

THE UNDERWAY

RANDOM ENCOUNTERS: EVERY 15 HOURS (TWICE A DAY) 1 IN 6 CHANCE

1. Belker Page 26 mm
2. Carrion Crawler Page 29 mm
3. Chaos Beast Page 35 mm
4. Cloaker Page 37 mm
5. Chuul Page 36 mm
6. Bloodfly Swarm Page 26 CC1
7. Daemon, Grisly Minstrel Page 41 CC1
8. Stench Toad Page 172 CC1
9. Cockatrice Page 38 mm
10. Gargoyle Page 94 mm
11. Roper Page 156 mm
12. Shambling Mound Page 162 mm
13. Bugbear Page 27 mm
14. Cave Fisher *
15. Lurker Above*
16. Pudding*
- 17-19. Ooze/Slime/Jelly Page 145 mm
20. Wraith

THE BEACON

The Underway comes to a narrow, stalagmite and stalagmite crowded bend. From the top of a square, black stone tower built into a stalagmite, a soft yellow light is cast upon the river. The sounds of the underworld have gone eerily silent as the party drifts through the long shadows cast over the river. A brass portculis, connected to the tower, has been lowered to 1ft above the river...Preventing any watercraft from passing.
Attempts to lift the gate magically or physically will meet with failure (short of a wish or a spell powerful enough to destroy the gate). The Portculis may be climbed over or swam under. There are also narrow windows in the tower, but a successful spot check will reveal that they are shuttered with rust iron shutters.

A. Once past the Portcullis, a stairway up to the base of the tower will be seen. On either side of the stairway is an obsidian statue of a muscular human male, holding a pike and wearing splintmail armor. There is a set of double rusty iron doors at the base of the tower, apparently recently forced open. Two rotting Derro corpses lay near the doors...no physical wounds visible. They lye on their backs, with arms stretched foward and palms up...as if pushing

something back. Their rotting faces contorted and frozen into a silent scream.

LEVEL ONE

1. Two humanoid skeletons lay on the floor, apparently mangled in some way, evident by the remnants of neatly sliced armor and bone. The debris of shattered furniture is strewn about the room as well.

Ceiling Trap: Stepping past the first well in the room's center, will activate the ceiling trap in this room. The whirling device, disguised as a candelabra, will lower itself and strike all within a 30ft area for d10 rounds. REF Save to avoid the trap. Damage 6d6 per round, those that fail the REF save will be knocked to the floor and will lose their next action, in addition to being sliced by the trap. Another REF save may be attempted the following round. Because the trap is disguised as a candelabra, it is very difficult to spot, even by a trained rogue, spot DC 30, search of the ceiling DC 25.

2. *Poisoned Wells.* On the east wall is a huge brass lever, The lever will lower the portcullis. Drinking the well water will result in the imbiber making a FORT save (DC 15) or falling unconscious within d4 hours, with the chills for d4 days. A neutralize poison, cure disease, or successful heal check will reduce the duration to d4 hours. A successful save will result in d4 hours of explosive diarrhea and mild nausea, with an onset time of d4 hours(-2 to all rolls).

LEVEL TWO

1. This room is cobweb filled and rank with the smell of mold. Near the west wall, on either side of a shuttered window, are tarnished brass chests.

The chests are trapped (search DC 20 to detect poison needle trap/FORT save DC 20 or suffer d8 damage and d4 rounds of severe muscle spasms, Disable Device DC 25). Each chest contains 100 platinum coins (Sarnath Mint), d4 gold bars (100 gold each), and d10 gems (worth 50 gold each).

2. Ceramic Jugs, sealed with ancient wax and covered with mold. Each jug contains oil of slipperiness (10 applications).

3. The east wall of this room is bleeding. If anyone approaches within 5ft of the wall, the sound of whispers will fill the room...

A ghostly pair of human looking creatures will emerge from the wall and attack the party, focussing initial attacks on

Slavs, then Sutens, spellcasters, and demihumans in that order until the party flees, or destroys the creatures. In ancient Kudizi, the creatures whisper repeatedly..." Why did you abandon us? " " He murdered us with your blessings." " He will find you."

Mist Reapers: 2 Page 111 CC2

LEVEL 3

1-2. The contents of this room have been smashed, slashed, and crushed. The skeletal remains of two humanoids lay near the east wall...the skulls and neck bones crushed.

LEVEL 4

This appears to have once been a mess hall & kitchen. The room is very cold, and smells of damp stone. An ominous, blackish steam pours over the tops of the cauldrons near the north wall....whispers are heard in the room...and blood drips from the ceiling and the spiral staircase.

Mist Reapers: 2 Page 111 CC2

1. Several skeletons are slumped against a rusty cauldron, weapons in hand.

mithril battle axe +2 (Dwarven/+3 vs giants) , two short swords +1, and a ring of feather falling (4 charges).

2. Skeletal remains of a dwarf. his platemail armor is undamaged, as is his small round shield. a scroll lays near his head...it is written in Dwarven (I, Fendak of Faule, Clan Bloody Beard, hope that those that survive thisthing...will return my shield, axe, and armor to my family...if not, have the courage to use my items to destroy that...thing...Revenge...revenge...dated 1401 IY).

Dwarven platemail armor +1, Dwarven small round shield +1

3. Stone tables with broken weapons and damaged pieces of armor.

LEVEL 5

This room is filled with the skeletal remains and the items left by the slain, weapons, scrolls, coins, and other items are scattered about the room. the rooms appears to have been a workshop of some sort. In the southeast corner is a winch (controls the direction of the beacon) and a ladder going up.

Unfortunately there is one more creature that resides in this tower....its babbling fills the room...

**Allip: 1 max hd, sanity drain d10 instead of wis drain.
Page 16 mm and refer to COC rules for sanity loss.**

2 scrolls of protection from demons
cloak of protection +1
+1 mace
longsword +2
spell book (4 1st level spells, 4 2nd level spells, 2
3rd level spells, 2 4th level spells, and 1 5th level
spells)

LEVEL A

A long abandoned sleeping quarters. scattered gold, silver,
and platinum coins and gems cover the floor.

213 platinum coins (Sarnath mint)
142 gold coins (Estburg mint)
23 gems (50 gold each)

LEVEL B

The Beacon. A huge, glowing orb that emits a beam of
yellowish light. It radiates warmth, and magic. On the
north wall is a huge brass lever, that will Raise the
Portcullis. The orb has a hardness of 20, and 200 hitpoints.
It weighs about 1000 lbs, and appears to do nothing but
continuously cast light. Destroying the orb will cause a
d100 explosion, damaging everything within 100ft...the orb
will shudder and spark for 4 rounds before it
explodes...possibly giving the party time to escape the
blast.