).

If Queen is Killed:

- ★ Players can cut her open, but will have to fight **Mutant Tadpoles**. See **Inside the Queen** (pg. 29).

If Queen is aware Lost Eye was taken:

- ★ In 1d4 rounds, tries to squeeze into area 19 to use **Toad Roll** attack.



INSIDE THE QUEEN



20-foot spherical chamber filled with remains of Gloomwings.

Firefly Juice illuminates her insides. A dozen large sacks hang on the slimy walls.

REMAINS.

In various states of digestion by stomach acid.

EACH ROUND.

- DC 15 INT check to find **Lost Eye**.
- Stomach acid **1d4** damage.

SACKS.

Contain **Mutant Tadpoles** who commune telepathically with the Queen and do her bidding. They will die one by one in **Death Bursts** if Queen feels threatened or is hurt from inside.

**“I can’t do healing from here inside the Queen.
Hey, can you even hear me?”**

- Gotlieb, dwarf priest

UNDERTOAD TREASURE

UNDERTOAD TREASURE

1d12 Treasure

- 1 **Cursed Bamboo Javelin.** Whoever touches it [DC 15 DEX](#) each turn or 2d4 damage as javelin attacks you. Javelin splinters and breaks after one successful hit.
- 2 3 rations made of insect guts (*if eaten, [DC 12 CON](#) to avoid vomiting*)
- 3 A **Dreamshade** mushroom
- 4 Jade-Claw Brotherhood robes
- 5 Vial of an unknown poison made of elephant ear plant leaves (*inflicts 1d20 damage*)
- 6 Pouch containing 2d10 gp
- 7 Jar with Juice of 1d20 Fireflies
- 8 **Blowgun** with 1d4 darts and pouch of 1d4 biting tadpoles (10 gp)
- 9 **Thornback Shield** (20 gp)
- 10 Longsword (*glow-in-the dark firefly etching on hilt*) (40 gp)
- 11 **Longleg Stilts** (90 gp)
- 12 **Wand of the Lake** (100 gp)



**“I’m glad we found this treasure,
but we still need to get out of here alive.”**

- Sir Eli Yarrick, Knight of St. Ydris



Secrets of the Overgrown Pyramid

4th-Level Adventure for Shadowdark RPG

OVERVIEW

WHAT THE PLAYERS KNOW

Deep within the heart of the dense jungle, lies the fabled Overgrown Pyramid. This ancient structure, shrouded in vines, stands as a testament to a long-lost civilization whose purpose and creators remain an enigma. Local jungle inhabitants speak of the treasure of a long-forgotten king entombed within the pyramid's depths. The air hums with the sounds of squawking birds and the screeches of nearby primates, and an ominous feeling lingers in the air. The pyramid, with no visible entrances, invites only the bravest souls willing to uncover its secrets.

WHAT THE GAME MASTER KNOWS

Thousands of years ago, a fearsome duo known as the Jaguar King and Queen roamed the dense jungles under the cover of night and the smothering canopy. Their colossal forms commanded respect and instilled terror in all who encountered them. However, during a fateful eclipse centuries ago, the Jaguar Queen was deceived into believing that darkness had fallen and set out on a hunt. When the eclipse ended and the harsh sun blazed, she was caught mid-stride, transforming her into the stone statue now known as the Jaguar Sentinel.

Legends tell that one of her eyes, mistaken for an exquisite jewel, was stolen long ago and has only recently resurfaced in the hands of the Undertoads. Meanwhile, the Jaguar King, nearly immortal and consumed by grief, still dwells within the labyrinthine lower levels of the pyramid, unseen and untouched by the outside world.

Now, the pyramid hums with life, inhabited by an array of creatures, among them the cunning were-jaguars. These lycanthropic descendants of the Jaguar King have woven a web of deceit, perpetuating the myth of a hidden treasure buried within the pyramid's depths. In truth, they want explorers to find the pyramid. They do this to satisfy the insatiable hunger of their tormented king, who remains too fearful to step outside after the disappearance of his beloved queen. To help feed their king, the were-jaguars also encourage a religious cult called the Jade-Claw Brotherhood whose pilgrimages to the pyramid serve as a steady food source for the king.

ROOM KEY

The descriptive keywords at the start of each location can be freely shared with players. The **bullet points** that follow are intended for the Game Master only.

PYRAMID LEVELS

Levels are 30 feet high.

DANGER LEVEL

Unsafe. Check every 3 crawling rounds for random encounters.

LIGHT

Oppressive **darkness** unless otherwise noted.

RUMORS

d6 Rumor

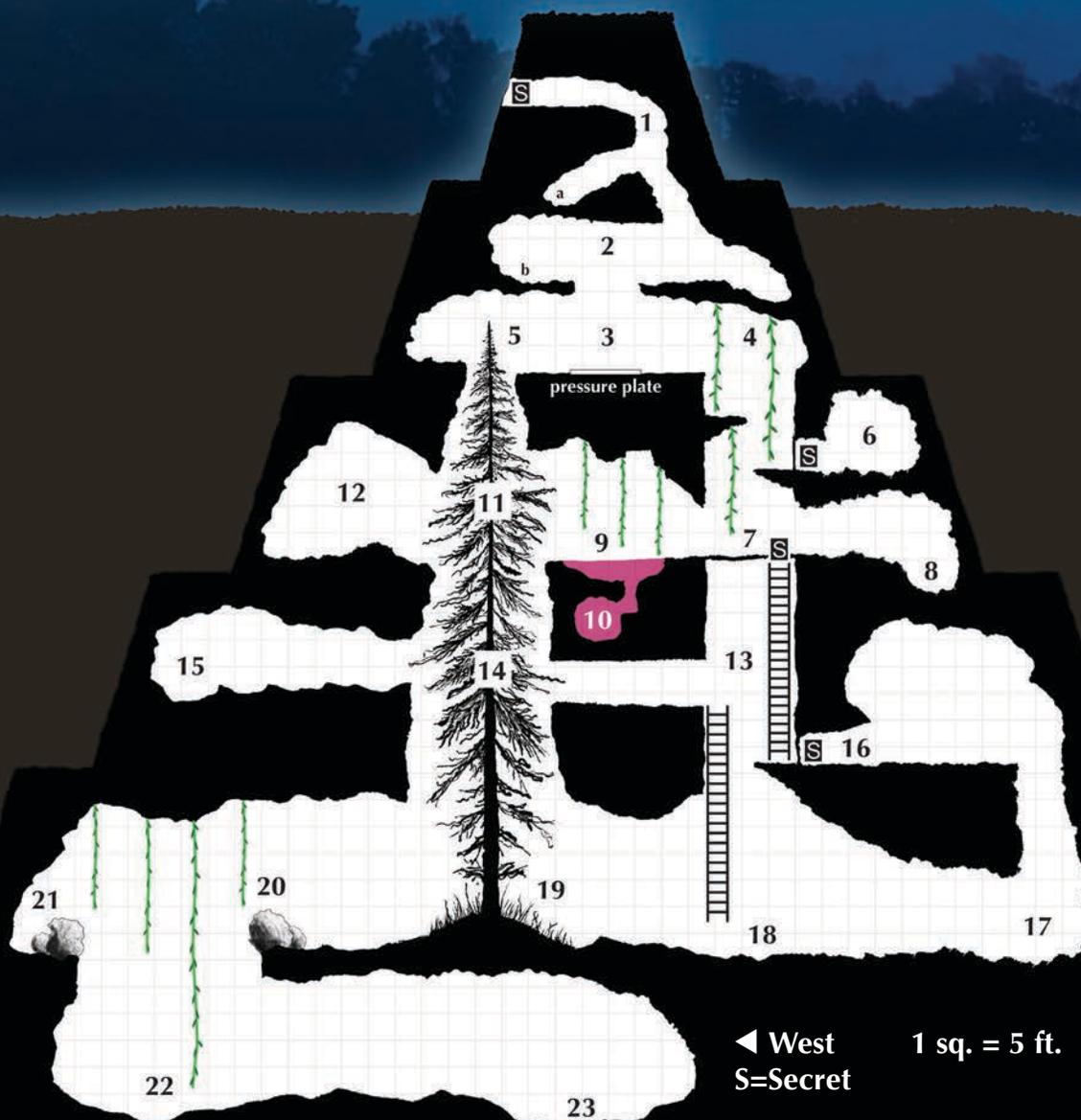
- 1 The various creatures inside the pyramid glow in the dark.
- 2 It is considered the highest honor to see the king.
- 3 The inhabitants of the pyramid love to receive guests for dinner.
- 4 The Friars of the Jade-Claw Brotherhood save their gold just for the opportunity to take part in a ritual to see the king.
- 5 The origin of the Jaguar Sentinel is connected to the ancient pyramid.
- 6 A large white tree grows within the center of the pyramid.

RANDOM ENCOUNTERS

d8 Encounter

- 1 A **Jade-Claw Brotherhood Friar** (with 100 gp) races to try to “see the king” (area 18).
- 2 A **Were-Jaguar** tries to flatter and persuade one crawler to “see the king.”
- 3 **1d4 Luminous Lemurs** wreak havoc, try to steal light source from crawlers.
- 4 A **Strangleroot** lashes out from a nearby crack.
- 5 You disturb a hidden patch of **Pink Moss**.
- 6 A crawler runs past, deathly afraid, looking for the “nearest exit.”
- 7 A **Giant Gel Slug** moves toward you along the ceiling or a wall.
- 8 You find a jaguar skin as a **Were-Jaguar** (in naked human form) emerges from it.

THE OVERGROWN PYRAMID



DENIZENS OF THE DARK



glimmerscale



luminous lemur



neon piranha

3. PRESSURE PLATE

A pressure plate spans the center of this cavern with a hole 20 feet above.

- ▶ **PRESSURE PLATE.** Metal panel that sits an inch above the floor.

Triggered By: Weight 5 lbs. or more.

- ★ **Result.** Secret door (*area 1*) closes with the sound of grinding stone.
- ★ [DC 35 STR](#) check for entire party to reopen door from inside. DC is reduced by 3 with each try.

4. VINES AND LEDGES

Hanging vines and ledges seem to be the only way down. The bottom ledge beneath the east rope looks free of debris.

- ▶ **VINES.** Sturdy enough to climb on. See **Vines and Branches** (*pg. 38*).
- ▶ **LEDGES.** Stone and sturdy.

Search bottom ledge reveals: Secret door that leads to area 6.

**“What was that?
It sounded an awful lot like
the only exit closing behind us.”**

- Larium, halfling thief

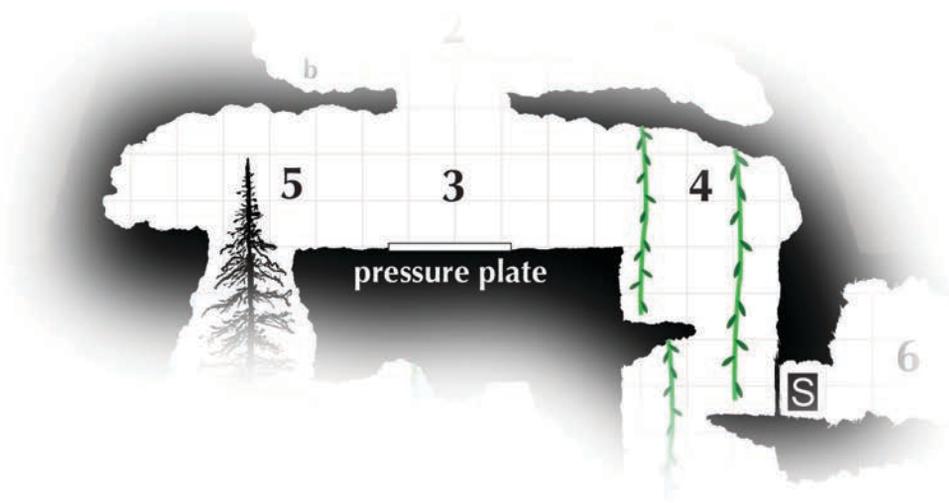
5. TREE CROWN

The upper crown of an unnaturally white tree pokes through a hole in the floor.

- ▶ **WHITE TREE.** Vibrant white needles on thick branches.

Looking down reveals:

- ★ Distant phosphorescent lights wink like Fireflies.
- ★ **GM Note:** Pulsing lights are the blinking eyes of **Were-Jaguars** and **Luminous Lemurs** below.
- ▶ **BRANCHES.** Sturdy enough to climb. See **Vines and Branches** (*pg. 38*).



VINES AND BRANCHES



- ▶ **MISHAPS.** On roll of Natural 1 for any check while climbing, roll on *Climbing Mishaps* table.
- ▶ **CLIMB DOWN.**
Auto-success unless a Natural 1.
- ▶ **CLIMB UP.**
DC 9 STR or stay still.
- ▶ **JUMPING.** Jumping to or from solid ground or another vine or branch requires check or take damage (see *Difficulty below*).
- ▶ **DIFFICULTY.** Each fail, crawler falls 5 feet and DC for next try increases, as do damage dice. After 3 failures, crawler falls.
1st: DC 9 DEX (1d4 damage)
2nd: DC 12 DEX (1d6 damage)
3rd: DC 15 DEX (1d8 damage), fall to “bottom” and take any falling damage.

CLIMBING MISHAPS

d12	Mishap
1	Roll 2x and combine!
2	You grab a Vine Wraith
3	You grab a Strangleroot
4	You grab a Spore Spitter
5	You disturb a Ballooning Spider Swarm
6	You disturb a patch of Pink Moss .
7	A Luminous Lemur swoops in, steals random item
8	Your arm is yanked so hard that you are unable to wield two-handed weapons or a shield for 1d4 hours
9	You grab a Violet Fungus
10	Your hand gets stuck and you can't move for 2 rounds
11	Hand scuffed (<i>take 1 damage</i>).
12	A Hexbeak flies by and casts a <i>Mis-Spell</i> .



6. SECRET VAULT

Filled with various crates.

- ▶ **CRATES.** Items from past victims.

Search reveals:

- ★ Jaguar Maw Bag
- ★ Boots of the Cat (SD Core)
- ★ Crossbow and 10 silvered bolts
- ★ 120 gp

7. UNDER THE VINES

Hanging vines overhead. A pile of tattered clothes lays on the ground.

- ▶ **VINES.** Sturdy enough to climb on. See **Vines and Branches** (pg. 38).
- ▶ **CLOTHES.** Look as though something burst out of them. **NOTE:** These are the clothes of a were-jaguar in human form that transformed.
- ▶ **GROUND.**

Search reveals:

- ★ A secret hatch in the floor that leads to area 13.

**“It shed its skin?
Wait, does that mean there’s
an even bigger jaguar out
there somewhere?”**

- Kendril the Stealthy, human ranger

8. SKIN PILE

10 discarded animal skins lay in a pit to the east. An aroma of body odor and decay permeates the air.

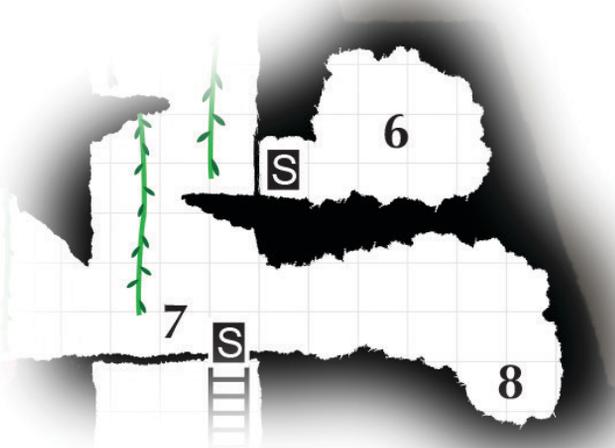
- ▶ **SKINS.** Worth 5 gp each, belong to jaguars. The skins are deep black with some faint yellow rosettes.

Examine:

- ★ The skins are stretched, and each has a large rip in the belly. **Note:** These are the shed skins of were-jaguars who shed them when they reverted back to human form. The human forms tore their way out through the soft belly.

Search beneath:

- ★ A naked man wrapped in a jaguar skin. *This is actually a were-jaguar reverting to human form.*
- ★ Like his fellow were-jaguars in *area 15*, he will try to coerce party to **“meet the king.”**
- ★ He says, **“The king loves to meet new people.”**



9. GLOWING POND

A 20-foot-wide glowing pink pond spans the full width of this cavern. It is teeming with bioluminescent life. Long green vines hang from the ceiling.

- ▶ **POND.** Vibrant semi-transparent pink.

Search reveals:

- ★ Tunnel 10 feet down that leads to area 10.

- ▶ **BIOLUMINESCENT LIFE.**

- ★ An amphibious **Glimmerscale** lurks just under the surface. Only his eyes can be seen.
- ★ **2 Neon Piranha Swarms** attack any who enter the pond.

- ▶ **VINES.** Sturdy enough to climb on.

See **Vines and Branches** (pg. 38).

- ★ **Luminous Lemurs** (from area 11) use these vines to steal items from crawlers on vines (*hard to defend against when hands are occupied holding on for dear life*).

“Man-eating fish, is what I said. That’s different than a Man eating Fish. I guess you didn’t hear the hyphen.”

- Kallard the Jester, elf bard

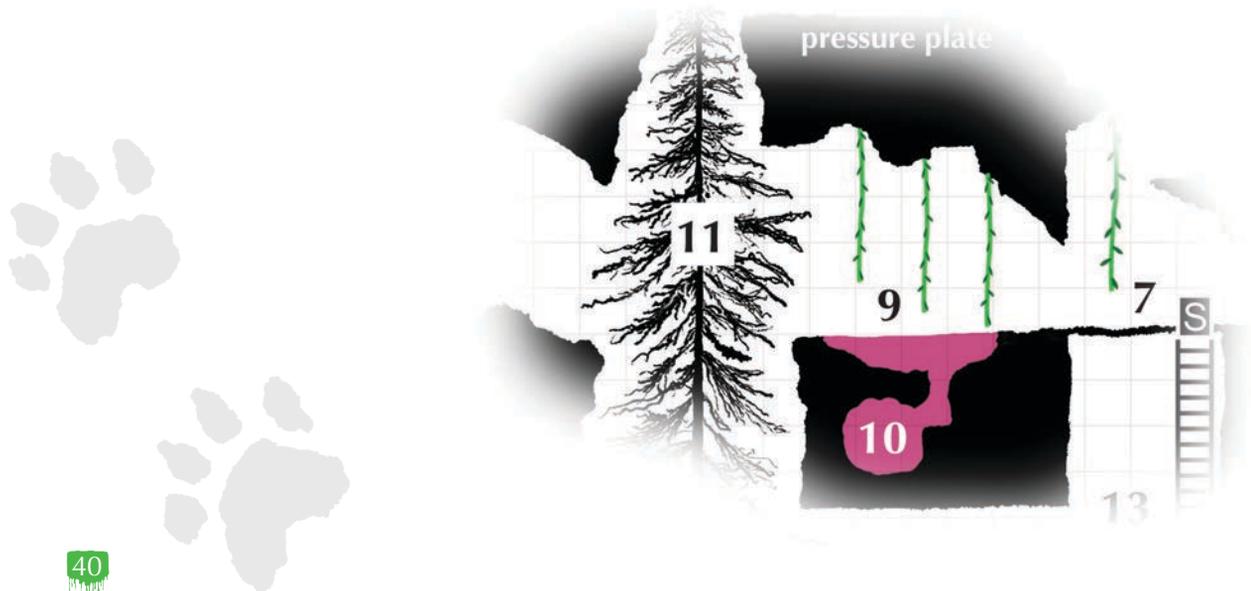
10. POND CHAMBER

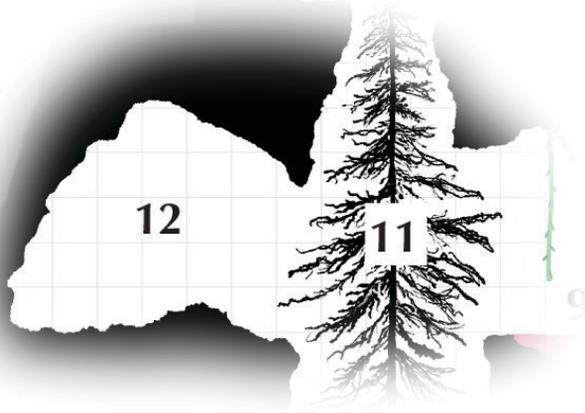
At the bottom of the pond is a hidden chamber.

- ▶ **HIDDEN CHAMBER.** Each round DC 12 CON hold breath or take 1d6 damage (*max 6 successes before running out of breath*).

Search reveals chest containing:

- ★ **Ring of Invisibility** (SD Core)
- ★ **2 Lemon Leaf Balms**
- ★ Ruby pendant (200 gp)
- ★ Silvered longsword





11. CENTRAL TRUNK

In the depths of the white tree, blinking *lights* look like Fireflies, but they don't move like Fireflies.

► **LIGHTS.** These are blinking eyes of *Luminous Lemurs*. They coexist with Were-Jaguars on the lower branches.

► **LEMURS.** **1d4 Luminous Lemurs**

Behavior:

- ★ Mischievous.
- ★ Use branches and vines to move.
- ★ Try to steal items from crawlers (especially those on vines whose hands are occupied).
- ★ They toss stolen items to other lemurs, then negotiate item's return non-verbally.

12. LEMUR LAIR

Many *lemurs* lounge on rocks, pick bugs from each other's fur. Mischievous, but harmless unless provoked.

► **LEMURS.** **2d4 Luminous Lemurs.**

Search reveals:

- ★ Each player can roll 1x on **Lemur Loot** table, but the lemurs won't hand items over unless exchanging for something else.

LEMUR LOOT

1d12	Loot
1	Returning hammer (If thrown, will return like boomerang. DC 15 DEX or 1d6 damage to you.)
2	Coconut with a smiley face painted on it
3	Discarded were-jaguar fur (black with faint yellow rosettes)
4	Haunted silver dinner bell (15 gp). If rung it summons a hostile Ghost .
5	99 gp in a red velvet bag covered in lemur feces
6	Damp torch (lasts 10 minutes)
7	Bag holding 100 cat's eye marbles
8	Book filled with lewd and colorful artwork
9	Scroll etched into jaguar skin (GM's choice of Tier 3 Wizard spell)
10	Journal of blank pages. In total darkness, reveals map written with invisible ink showing one secret in the pyramid (GM choice).
11	Necklace of jaguar teeth (90 gp)
12	A Bag of Holding (SD Core)

13. LADDERS

Hatch at top of the east ladder. A west ladder leads down.

- ▶ **EAST LADDER.** Made of metal.

Search reveals:

- ★ Secret passage at bottom that leads to area 16.

- ▶ **WEST LADDER.** Made of metal.

- ★ Leads down to area 18.

14. LOWER TREE

In the depths of the white tree, blinking lights look like Fireflies, *but they don't move like Fireflies*.

- ▶ **LIGHTS.** These are the blinking eyes of Were-Jaguars. They coexist with the Luminous Lemurs on the upper branches.

Were-Jaguar Behavior: See area 15.

15. WERE-JAGUAR LAIR

Large jaguars sleep on each other here. They have black fur with faint yellow rosettes.

- ▶ **8 Were-Jaguars** move between here and area 14:

- ★ Speak like humans
- ★ Shed their skin when they revert to human form (*see area 8*).
- ★ They *cannot* convert others to lycanthropy.

Behavior:

- ★ Will gently try to coerce crawlers, saying, "**You simply must meet the king. He'd love you.**"
- ★ This is a ruse to lure victims to area 22 to both feed and appease the **Jaguar King**.

Search reveals:

- ★ Each player can roll 2x on **Treasure 4-6 Table** (SD Core)



16. TREASURE TROVE

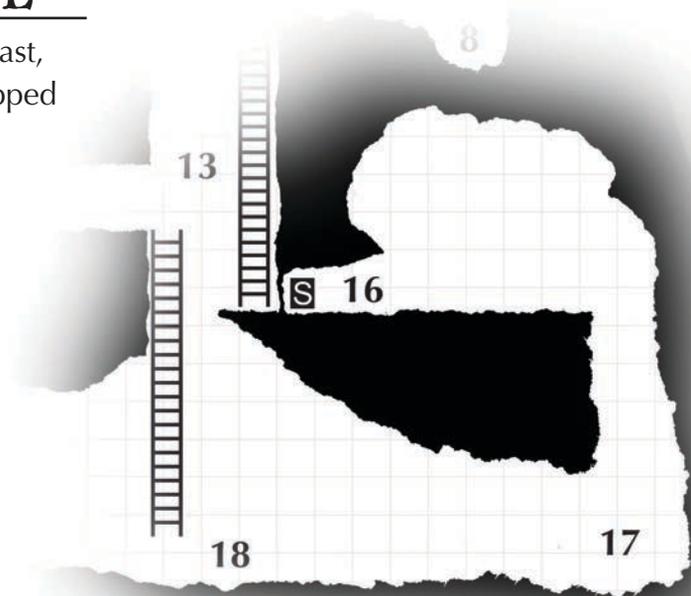
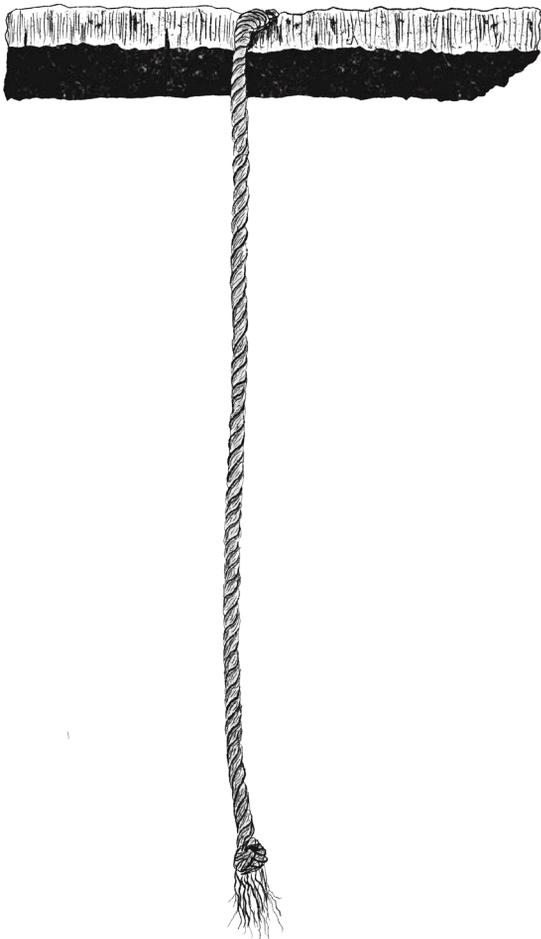
Filled with various treasure. To the east, a large drop. The short end of a snapped rope hangs over the edge.

► TREASURE.

- ★ **Potion of Flying** (SD Core)
- ★ *Scroll of Mass Cure*
- ★ 80 gp (coins showing jaguar heads and tails)
- ★ **Wand of Sunlight**
- ★ Silvered shortsword

► **DROP.** 40 feet to bottom.

► **ROPE.** 10 feet long, snapped.



17. UNFORTUNATE END

A coil of rope, snapped at one end, lays on a corpse. A passage in the ceiling above leads up into darkness.

► **ROPE.** 40 feet long.

► **CORPSE.** Bones broken from the fall. Robes indicate this was a **Friar of the Jade-Claw Brotherhood**.

Search reveals:

- ★ 50 gp covered in blood
- ★ Silvered dagger with handle shaped like jaguar paw

► **PASSAGE.**

Search reveals:

- ★ The other end of the snapped rope in area 16.

18. LADDER LINEUP

At the base of the ladder, 10 *priests* in black frocks organize a line of 30 *Friars* of the Jade-Claw Brotherhood who wait patiently and piously to “meet the king.”

- ▶ **PRIESTS.** Hold clipboards containing a waiting list (see *Meeting the King* pg. 45). Priests are **Were-Jaguars** in human form.

Bribery:

- ★ Making large offerings (at least 50 gp) can bring applicant to top of waiting list. Otherwise, priests try to keep the process as orderly as possible.

Meet the King:

- ★ Those who *wait patiently* get a chance to meet the king.
 - ★ Those who are *disorderly* are told king will pass judgment on them.
 - ★ Either way, they are fed to **Jaguar King** (see *Meeting the King* on pg. 45).
- ▶ **FRIARS.** Robed and reverent. They have been scrounging and saving for a chance to meet the king. This is a rite of passage for them.

Behavior:

- ★ They wait obediently in line for their chance with the king.
- ★ They will not tolerate irreverence, fight to prove themselves worthy.

“I am just happy for the opportunity to finally be in the presence of the king.”

- Brother Willis,
Friar of the Jade-Claw Brotherhood

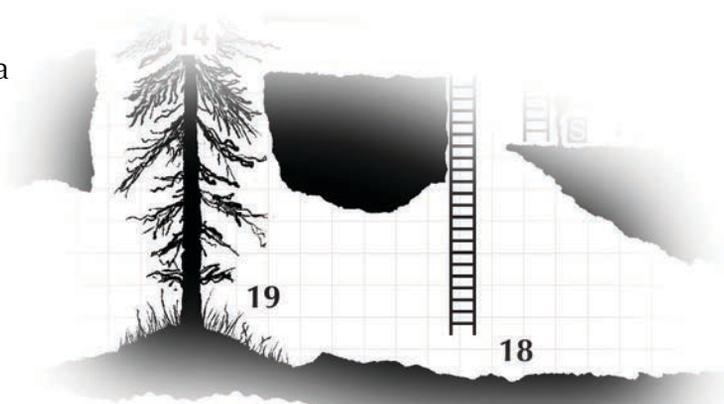
19. TREE BASE

Two *priests* stand behind the wide tree.

- ▶ **PRIESTS.** The priests are **Were-Jaguars** in human form.

Observing: Take gear from applicants which is placed in large *sack*. They proceed with Step 3 of the ritual (see *Meeting the King* pg. 45).

- ▶ **SACK:** Every few hours the full sack is carried up the tree to *area 15* where it is emptied.





Meeting the King

- ▶ **STEP 1.** Applicant adds their name to waiting list.
- ▶ **STEP 2.** After waiting patiently, applicants are taken one at a time to area 19.
- ▶ **STEP 3.** Behind Tree Base, out of view, applicant makes offering, receives blessing from priest.
 - ★ The “blessing” is actually a priest pricking skin with a needle dipped in a toxin. [DC 18 CON](#) to resist being **silent and totally docile**.
 - ★ Once docile, applicants are stripped naked and the remainder of their gear is placed in sack.
- ▶ **STEP 4.** Applicant is led to area 20 and pushed into the pit, unable to scream or resist.
- ▶ **STEP 5.** In area 22, they are toyed with and then consumed by the **Jaguar King**.

NOTE: If the Jaguar King is not fed when it is hungry, it will emerge from the pit and prowl for food.

20. PIT EDGE

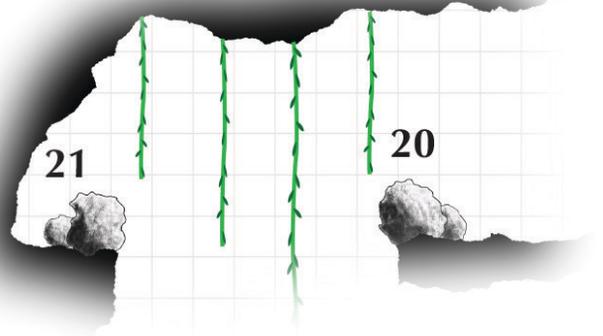
Large boulders ring the edge of a large pit which has long vines hanging over it.

- ▶ **BOULDERS.** Hang over area 22.
 - Observe pit:** See blood and bones in the depths below.
 - Listen:** Hear the sounds of growling, purring and eating.
- ▶ **VINES.** Sturdy enough to climb on. See **Vines and Branches** (pg. 38).

21. ACROSS THE PIT

Discarded treasure found behind boulder at the edge of the pit.

- ▶ **TREASURE.**
 - ★ **Immovable Rod** (SD Core)
 - ★ Deck of Qaratha tarot cards
 - ★ Unused torch with severed hand attached
 - ★ 5 silvered arrows and a longbow



22. JAGUAR KING LAIR

A huge pile of *bones* rests at the bottom of a deep pit. In the darkness to the east, large *yellow eyes* watch.

- ▶ **BONES.** The bones of many victims duped by **Were-Jaguar** Priests.

Search reveals:

- ★ 20 gold teeth (1 gp each)

- ▶ **YELLOW EYES.** Of the **Jaguar King**, a huge jaguar-like creature that feeds every few hours. Crawlers who have seen the Jaguar Sentinel may note that Jaguar King is identical in size.

Behavior:

- ★ Unlike Were-Jaguars, does not speak in a human voice
- ★ Toys with its prey before eating
- ★ Aversion to sunlight (see stats)
- ★ If not fed for 3 hours, it will climb tree in search of a meal

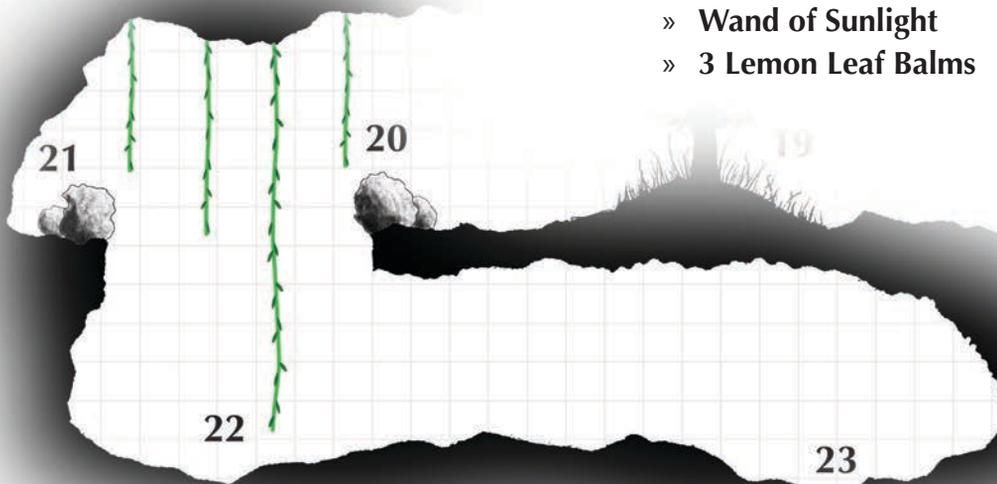


23. TREASURE MOUND

A large pile of *treasure* that serves as the Jaguar King's bed.

▶ **TREASURE.**

- ★ A **Silver Mace of Wrath** (SD Core) wrapped in ceremonial cloth
- ★ Mithral Chain Mail with etchings depicting Jaguar Queen (400 gp)
- ★ Jade-Claw Brotherhood Robes, which contain:
 - » **Wand of Sunlight**
 - » **3 Lemon Leaf Balms**



The Mapping of Adelbog Crypt

2nd-Level Adventure for Shadowdark RPG



OVERVIEW

WHAT THE PLAYERS KNOW

Deep in the dense, pungent swamps of the Adelbog, the remains of an ancient subterranean structure have recently been discovered by the **Swampfolk**. Wary and superstitious, they refuse to enter its darkened chambers themselves.

The leader of the Unearthing Guild, **Bonroux Savoy**, acting on behalf of Swampfolk, is offering a reward to adventurers willing to plumb the depths of this forgotten site. Based on the primitive glyphs depicting death rites carved into the entrance, he suspects it's a tomb.

The party has been asked to rid the crypt of dangers, map out its passages, and report back to Savoy with their findings. He offers to each member 120 gp if they succeed, and has stated "any treasures you find are yours."

WHAT THE GAME MASTER KNOWS

Adelbog was originally intended to serve as the final resting place for the wealthy **Mogdül family**. However, in recent years, the site has become overrun with various species of spiders.

The largest and most formidable of these, known as **Mother Many**, gained such influence that **Matriarch Mogdül** began to worship her. In her fervent devotion, the Matriarch and her child began to exhibit arachnid traits, developing eight eyes each.

Disturbed by his wife's transformation, **Patriarch Mogdül** confronted her about her unsettling devotion. Tragically, this confrontation led to his demise — his wife beheaded him in a fit of rage.

Today, the **Mummy of Patriarch Mogdül** still roams the dank halls carrying his head. The crypt has transformed into a vast spider lair, where human followers known as **Silk Siphons**, so enamored with Mother Many, are willing to remove their own teeth to nurse silk from her.

ROOM KEY

The descriptive keywords at the start of each location can be freely shared with players. The **bullet points** that follow are intended for the Game Master only.

DANGER LEVEL

Unsafe. Check every 3 crawling rounds for random encounters.

LIGHT

Oppressive **darkness** unless otherwise noted.



RUMORS

d6 Rumor

- 1 A foul beast lives in the deepest recesses of the crypt.
- 2 A sickness spreads like fungus throughout the crypt.
- 3 Every room holds a secret if one is clever enough to spot it.
- 4 The **Swampfolk** say they've seen many-legged beasts crawling from the crypt at night.
- 5 A week ago, Bonroux Savoy sent another group of adventurers down there — none have returned.
- 6 This crypt was used by a cult that worshiped a creature called **Mother Many**.

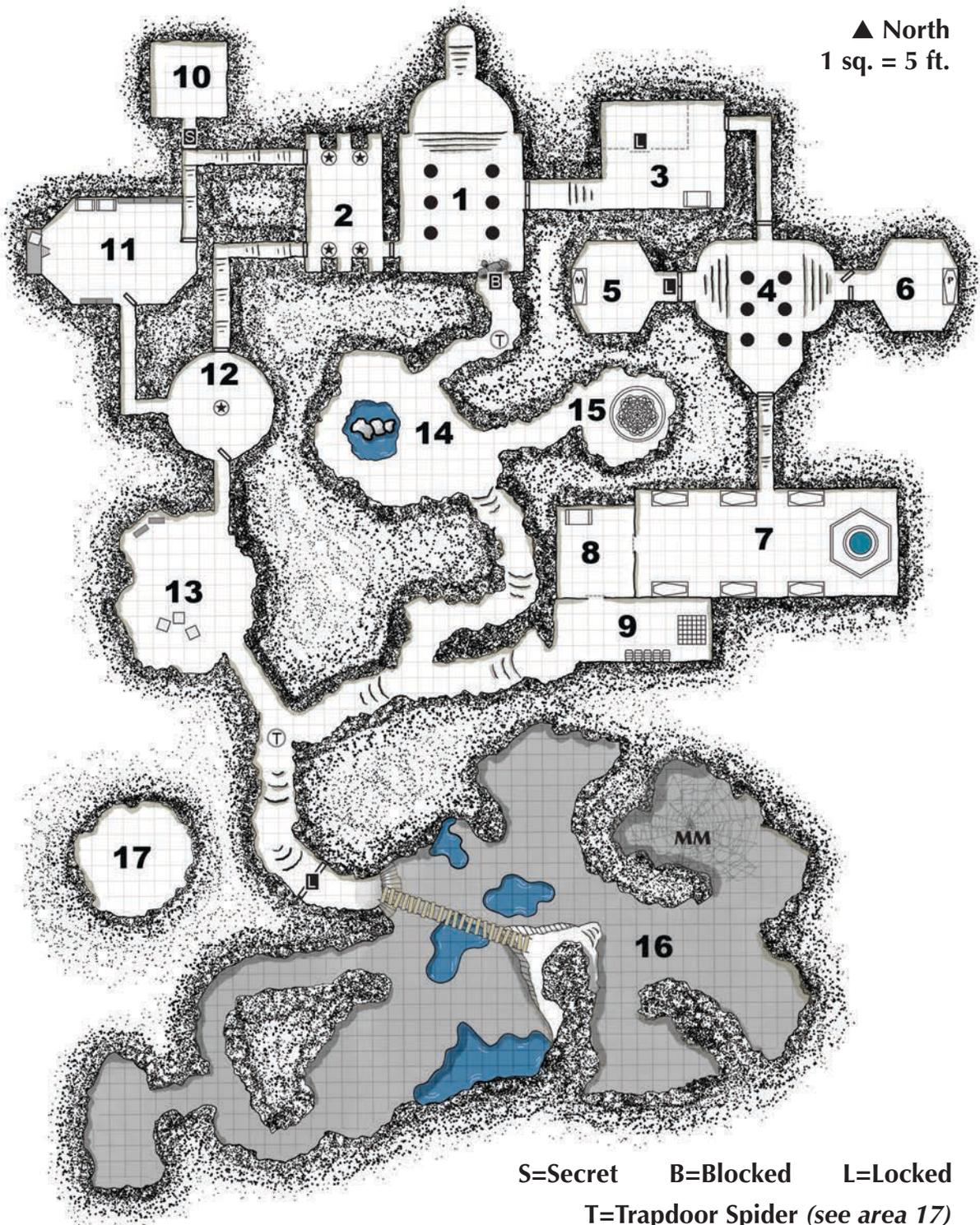
RANDOM ENCOUNTERS

d10 Encounter

- 1 **Ceiling collapse.** [DC 12 DEX](#) or 1d4 damage, chance of party being separated.
- 2 **Ghost attack.** If **Dermit Mosspin** (*area 3*) is already dead, **he** is the **Ghost** and is mad that party failed to save him.
- 3 **Spider attack.** **1d4 Rancid Spiders** climb out of crack in wall.
- 4 **Surprise attack.** **Trapdoor Spider** surprises random crawler. [DC 18 DEX](#) or dragged to *area 17* (*room below crypt that can be placed anywhere*).
- 5 **Room floods.** Bog water pours down from above. [DC 12 CON](#) or 1d4 damage.
- 6 **Wind gust.** Torchbearers [DC 18 DEX](#) or torch extinguished and rendered useless.
- 7 **Golem.** **Spiderweb Golem** shambles nearby.
- 8 **Find egg sack.** First bold enough to touch egg sack heals 1d4 HP. Useless after that.
- 9 **Help from beyond.** Spirit of deceased crawler offers to help crawler for 1d4 rounds. At GM's discretion, they can reveal a secret or two.
- 10 **Oil pool.** Pool of oil bubbles up from ground (*can be used to make 1 torch*).

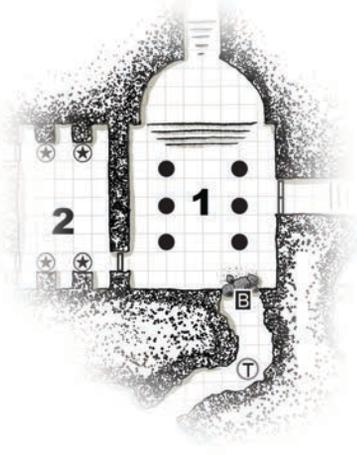
ADELBOG CRYPT

▲ North
1 sq. = 5 ft.



S=Secret B=Blocked L=Locked
T=Trapdoor Spider (see area 17)

LOCATIONS



1. ENTRANCE HALL

The air reeks of bog water which drips down from above. The floor is covered with what looks like tiny pebbles. Eight crumbling pillars, covered in moss and yellow fungi, support ceiling. There is a west door, double east doors and a cave in that blocks a passage south.

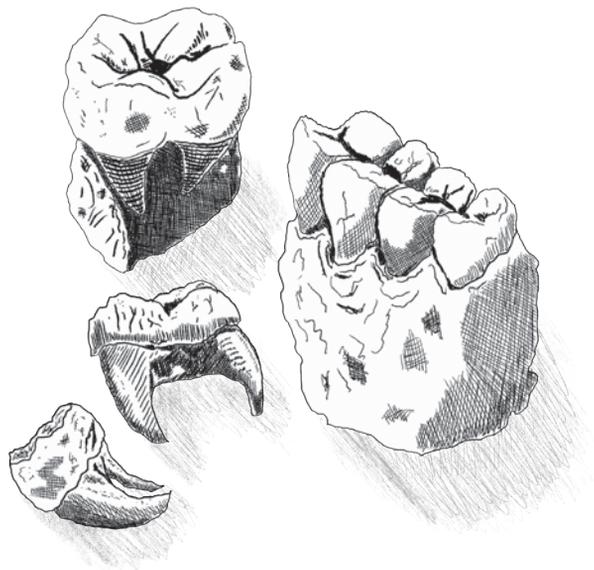
- ▶ **FLOOR.** What looked like pebbles are actually human teeth.

Search. Extinguished, useless **torch** in saliva puddle (*recently dropped*).

**“Are those teeth?
Perhaps we should be looking for
some sort of deranged dentist.”**

— *Fenigren, human thief*

- ▶ **WEST DOOR.** Rotting wood, faint etching of a mother breastfeeding.
- ▶ **EAST DOORS.** Double doors.
Listen. Faint coughing can be heard from beyond double doors.
Open. Creaks loudly.
- ▶ **CAVE IN.** From a ceiling collapse. Pile of rubble blocks south corridor.
Listen. From beyond blockage, hear a hollow wind and shuffling across damp stone.
Clear Blockage. [DC 20 STR](#) to move. [DC 15 STR](#) if extra time taken, but roll for random encounters with ADV due to noise.



2. DINING ROOM

Table, old and dusty, chairs in various states of disrepair. At head of table is a crumbling skeleton. 4 busts on pedestals. Plaque hangs on west wall.

- ▶ **SKELETON**. Not undead. Dressed in stained blue robes. Skull has no teeth.

Search reveals. Ring on finger with female symbol (40 gp).

★ Page in Primordial: **“By the making of this, Mother shall feast on us, bear our children.”**

- ▶ **BUSTS**. Against north / south walls, two pairs of pedestals with busts of crying women made of stone (covered in lichen).

Search. Eyes all look up at loose brick at top of east wall.

Remove brick. Find compartment that holds **Two Keys** (one with female symbol, one with male symbol). Keys are wrapped in the web of a lurking **Rancid Spider**.

- ▶ **PLAQUE**. Two rusted swords and a helm mounted on a wooden disk.

Touch. Swords disintegrate, form into a **Rust Elemental**.

3. THE CELLS

Off musty main area is a holding cell. There is a door on east wall.

- ▶ **MAIN AREA**. Looks into holding cell on north wall. In southeast corner, small table with shield and papers.

Shield. Wooden, remnants of faded unrecognizable painted symbol.

Papers. Pictographs detail interment of corpses, removal of teeth, and repeating symbol of eight dots (like formation of spider eyes).

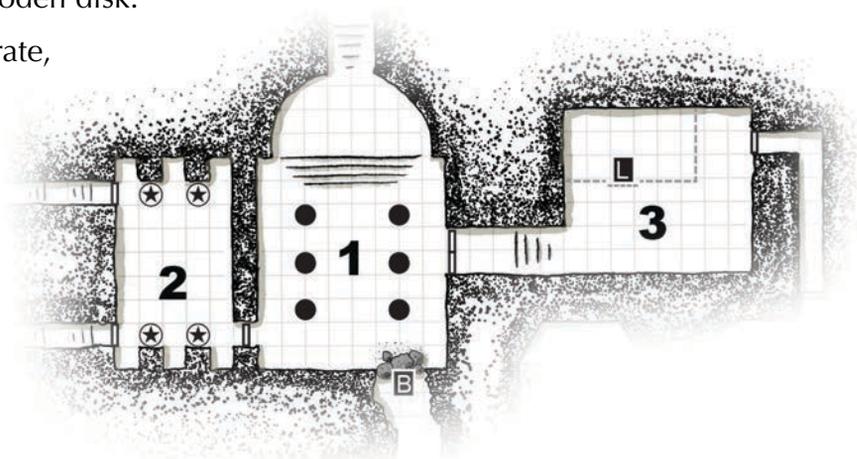
- ▶ **CELL**. Black iron bars and locked gate. Huddled on a single cot is **Dermitt Mosspin** (see pg. 53).

Search. Gate shimmers.

★ Magically locked, but opens with **female key** (from area 2).

Try male key (from area 2) Fails, lock emits blast of blue energy DC 12. DEX or 1 damage.

- ▶ **DOOR**. Unlocked, leads down dark corridor.



DERMIT MOSSPIN

APPEARANCE

Scraggly-haired, thin man, licking bits of dirty moisture off the walls.

THINGS TO KNOW

- ▶ Lips chapped, begs for water or food.
- ▶ “My stomach hurts! I’ve only had this filthy water for days!”
- ▶ Came with friends days ago to clear out the crypt. Cell door magically shut behind him. His friends couldn’t open door, so went off to search for a key. They haven’t returned and he heard screaming.
- ▶ His mind is scattered, comes across as **manic** and insane.
- ▶ Says shadows move through here — unseen things he catches out of the corner of his eye.

“My stomach hurts!
I’ve only had this filthy water
for days!”

— *Dermitt Mosspin*

START A TIMER!

When meeting him for the first time, start a timer for 1d6 minutes!

At the end of the timer, Dermitt Mosspin begins to choke, coughing up an endless hairy ‘string’ that he pulls from his throat.

A **Huge Rancid Spider** (AC 15, HP 11) climbs up through his torso, into his throat, breaks his windpipe, finally rips open his head and attacks.

The spider can easily scramble through the bars of the holding cell.



4. PRAYER CHAMBER

Dryer than rooms above, covered in burnt incense. Pillars support ceiling. Walls covered in scrawled Primordial. Doors to both east and west.

- ▶ **WALLS.** In Primordial, many prayers are scrawled, such as:
 - ★ “Blessed are we, her surrogate children, that we may spread her kin far and wide.”
 - ★ “Mother Many, nurse us with your silver milk, and we shall repay you with crimson blood.”
- ▶ **WEST DOORS.** Down a short flight of steps, **locked** bronze doors.

Search. Doors depict woman holding infant above her head. Mother and child each have eight eyes.

 - ★ Over woman’s chest, circular indent (*as if something is to be placed there*).
 - ★ **Red Marble Disk** (*from area 11*) is needed to open doors.
- ▶ **EAST DOORS.** Down a short flight of steps, slightly ajar bronze doors.

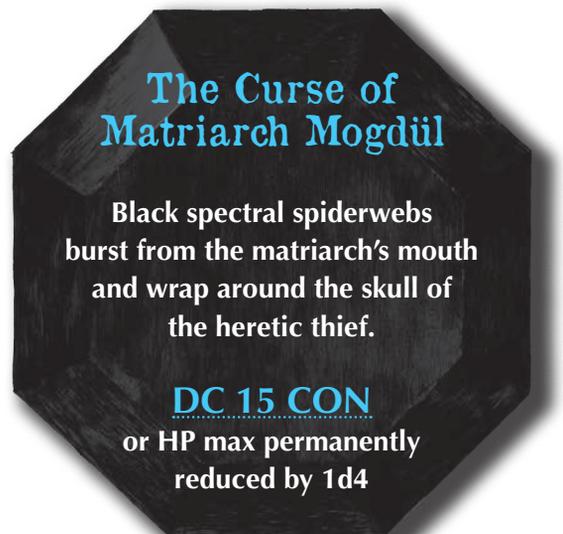
Search. Doors have **carving** of eight-eyed woman holding decapitated head of a normal man. His headless body lays at her feet.

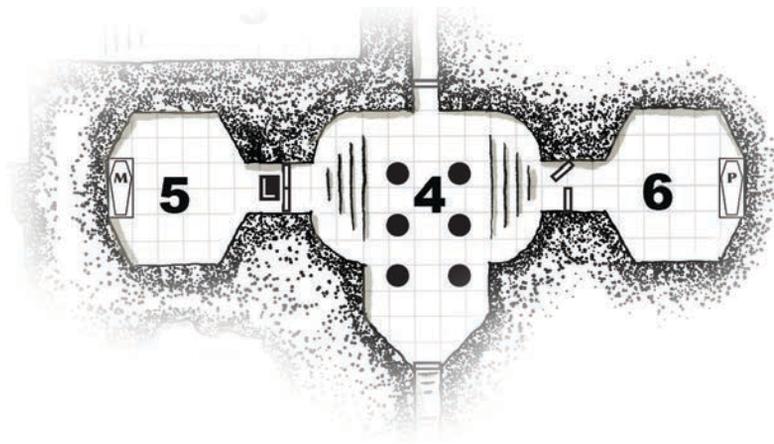
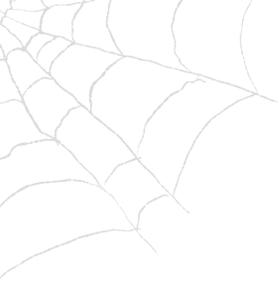
 - ★ Over man’s chest, a disk of blue marble sits recessed.
 - ★ A trail of silk (*leads from area 6 under south door to area 7*).

5. MATRIARCH TOMB

Walls hold long-extinguished candles. Floor covered in puddles of hardened maroon wax, as well as little trinkets. Sarcophagus on altar against west wall.

- ▶ **SARCOPHAGUS.** Covered in trinkets — a shrine for the dead.
 - ★ **Trinkets.** Each crawler roll 1x on **Crypt Treasure** table (*pg. 61*).
- Search. Lid of sarcophagus has large ‘M’ carved into center, with “Matriarch Mogdül” inscribed.
- Open. [DC 12 STR](#) to remove lid.
 - ★ Inside is body of mummified woman with eight eye sockets and skeletal mandibles, clutches an **Octagonal Black Jewel** (opens door to [area 16](#)).
- Remove Jewel. First crawler to touch jewel is afflicted with **The Curse of Matriarch Mogdül** (*below*).





6. PATRIARCH TOMB

Walls hold long-extinguished candles. Floor covered in puddles of hardened maroon wax, hundreds of loose, singed pieces of *parchment*. *Sarcophagus* on altar against east wall. A *figure* in corner.

- ▶ **SARCOPHAGUS.** Lid off, empty.

Search. Lid of sarcophagus has large letter 'P' carved into center, with "Patriarch Mogdül" inscribed.

- ★ Trail of silk leads from the open sarcophagus through *area 4* under door to area 7).

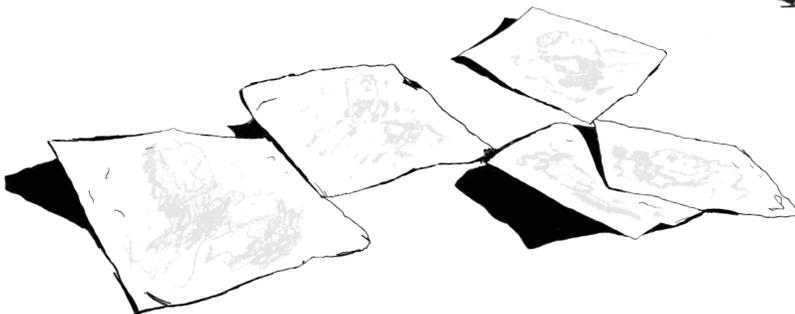
- ▶ **FIGURE.** Recently dead man collapsed in corner, breastplate caved in, face covered in web, mouth agape with horror.

- ▶ **PARCHMENT.** Burnt edges.

Search. Drawings of beheading at different moments in time, *like scattered pages of a flip book.*

"Even my father wouldn't make a flip book of a beheading."

— *Xevius, son of Zarvius the Mad Lopper*



7. GRAND TOMB

Six *sarcophagi*, each with large letters inscribed. On east wall, a *dais*. To the west, a *door* barred with iron. Shambling through room is the decapitated **Mummy of Patriarch Mogdül**.

- ▶ **DAIS**. Contains well of black *liquid*.

Liquid. Oil can be combined with dry wood to create:

- ★ 1 torch OR
- ★ 2 flammable arrows

- ▶ **SARCOPHAGI**.

On north wall, have the names *Abdin*, *Xix*, and *Delond Mogdül* inscribed.

On south wall, have the names *Ocan*, *Ras*, and *Foder Mogdül* inscribed.

Search.

- ★ Skeletons all missing their teeth.
- ★ Each with silver ring on one finger (5 gp each) with female symbol carved into it.

- ▶ **DOOR**. Easily opened. Bar broken long ago.

8. SINGLE CELL

Table and chair with stone *tablet* on it. *Chest* in the corner. Unlocked barred cell doors on east and south walls.

- ▶ **TABLET**. Etchings depict giant spider, surrounded by toothless humans who nurse from it.

- ▶ **CHEST**. Contains **Trapdoor Spider**. Crawler who opens: [DC 18 DEX](#) or dragged to [area 17](#).

9. BROKEN CAGE

Five *casks* line south wall. *Cage* with bent and severed bars. Ground covered with clumps of yellowing spiderwebs. Tunnel with stairs in southwest corner.

- ▶ **CASKS**. Four emptied, middle one still contains liquid.

Search. Pale, silvery substance that smells strongly of curdled milk.

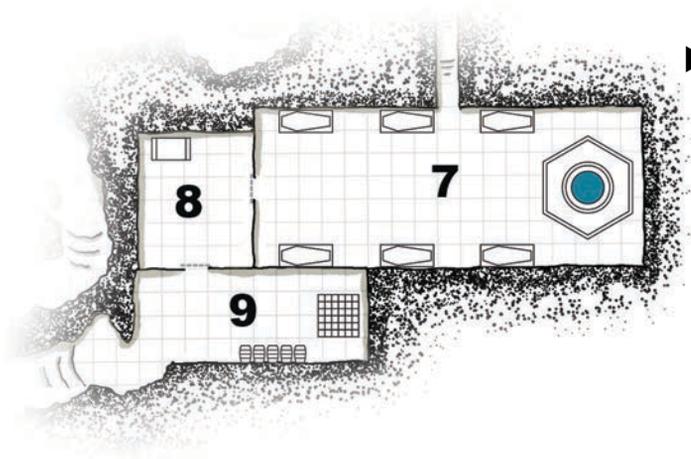
- ★ [DC 18 INT](#) to recall the practice of milking venom of snakes and spiders for potion brewing.

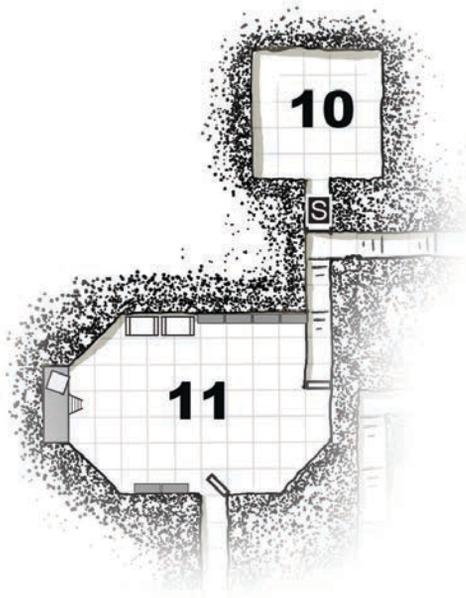
Sip Silvery Liquid. [DC 14 CON](#) or 1d4 damage.

- ▶ **CAGE**. Broken, 10-foot cube. Bent and severed metal bars.

Search reveals:

- ★ Dozen of human teeth and blood on floor
- ★ Shred of torn clothing stuck on broken bar
- ★ **Potion of Healing** (SD Core, but with 8 eyes etched in the bottle)





10. SECRET STORES

Hidden room for more valuables, well protected against the elements.

Search reveals:

- ★ Spiderweb Mace (+1 Mace)
- ★ **Potion of Vitality** (SD Core)
- ★ Mithral Chain Mail



hoarder sprite

11. STORAGE

Reeks of mildew. On north wall, chests made of ancient stone and waterlogged bookcases. On south wall, shelves of curious artifacts. High up on west wall, stone platform with a moldy wooden ladder leading up to it. Strange rattling sound from platform. South door is ajar.

▶ **CHESTS.**

Search. All items inside are dry:

- ★ Flint and Steel
- ★ 4 Chicken Bones
- ★ 10 Arrows with fletching made of spider legs instead of feathers
- ★ Silk Scarf with web pattern (40 gp)

▶ **BOOKCASES.** Books are illegible due to mold and mildew.

Search. Lever in bookcases opens secret passage to area 10 (*crawlers hear sound of sliding stone*).

▶ **SHELVES.** On south wall, contain vials of coagulated liquid. One is a **Lemon Leaf Balm** (*strong lemon aroma*). The others are useless.

▶ **PLATFORM.** Atop the ledge, a large wooden crate.

Search Crate. Rattles when a crawler approaches.

- ★ Opens easily.
- ★ Inside is a **Hoarder Sprite**, holds a **Red Marble Disc** (*opens area 5*).
- ★ Willing to trade disc if crawler offers something shiny.

▶ **SOUTH DOOR.** Faint smell of rot.

12. GRIM STATUE

Massive statue of woman and child. Three corpses by statue. An open south door, closed north door.

- ▶ **STATUE.** Woman with open mouth covered in spiderwebs pours pitcher of water into mouth of a child.

Search. Sculpted water of statue has carvings of tiny spheres with spider symbols (*resemble eggs*).

Touch. **Ballooning Spider Swarm** flies out of statue's mouth.

- ▶ **CORPSES.** Of adventurers (*dead less than a week*), deep lacerations and puncture wounds. One holds an extinguished torch, is covered in ash.

Search reveals:

- ★ **Potion of Healing** (SD Core, with 8 eyes etched in corked bottle)

Touch. Corpses deflate, spew clumps of spiderwebs from their orifices, as if they're stuffed with them.

- ▶ **SOUTH DOOR.** Faint smell of ash.
- ▶ **NORTH DOOR.** Unlocked.

**"I hope you're joking.
Spiders give me the willies."**

- Bayn the Brave, human fighter

13. STUDY CAVE

Small set of shelves. A desk with papers. Corpse and spider body. Crates in middle of room, shattered and empty.

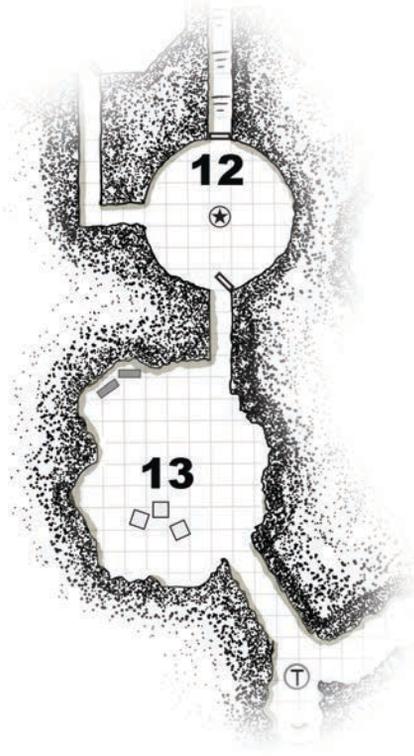
- ▶ **SHELVES.** Hold jars of preserved specimens: Spider eggs, freshly hatched spiders, large spiders.
- ▶ **DESK.** Papers written in Primordial.
**"Mother Many is growing well, barely able to contain Her anymore...
Soon we transfer Her to the Chasm and ascend."**

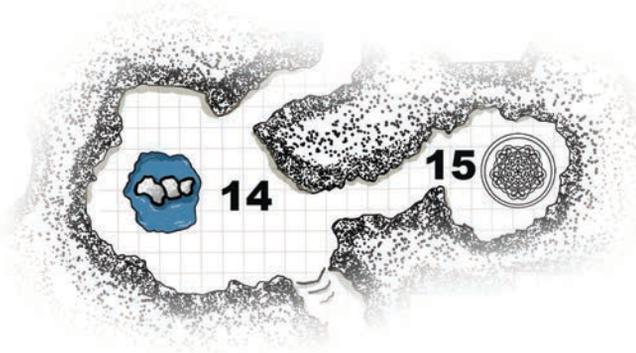
- ▶ **CORPSE.** Recently dead adventurer.

Search reveals:

- ★ Crossbow (*charred by the use of flammable arrows*)
- ★ 1d6 flammable arrows

- ▶ **SPIDER BODY.** Charred and riddled with burnt arrows.





14. WATERY CAVERN

Walls and floors rancid smelling. Small pool in center. Roughly carved passages lead to east tunnel, stairs to southeast, and northeast tunnel. A Zombie shambles around room.

- ▶ **POOL.** Crystal clear compared to the stagnant muck seen elsewhere.
Touch. Heals 1d8 (1x per day, per crawler).
- ▶ **EAST TUNNEL.** Emits faint blue light, leads to area 15.
- ▶ **STAIRS.** Leads down to lower areas of the dungeon.
- ▶ **NORTHEAST TUNNEL.** Leads to area 1, but is blocked by rubble.
- ▶ **ZOMBIE.** This is a **Spider Zombie** with spider sticking out of its head. The spider uses webs like marionette strings to animate limbs of the zombie.

15. THE SYMBOL

Dais, circular, carved from natural stone of the cave floor.

- ▶ **DAIS.** With a mandala-like pattern, glows light blue. Primordial script reading "**Mother Many.**"

There is a recessed, octagonal cutaway in the center (same size as **Octagonal Black Jewel** from area 5).

Place Octagonal Jewel in Cutaway.

Dais pulses with energy and the crawlers hear the distant sound of a heavy stone door opening.

This opens the locked door leading to area 16.



16. THE CHASM OF MOTHER MANY

Note: Combined [DC 35 STR](#) to open locked stone door and enter. The DC is reduced by 3 after each attempt (*the crawlers make slight progress with each attempt*). Alternatively, crawlers can use Octagonal Jewel in [areas 5 and 15](#).

Inside, a weathered [rope bridge](#) connects sheer cliffs. Muck (*gray*) and pools (*blue*) of murky [water](#) 30 feet below.

- ▶ **ROPE BRIDGE.** Leads to outcropping on other side. One crawler at a time seems wise.

If Multiple Crawlers On.

[DC 15 luck check](#), +2 DC for every additional crawler on bridge at same time. Failure means the bridge breaks.

If Bridge breaks.

[DC 12 DEX](#) to avoid falling

- ▶ **WATER.** Contains thousands of marble-sized spider eggs.

Water disturbed:

Mother Many sends **Silk Siphons** to attack.

Search reveals:

- ★ Each crawler can roll 1x on **Lair Treasure** table (*pg. 61*).

▶ **MOTHER MANY.**

A monstrous arachnid, rests in northeast nook on pile of [offerings](#). A massive [web](#) sprawls beneath her. Four toothless humans (**Silk Siphons**) nurse from her. Discarded bones all around the web.

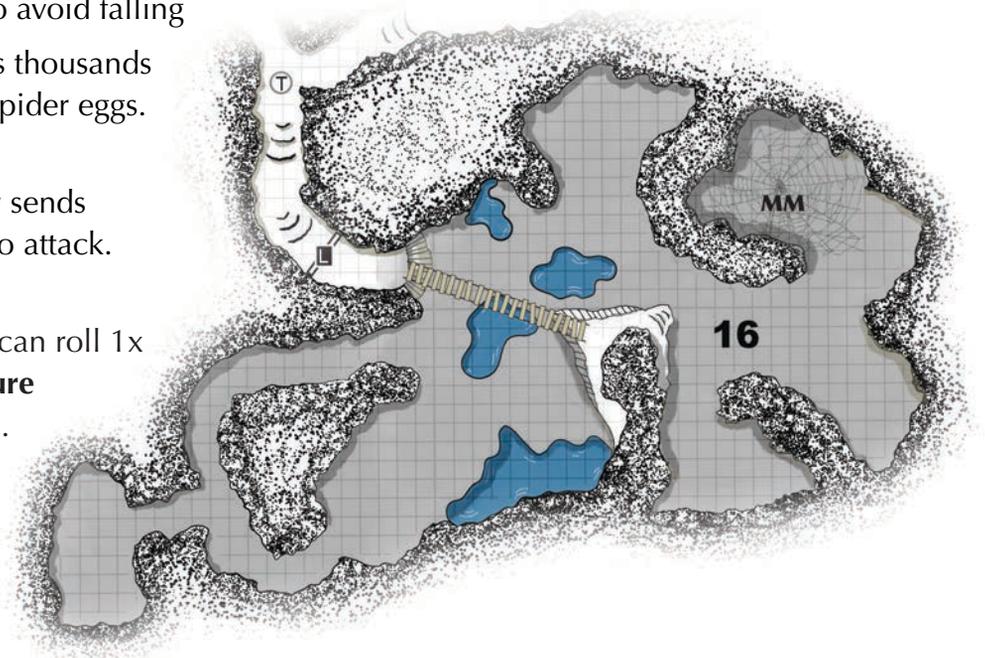
Sneaking. [DC 12 DEX](#) or she is aware of crawlers, sends **Silk Siphons** to attack. Auto fail if crawlers step on her web.

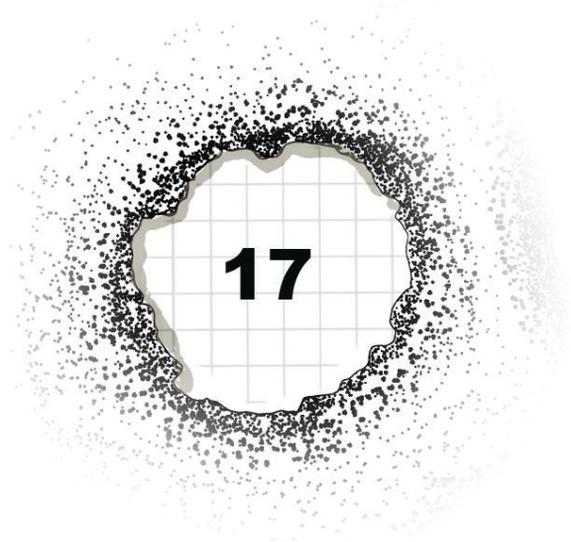
Offerings. Each crawler:

- ★ 2d4 x 100 gp bearing Mogdül crest
- ★ Roll 2x on **Lair Treasure** table (*pg. 61*)

▶ **WEB.** Highly flammable.

- ★ Completely burns in 2 rounds.
- ★ If **Mother Many** is on web while it burns, 1d10 damage to her each round.





17. TRAPDOOR SPIDER DEN

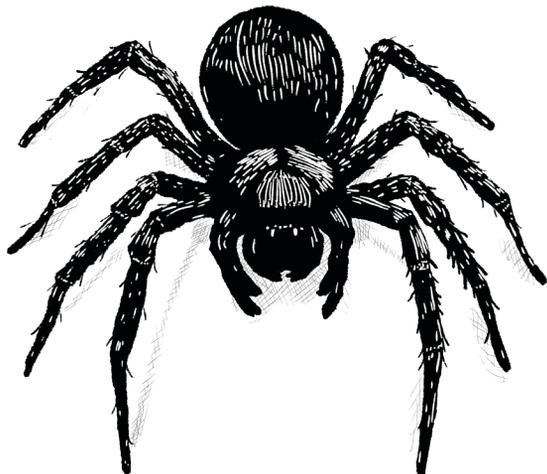
Cavern filled with the skeletons of small animals and a sticky silk *bundle*.

GM Note: No definite location on map. It can be any shape and placed anywhere that a Trapdoor Spider is found.

► **BUNDLE.** A human corpse wrapped up to be consumed later.

Search reveals:

★ Random item from **Crypt Treasure** table (pg. 61).



CRYPT TREASURE

d12 Treasure

- | | |
|----|---|
| 1 | A cracked porcelain doll with real human hair glued to its head |
| 2 | Tiny wooden chest full of baby teeth |
| 3 | Translation Guide (<i>Common to Primordial</i>) |
| 4 | Flask of Oil |
| 5 | Grappling Hook and Rope (60') |
| 6 | Torch |
| 7 | Silk with spiderweb pattern (1 gp) |
| 8 | Taxidermy rat (<i>stuffed with 10 gp</i>) |
| 9 | Silvered dagger (18 gp) |
| 10 | Stone statue of toad with emeralds for eyes (45 gp) |
| 11 | Ruby held by iron prongs resembling spider legs (70 gp) |
| 12 | A mithral serving tray that acts as a Mithral Shield (220 gp) |

LAIR TREASURE

d12 Treasure

- | | |
|----|--|
| 1 | 100 gp |
| 2 | Scroll of <i>Animate Dead</i> |
| 3 | Scroll of <i>Fly</i> |
| 4 | Longleg Stilts |
| 5 | Wand of Sunlight |
| 6 | Wand of the Lake |
| 7 | Lemon Leaf Balm |
| 8 | Potion of Invisibility (SD Core) |
| 9 | Boots of Dancing (SD Core) |
| 10 | Cracked Crystal Ball (SD Core) |
| 11 | Goblin Bomb (SD Core) |
| 12 | Deed to Plot of Land (<i>GM to decide</i>) |

MONSTERS

APEMAN

Evolved ape with large protruding brow and intelligent glint in its eyes.

AC 12 (leather), **HP** 10, **ATK** Femur Spear (1d6), **MV** near, **S**+2, **D**+2, **C**+1, **I**+1, **W**+0, **Ch**-3, **AL** N, **LV** 2

BARK FAERIE

Whimsical and elusive fey, leads crawlers astray, pretends to be very powerful.

AC 14, **HP** 10, **ATK** 1 Spell +3, **MV** near, **S**-3, **D**+4, **C**+2, **I**+3, **W**+1, **Ch**+2, **AL** C, **LV** 2

Fey Charm (INT). [DC 15 INT](#) or follow faerie's instructions for 10 minutes.

Root Grasp (1/day). Magical roots cover near-sized area ([DC 15 STR](#) or movement becomes 0 until success).

BAT, CAVERN (SWARM)

Horse-sized bats with leathery wings.

AC 14, **HP** 18, **ATK** 3 Bite +2 (1d6 + Saliva) or Cavern Swarm, **MV** near (fly), **S**+2, **D**+4, **C**+1, **I**-2, **W**-2, **Ch**-3, **AL** N, **LV** 4

Cavern Swarm. Entire swarm moves in tandem to pummel a single target. [DC 18 DEX](#) or 2d6 damage.

Saliva. Poisonous drool. [DC 12 CON](#) or oozing skin rash (1d4 damage).

BRAMBLE

Giant often mistaken for a boulder. Wild hair like vines. Adorned with monkeys and birds, loves flowers. Gentle by nature, but will fly into childish rage if provoked.

AC 17, **HP** 40, **ATK** Branch +7 (close, 1d6) or Boulder +2 (near, 2d10), **MV** double near, **S**+4, **D**+2, **C**+4, **I**+1, **W**+1, **Ch**-1, **AL** N, **LV** 9

Stone Skin. Half damage from stabbing and cutting weapons.

CAVERN WYRM

Ancient burrowing wingless dragon that lives beneath cave floors.

AC 18, **HP** 38, **ATK** Bite +3 (1d8), Tail +3 (1d8), Lava Breath or Move Boulder, **MV** near (burrow), **S**+3, **D**+4, **C**-2, **I**+2, **W**+2, **Ch**+0, **AL** N, **LV** 8

Fire Blood. Immune to fire damage. Cold deals double damage.

Lava Breath. Scalding red-orange lava (10' wide line) extending near from dragon. [DC 12 DEX](#) or 2d8 damage (DISADV if wearing metal armor).

Move Boulder (near). Telekinetically hurls a boulder at a target. [DC 15 DEX](#) or take 2d8 damage.

Tough Skin. Half damage from stabbing and cutting weapons.

DREAMSHADE

Mushroom with bright blue stalk and powdery white top. Grants magical effects if eaten or touched.

AC 0, HP 1, ATK 1 Effect, **MV** close, **S-4, D-4, C-4, I-4, W+4, Ch+0, AL N, LV 0**

Effect. Roll on table (1x per adventure).



EFFECTS

d12	Effect
1	Weaken. Permanently lose 1d4 HP
2	Firetouch. 1 random item you possess disintegrates into ash
3	Imbecile. INT modifier -4 for 1 hour
4	Midas. Next thing you touch turns to gold permanently (best if player is unaware this will happen)
5	Azure. Blue skin for 1d4 hours
6	Helium. Very high-pitched voice for 1d4 hours
7	Dazzling. Add +2 to CHA checks for 1 hour
8	Vapor. Effects of <i>Gaseous Form</i>
9	Airwalk. Ability to hover six inches (at will) for 10 minutes
10	Unseen. Invisible for 1 minute (attacking does not reveal location)
11	Hulk. STR score of 20 for 1 hour
12	Fortify. Permanently gain 1d4 HP

DUNHAM SULK PIRATES

Undead pirates of shipwrecked Dunham Sulk. In tireless hunt for their lost treasure, they are unaware they are dead. They crumble to sea salt if killed.

REVENANT CREW (SWARM)

AC 13, HP 36, ATK 3 Deathblade +5 (1d8) or Death Cry, **MV** near, **S-4, D+4, C+0, I+0, W+0, Ch+3, AL C, LV 8**

Death Cry. Ghost shriek, all within near, [DC 12 CON](#) or paralyzed 1d4 rounds.

Ghostly. Can pass through solid objects.

Salty Dogs. Turn to sea salt if Capt. killed.

Undead. Immune to morale checks.

CAPTAIN JIM GRAY

One-eared pirate captain who travels with a pet Hexbeak named Havoc. He always carries Malady, the cutlass with which he beheaded his wife, Brandimire (Brandy).

AC 14, HP 32, ATK 2 Cutlass (1d10 + Life Drain), **MV** near, **S-4, D+4, C+1, I+1, W+1, Ch+4, AL C, LV 7**

Ghostly. Can pass through solid objects.

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

Salty Dog. Turns to sea salt, along with crew, if killed.

FIRE ANT (SWARM)

Biting red ants that carpet ground, can crawl through keyholes and under doors.

AC 12, **HP** 14, **ATK** 3 Bite +4 (1d4 + Burn), **MV** close (climb, burrow), **S**+3, **D**+2, **C**-4, **I**+0, **W**+2, **Ch**+3, **AL** N, **LV** 3

Burn. [DC 12 CON](#) or roll attacks with DISADV until success.

Mindless. Immune to morale checks.

Sacrifice (1x/swarm). Use ant corpses to form bridges, cross gaps (*max 10 feet*).

FLITLING

Tiny, strong and swift bird. Carrier of messages, maps and other small items.

AC 14, **HP** 1, **ATK** none, **MV** double near, **S**+3, **D**+4, **C**-4, **I**+0, **W**+2, **Ch**+3, **AL** N, **LV** 0

GIANT GEL SLUG

Elephant-sized transparent slug, can engulf items and creatures, leaves a corrosive trail.

AC 11, **HP** 25, **ATK** 1 Slime Touch +4 (1d6 + Engulf), **MV** near (climb), **S**+3, **D**+1, **C**+2, **I**-3, **W**+1, **Ch**-4, **AL** N, **LV** 5

Acid Trail. Trail behind slug is corrosive for 2 rounds (*2d4 damage*).

Engulf. [DC 12 STR](#) or trapped inside. Slime Touch auto-hits engulfed targets each round (*1d6 damage*). [DC 15 STR](#) each turn to escape.

Rubbery. Half damage from stabbing weapons.

GLIMMERSCALE

Bioluminescent amphibious crocodile, has no hind legs, long tail like a tadpole.

AC 14, **HP** 24, **ATK** 1 Bite +4 (1d6) or Dazzling Display, **MV** near (swim), **S**+3, **D**+4, **C**+2, **I**-2, **W**+1, **Ch**-2, **AL** N, **LV** 5

Dazzling Display (1/day). Scales emit a burst of kaleidoscopic colors. All within near [DC 12 WIS](#) or blinded for 1 round.

Half-Amphibious. Must be submerged in water every 4 hours or suffocates.

GLOOMWING

Mutant dog-sized insect, drains blood from its victims, drawn to light.

AC 13, **HP** 10, **ATK** 1 Sting +2 (1d4 + Deplete), **MV** near (fly), **S**+1, **D**+3, **C**+0, **I**-3, **W**-1, **Ch**-2, **AL** N, **LV** 3

Deplete. Attach to target; auto-hit next round (*1d4 damage*). [DC 12 STR](#) on turn to remove.

Light Lover. Will attack anyone carrying a light source first.





GRAVEWING

Undead roc, feathers drained of color.

AC 15, **HP** 70, **ATK** Vomit or 4 Rend +9 (2d10 + Grab), **MV** double near (fly), **S**+5, **D**+3, **C**+2, **I**-2, **W**+2, **Ch**-4, **AL** C, **LV** 16

Grab. [DC 18 STR](#) or target held. [DC 18 STR](#) on turn to break free.

Sunburn. Takes 3d6 damage in sunlight.

Undead. Immune to morale checks.

Vomit. [DC 18 CON](#) or undead maggots burrow in skin. Drop to 1 CON.

HAUNTED TWIG DOLL

Hand-sized doll made of twigs and twine.

AC 6, **HP** 8, **ATK** Haunt, **MV** none, **S**-4, **D**-4, **C**+5, **I**+3, **W**+2, **Ch**+4, **AL** C, **LV** 4

Haunt (1/night). Chooses 1 person within far. At night, target makes [DC 15 WIS](#) check or has violent dreams, cannot gain benefits of rest. Repeat check each night (if doll within 6 miles) until success. Showing love to doll ends effect.

Supernatural. After being destroyed, it somehow materializes again the next day.

HOARDER SPRITE

Impish and cunning, always looking for another treasure. For a new shiny object, it may negotiate a trade.

AC 9, **HP** 4, **ATK** Stun Dart, **MV** near, **S**+1, **D**-1, **C**+4, **I**+3, **W**+2, **Ch**+3, **AL** C, **LV** 1

Stun Dart. [DC 12 CON](#) or 1 damage and unable to move for 1d4 rounds.

INSECTFOLK

Squat humanoid insects that smoke spices and trade commodities.

AC 11, **HP** 9, **ATK** 1 Sting +2 (1d4), **MV** near (burrow, fly), **S**+0, **D**+3, **C**+2, **I**-2, **W**+1, **Ch**-2, **AL** N, **LV** 2



HEXBEAK

Colorful parrot that inaccurately repeats spells it has heard (in a squawking parrot voice) to chaotic effect. Its eggs are rare and valuable.

AC 13, HP 4,
ATK Mis-Spell,
MV near, S-2,
D+3, C+0, I+1,
W+0, Ch+1,
AL C, LV 1

Mis-Spell. Roll on table, affects 1 crawler within near. [DC 15 INT](#) to avoid (may choose to fail).



MIS-SPELL

d20 Mis-Spell

- 8 **Detect Magic -> Deflect Magic.** You negate a magical attack or effect. One use only at time of your choosing.
- 9 **Dimension Door -> Don't Mention Door.** Can't say "door" ever again. 1 HP damage every time you forget.
- 10 **Fabricate -> Fabric Ate.** Thousands of moths eat any fabric you are wearing then vanish.
- 11 **Fly -> Flee.** You run your full speed in a random direction. If you run into a solid object, take 1d4 damage.
- 12 **Knock -> Knack.** You permanently add 1 to a random ability score.
- 13 **Animate Dead -> Agitate Dead.** One dead creature (GM's choice) returns to life. It is annoyed with you.
- 14 **Magic Armor -> Magic Armoire.** A wizard's armoire falls out of the sky. It contains robes and 1 potion, scroll or wand (GM's choice).
- 15 **Mass Cure -> Massacre.** Magic sword appears, attacks party until destroyed. AC 12, HP 10, ATK +1 (1d4)
- 16 **Pillar of Salt -> Caterpillar Assault.** A swarm of black caterpillars attacks. AC 10, HP 14, ATK 2 Bite +2 (1d6)
- 17 **Sending -> Spending.** Half of the coins you have vanish.
- 18 **Wall of Force -> Wool, Of Course.** All hair on your body permanently becomes wool.
- 19 **Shield of Faith -> Shield of Fate.** At 0 HP, you rise again with 1 HP instead. One use, at time of your choosing.
- 20 **Wrath -> Wraith.** An angry **Wraith** appears. Roll 1d6: **On 1-3.** It hates you with a passion. **On 4-6.** It hates a creature of your choosing.

MIS-SPELL

d20 Mis-Spell

- 1 **Magic Missile -> Tragic Missile.** 3 tragic memories fill your head, all rolls with DISADV for 10 minutes.
- 2 **Alter Self -> Elder Self.** You age 100 years for 1 hour. Walking speed is close, DEX modifier becomes -4.
- 3 **Polymorph -> Polly Morph.** Transform into parrot for 1 hour. AC 10, HP 5, MV near (fly), revert to self if killed.
- 4 **Detect Thoughts -> Eject Thoughts.** You forget *everything* you ever knew for 10 minutes.
- 5 **Fireball -> Furball.** You wrutch up fur balls for 10 minutes, unable to take actions or move.
- 6 **Invisibility -> Invincibility.** You can't take damage for next minute.
- 7 **Control Water -> Control Walter.** **Peasant** named Walter appears. You control him for remainder of the day, then he vanishes.

THE JADE-CLAW BROTHERHOOD



FRIAR

Fanatic cloaked in a hood affixed with cloth jaguar ears. Feigns piety, wields metal claws attached to hands.

AC 13, HP 10, ATK Clawhand +2 (2d4), **MV** near, **S+2, D+1, C+1, I+2, W+3, Ch+2, AL C, LV 2**

MINISTER GENERAL

Spellcaster who wields the fearsome powers of ancient jaguar magic.

AC 13, HP 10, ATK 2 Clawbolt +3 (2d6) or Petrifying Roar, **MV** near, **S+3, D+3, C+2, I+2, W+3, Ch+2, AL C, LV 3**

Clawbolt (near). Shoot crossbow bolt from sleeve (*bolts have silver claw tips*).

Petrifying Roar. Frightening, sound. All within near, [DC 12 CON](#) or unable to move for 1d4 rounds.

THE JAGUAR KING

House-sized ancient beast that looks like a black jaguar with yellow rosettes. Alien to this world, now the only of its kind. Its saliva can create subservient were-jaguars.

AC 17, HP 45, ATK 1 Bite +7 (3d6 + Infect) or 2 Claws +5 (2d6), **MV** near, **S+5, D+4, C+3, I+1, W+0, Ch+2, AL N, LV 12**

Infect. [DC 9 CON](#) or gradually turn into **Were-Jaguar** over 1 hour (*DISADV on all rolls during infection*). **Infection Stages:** fever, extreme skin rash, finally bursting through your skin in jaguar form. Can be cured by *Restoration* or [DC 20 INT](#).

Lovesick. Mentioning queen inflicts anguish (*cannot take action that round*).

Silver Sensitive. Harmed by sunlight (*see Sun Stone*) and magical or silver weapons. Silver deals double damage.

Sun Stone. Turns to stone in direct silent.



THE LONGCAT

Trickster immortal, only one of its kind. Speaks in wry tone, creates chaos when bored. Vanishes at first sign of violence.

AC n/a, **HP** n/a, **ATK** Hypnotic Tail +7, **MV** near, **S**+0, **D**+4, **C**+4, **I**+4, **W**+5, **Ch**+5, **AL** C, **LV** 8

Cheshire Smile. Vanishes whenever it wants, wry smile lasts as brief afterimage.

Hypnotic Tail. Moves tail in circle. All within near [DC 18 WIS](#) or hypnotized for 10 minutes.

LUMINOUS LEMUR

Mischievous primate with pink and blue bioluminescent fur. Incredibly agile and loves to steal items and negotiate for their return. Uses tail like hand or foot.

AC 10, **HP** 12, **ATK** 2 Claws +3 (1d6), Pummel or Harmonize, **MV** near, **S**+2, **D**+6, **C**+0, **I**+3, **W**+2, **Ch**+4, **AL** C, **LV** 3

Harmonize (1/day). Multiple lemurs harmonize. All within near [DC 15 CHA](#) or unable to harm lemurs for 1d4 rounds.

Leap (near). Jump to any solid surface.

Pummel (near). Throw items (*rocks, gear, etc.*). GM decides damage.

MARSH LURKER

Fierce hippo-sized swamp predator with eye stalks that resemble bamboo.

AC 13, **HP** 24, **ATK** 2 Bite +4 (1d8), **MV** near (swim), **S**+2, **D**+1, **C**+0, **I**-3, **W**+0, **Ch**-3, **AL** N, **LV** 5

MINDBLOOM

Whale-sized, pink telepathic ooze that moves like a jellyfish.

AC 13, **HP** 52, **ATK** 3 Tendril (near, 1d6) or Mind Seep, **MV** near (swim), **S**+4, **D**+3, **C**+5, **I**+3, **W**+3, **Ch**+4, **AL** C, **LV** 11

Mind Seep (near). Ripples of psionic energy attack 1 target. [DC 18 WIS](#) or alien thoughts overwhelm mind (2d6 damage).

Rubbery. Half damage from stabbing weapons.

MUDBORN COLOSSUS

Giraffe-sized predator made of muck. Growth like lily pad sprouts out of back.

AC 12, **HP** 27, **ATK** Death Roll, **MV** near (swim), **S**+2, **D**+2, **C**+3, **I**-3, **W**+0, **Ch**-4, **AL** N, **LV** 6

Death Roll. [DC 15 DEX](#) or enveloped in muck (1d6 damage each round). [DC 12 STR](#) each round to escape.

Sunblind. Blinded by bright light and will retreat from it.





MUDPIPE WASP (SWARM)

Buzzing cloud of wasps. Its nests are tall and tubular, resembling a pipe organ.

AC 13, HP 14, ATK 3 Sting +2 (1d6), MV near (fly), S-3, D+3, C+0, I-3, W+0, Ch-3, AL N, LV 3

Cacophonous. When the swarms enter or exit nests, the vibrating tubes of different lengths emit discordant musical tones.

Dying Sting. Wasps die after stinging. Swarm flees after 3 successful stings.

MUMMY OF PATRIARCH MOGDÜL

Wrapped in spiderwebs, this mummy holds his decapitated head.

AC 14, HP 12, ATK Slam +3 (1d4) and Disembodied Head +2, MV near, S+3, D+2, C+0, I-3, W+1, Ch-3, AL N, LV 4

Disembodied Head (near). Hurls head which bites (*1d4 damage*), jumps from target to target (*within near*), bites until the body is destroyed. Head has **AC 12** and **8 HP**.

MUTANT TADPOLE

Glowing green with mesmerizing eyes, obeys thoughts of the Undertoad Queen.

AC 10, HP 1, ATK Eye Ray +2, MV near, S-3, D+3, C+0, I+2, W+2, Ch-2, AL N, LV 1

Death Burst. When they die, burst into acidic globules. Anyone within close, [DC 12 DEX](#) or 1d6 damage.

Eye Ray. Stare with wild eyes at 1 target within near (*1d4 damage*).

NEON PIRANHA (SWARM)

Nasty bioluminescent fish with sharp teeth. Bite marks glow faintly for 1 hour.

AC 13, HP 14, ATK 3 Bite (1d6), MV near (swim), S+2, D+2, C+2, I-3, W+0, Ch-3, AL N, LV 3

Feeding Frenzy. If a creature is wounded in the water within near of them, they blindly attack that creature and become immune to morale checks.





phosphorescent ooze

PHOSPHORESCENT Ooze

Glowing, pulsating green puddle of mutated Firefly Juice. No light source is needed within near of it.

AC 9, **HP** 23, **ATK** 3 Tentacle +4 (1d6), **MV** near (climb), **S**+2, **D**-1, **C**+3, **I**-4, **W**-3, **Ch**-4, **AL** N, **LV** 7

Light Absorption. Regains 1d6 HP each round if any light source (*magical or otherwise*) is within near.

PINK MOSS

Fuzzy glowing pink growth, destructive interaction with metal.

AC 11, **HP** 9, **ATK** 2 Tendrils (close, 1d6), **MV** n/a, **S**+3, **D**+2, **C**+2, **I**-4, **W**+0, **Ch**-1, **AL** N, **LV** 2

Adhesive. Sticks to non-magical metals. [DC 12 STR](#) to pull free (see *Corrosive*).

Corrosive. Metal melts to pink goo if it is not pulled free on first attempt.

Metal Attraction. Tendrils are attracted to metal items.

RED PANTHER

Large auburn jungle cat. Stealthy predator.

AC 15, **HP** 18, **ATK** 2 Rend +3 (1d6) or Pounce, **MV** near (climb), **S**+3, **D**+4, **C**+2, **I**-1, **W**+1, **Ch**-3, **AL** N, **LV** 4

Pounce. [DC 15 DEX](#) or tackled to ground and pinned. [DC 15 STR](#) to escape on turn.

Stealth Step. Has ADV on stealth when hunting.

ROT GOBLIN

Short foul-smelling humanoid with gray rotting skin.

AC 11, **HP** 8, **ATK** 1 Club +0 (1d4), **MV** near, **S**+0, **D**+2, **C**+1, **I**-1, **W**-1, **Ch**-4, **AL** C, **LV** 2

Foul Stench. Anyone within close, rolls with DISADV from the odor.

Keen Senses. Can't be surprised.

RUST ELEMENTAL

A ghostly cloud of rust particulate in the shape of a human figure.

AC 12, **HP** 5, **ATK** Slash +3 (1d4), **MV** near (fly), **S** -4, **D**+2, **C**+0, **I** -4, **W**+0, **Ch** -4, **AL** N, **LV** 1

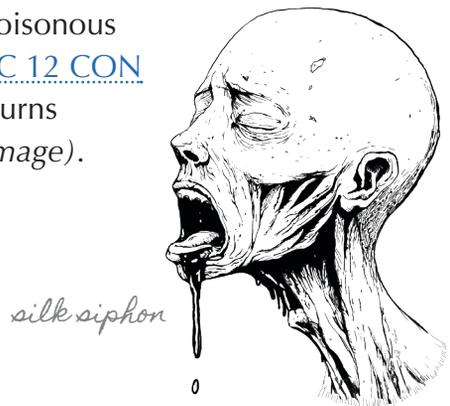
SILK SIPHON

Toothless, gaunt disciple of Mother Many.

AC 8, **HP** 11, **ATK** Toothless Gnaw +2 (1d4 + Saliva), **MV** near, **S**+2, **D**-2, **C**+2, **I**-2, **W**-2, **Ch**-3, **AL** C, **LV** 2

Oral Fixation. If Mother Many killed, will run to nurse from her corpse. Will die of heartache within an hour of her death.

Saliva. Poisonous drool. [DC 12 CON](#) or skin burns (1d4 damage).



SPIDERS



BALLOONING (SWARM)

A cloud of a thousand tiny spiders using their webs as sails.

AC 13, **HP** 9, **ATK** 2 Bite +3 (1 + Poison), **MV** near (fly), **S** -1, **D**+3, **C**+0, **I** -3, **W**+1, **Ch** -3, **AL** N, **LV** 2

Fire Vulnerable. Add 1d6 damage.

Poison. [DC 13 CON](#) or paralyzed for 2 rounds.

MOTHER MANY

Hulking, black as night, tree-trunk legs as sharp as needles, venomous fangs even sharper. Silk Siphons nurse silk from her.

AC 15, **HP** 29, **ATK** 1 Bite +4 (1d4 + Poison), Spit or Web, **MV** near (climb), **S**+3, **D**+4, **C**+0, **I** -3, **W**+1, **Ch** -3, **AL** N, **LV** 6

Fire Vulnerable. Add 1d8 damage.

Poison. [DC 13 CON](#) or paralyzed for 1d4 rounds.

Spit (near). Torchbearers [DC 15 DEX](#) or torch extinguished and useless.

Web (near). [DC 15 DEX](#) or unable to move. [DC 15 STR](#) each round to escape.

RANCID

Silent, web-weaving arachnid with a flesh-dissolving venom.

AC 11, **HP** 1, **ATK** 2 Bite +1 (1 + Venom), **MV** close (climb), **S** -4, **D**+1, **C**+0, **I** -4, **W**+0, **Ch** -4, **AL** N, **LV** 0

Fire Vulnerable. Add 1d6 damage.

Venom. [DC 13 CON](#) or 1d4 damage each round until success.

TRAPDOOR

Cat-sized, jet-black, spindly abomination, eyes red and many.

AC 11, **HP** 5, **ATK** 1 Bite +3 (1d4 + Poison), **MV** near (climb), **S**+4, **D**+1, **C**+0, **I** -4, **W**+0, **Ch** -4, **AL** N, **LV** 1

Fire Vulnerable. Add 1d6 damage.

Poison. [DC 13 CON](#) or 1d4 damage and paralyzed for 1d4 rounds.

SPIDER ZOMBIE

Large spider stuck climbing out of a zombie's head. It uses webs to control the zombie limbs like a marionette.

AC 14, **HP** 15, **ATK** Bite +3 (1d4), Flailing Limb +2 (1d4) or Web, **MV** near, **S** +2, **D**+4, **C** -2, **I**+0, **W**+0, **Ch** -4, **AL** C, **LV** 3

Fire Vulnerable. Add 1d6 damage.

Web (near). [DC 15 DEX](#) or unable to move. [DC 15 STR](#) each round to escape.



MOTHER
MANY

SPIDERWEB GOLEM

Sticky humanoid wrapped in spiderwebs.

AC 12, **HP** 45, **ATK** 2 Silk Slams +6 (1d6),
MV near, **S**+4, **D**+0, **C**-1, **I**-2, **W**+2, **Ch**+0,
AL N, **LV** 9

Golem. Can only be harmed by fire and magical sources. Fire doubles damage.

Silk Slam. Target covered in sticky webs. [DC 15 STR](#) on turn to escape web.

SPORE SPITTER

Vibrant yellow flower that emits a burst of blinding spores.

AC 6, **HP** 1, **ATK** Blinding Burst, **MV** none, **S**+0, **D**-4, **C**+0, **I**-4, **W**-3, **Ch**+4,
AL N, **LV** 1

Blinding Burst (close). Touch or move within close, it emits a puff of spores. [DC 18 CON](#) or blinded for 1d4 rounds.

STRANGLEROOT

Dangerous vine with periwinkle flowers.

AC 13, **HP** 10, **ATK** Strangle, **MV** near (climb), **S**+4, **D**+2, **C**+1, **I**-3, **W**-1, **Ch**+0,
AL N, **LV** 3

Strangle. [DC 15 DEX](#) or constricted (1d6 damage each round). [DC 15 STR](#) on turn to escape.

SWAMPFOLK

Backwoods superstitious humanoid.

AC 10, **HP** 4, **ATK** Bamboo Spear +3 (1d6), **MV** near, **S**+3, **D**+0, **C**-1, **I**-2, **W**-1, **Ch**-2, **AL** N, **LV** 0

SWELLBELLY RAT

(SWARM)

Roiling surge of squeaking, plump rats. They gnaw everything in their path.

AC 13, **HP** 22, **ATK** 3 Bite +1 (1+ Wither), **MV** near, **S**+1, **D**+3, **C**+2, **I**-3, **W**+1, **Ch**-3, **AL** N, **LV** 5

Wither. [DC 9 STR](#) or 1d4 STR damage (can't regain STR until success). Repeat check once per day; ends on success. Die at 0 STR.

SWYN THE SECLUDED

Human wizard who brews magical teas.

AC 12, **HP** 32, **ATK** Spell (any Wizard), **MV** near, **S**-2, **D**+0, **C**+3, **I**+5, **W**+3, **Ch**+2, **AL** N, **LV** 10

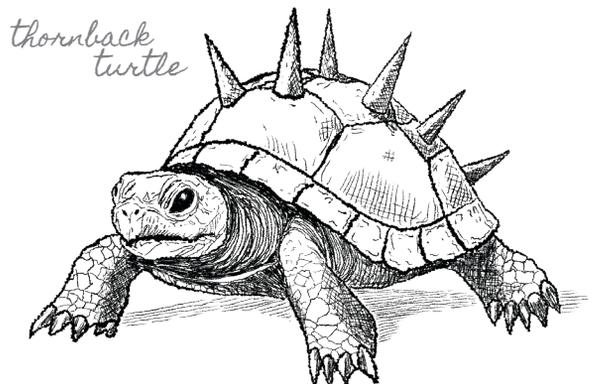
Master Brewer. Concocts teas equivalent to potions. Each can be used to cast any Wizard spell of his choosing. Each Spell Tier adds 1 hour to brewing time.

THORNBACK TURTLE

Watermelon-sized slow crawler with thorny shell, looks like a sharp rock.

AC 20, **HP** 5, **ATK** none, **MV** close, **S**+2, **D**-5, **C**+0, **I**-3, **W**+0, **Ch**+0, **AL** N, **LV** 1

Thornback. 1d6 damage if stepped on.



THE UNDERTOADS

Humanoid toads that worship their Undertoad Queen and will do anything to protect her.



Loot. Any Undertoad searched carries a silver key (*opens doors between areas 6 and 7, and areas 8 and 9*). Also roll once for **Undertoad Treasure** (pg. 30).

QUEEN

House-sized toad with powers granted to her by the Lost Eye. She's the only Undertoad on all fours.

AC 18, **HP** 30, **ATK** Evil Eye +3, Swallow or Toad Roll, **MV** double near, **S**+3, **D**+3, **C**+2 **I**+1, **W**-2, **Ch**-2, **AL** N, **LV** 7

Evil Eye (near). Glare at 1 target. [DC 15. WIS](#) or 1d6 damage. On roll of 1, target turns into **Were-Jaguar** in 1d4 days.

*She only has this ability with the **Lost Eye** inside her.*

Flame Spit (near). Tongue lashes out at torchbearer. [DC 12 DEX](#) or lose torch.

Swallow (near). Tongue lashes at target in front. [DC 18 DEX](#) or swallowed. 1d4 damage per round inside. If she takes 12 damage in 1 round, vomits all inside.

Toad Roll. Tucks herself into a ball and rolls double near like a boulder. Everyone in her 15-foot-wide path [DC 12 DEX](#) or crushed (3d6 damage).

SNIPER

Stealthy, shoot biting tadpoles.

AC 12, **HP** 6, **ATK** Spawnshot +2, **MV** near (climb), **S**-2, **D**+2, **C**+0, **I**+1, **W**-1, **Ch**-1, **AL** N, **LV** 2

Leap. Can jump onto any solid surface within near as its movement and action.

Spawnshot. Bamboo blowguns shoot biting tadpoles that attach to 1 target (1d4 damage each round). [DC 12 STR](#) on turn to remove.

THROATSINGER

Priestess who bellows deep vibrato-toned spells with her bulging white throat sac.

AC 10, **HP** 14, **ATK** Tier 1 Spell +3, **MV** near, **S**+0, **D**+0, **C**+2, **I**+0, **W**+3, **Ch**-1, **AL** L, **LV** 3

Aqueous Blessing (WIS). Throat warble heals one ally within near (1d6).

Wartbane (WIS). Deep vibrato bass note. All within near make [DC 12 WIS](#) or painful warts erupt on skin (1d6 damage).

WARRIOR

Combatant who uses bamboo that has been sharpened into spears.

AC 11, **HP** 12, **ATK** Spear +2 (close/near) (1d6), **MV** near (climb), **S**+2, **D**+2, **C**+0, **I**+0, **W**-1, **Ch**-1, **AL** N, **LV** 3

Leap. Can jump onto any solid surface within near as its movement and action.

UNEARTHING GUILD ARCHAEOLOGIST

A well-meaning scientist unaccustomed to combat.

AC 10, **HP** 4, **ATK** punch +0 (1d4), **MV** near, **S**+0, **D**+0, **C**+0, **I**+0, **W**+0, **Ch**+0, **AL** L, **LV** 1

Pacifist. Exceedingly lawful. Prefers not to fight if given the option.

Preservationist. Values relics and artifacts, wants to get them safely to a museum.

VINE WRAITH

Monstrous carnivorous plant with long vine tendrils that pull victims up toward gaping mouth filled with thorns.

AC 13, **HP** 24, **ATK** 2 Vine Whip +5 (near, 1d6) or 2 Tendril +5 (near, 1d4 + Grab), **MV** near (climb), **S**+2, **D**+3, **C**+2, **I**-4, **W**+0, **Ch**-4, **AL** N, **LV** 5

Grab. [DC 15 STR](#) or held by vine tendril. On a second failure, target is swallowed (see below).

Swallowed. Thorns deal 2d4 damage each round. [DC 15 STR](#) on turn to escape.

WAILING WILLOW

Sprawling tree emits sorrowful moans.

AC 20, **HP** 18, **ATK** 1 Mourning Call +3, **MV** none, **S**+3, **D**-4, **C**+3, **I**-3, **W**+3, **Ch**-4, **AL** N, **LV** 4

Mourning Call. [DC 18 WIS](#) or forced to envision your own cruel death, unable to take an action or move for 1d4 rounds.

WERE-JAGUAR

Sly lycanthrope that can speak Common in human and jaguar forms. They amuse themselves by coaxing victims into peril.

AC 13, **HP** 20, **ATK** 2 Claw +4 (jaguar form, 1d6) or Bite +2 (1d8) or Beguile, **MV** near (climb, jaguar form), **S**+2, **D**+4, **C**+2, **I**+4, **W**+2, **Ch**+4, **AL** C, **LV** 5

Beguile. [DC 12 WIS](#) or wholeheartedly believe their words for 10 minutes.

Lycanthropy. Moonlight changes it to jaguar form, sunlight to human form.

Shed Skin. Can voluntarily shed skin to change to human or jaguar form. Takes 2 rounds, causes them 2d4 damage.

Silver Sensitive. Only harmed by magical or silver weapons. Silver doubles damage.

WHIPTAIL VIPER

Snake that has large fangs and a tail with a scorpion-like stinger.

AC 12, **HP** 6, **ATK** Bite +2 (1d6) or Stinger +2 (1d4 + Poison), **MV** near, **S**+1, **D**+2, **C**+1, **I**-3, **W**-2, **Ch**-4, **AL** N, **LV** 2

Poison. [DC 12 CON](#) or reduced to 1 HP.



ITEMS

BLOWGUN

2 feet long and made from a bamboo stalk. Can shoot a Biting Tadpole or Dart within near.

Biting Tadpoles. Attach to target (*1d4 damage each round*). [DC 12 STR](#) on turn to remove.

Dart. 1d4 damage.

JAGUAR MAW BAG

Leather pouch resembles open mouth of a snarling jaguar, bites whoever puts their hand inside (1d4). Consumes what is placed inside in 1d4 rounds.

LEMON LEAF BALM

Very strong lemon aroma. Heals 1d6 and grants ADV on the next round after it is consumed.

LONGLEG STILTS

While using these magical wooden stilts, you can use your action to adjust them to be anywhere from 2 to 20 feet.

LOST EYE OF THE JAGUAR SENTINEL

Evil Eye. Glare at 1 target within near; [DC 15 WIS](#) or 1d6 damage

Mind Sync. Speak telepathically back and forth with others within a near distance.

PAPER GLIDER

Large paper glider, holds one passenger.

AC 6, HP 10, MV double near (fly)

Launch: From height of 30 feet or more.

Move: [DC 9 DEX](#) each round to move, otherwise go backward. On 2 consecutive failures, glider crashes (*1d6 damage*).

Gear Slots: 1 (*foldable when not in use*).

POTION OF WATER BREATHING

Breathe underwater for 10 minutes.

SNEEZING POWDER

If inhaled, [DC 20 CON](#) or uncontrollable sneezing next 2 rounds. If anything was swallowed in last minute, 3:6 chance it is also expelled.

THORNBACK SHIELD

+1 Shield made from the shell of a **Thornback Turtle**.

WAND OF THE LAKE

Wielder can breathe underwater for 1 minute. 3 charges.

WAND OF SUNLIGHT

Emits a blast of pure sunlight for 1 round. 3 charges.

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