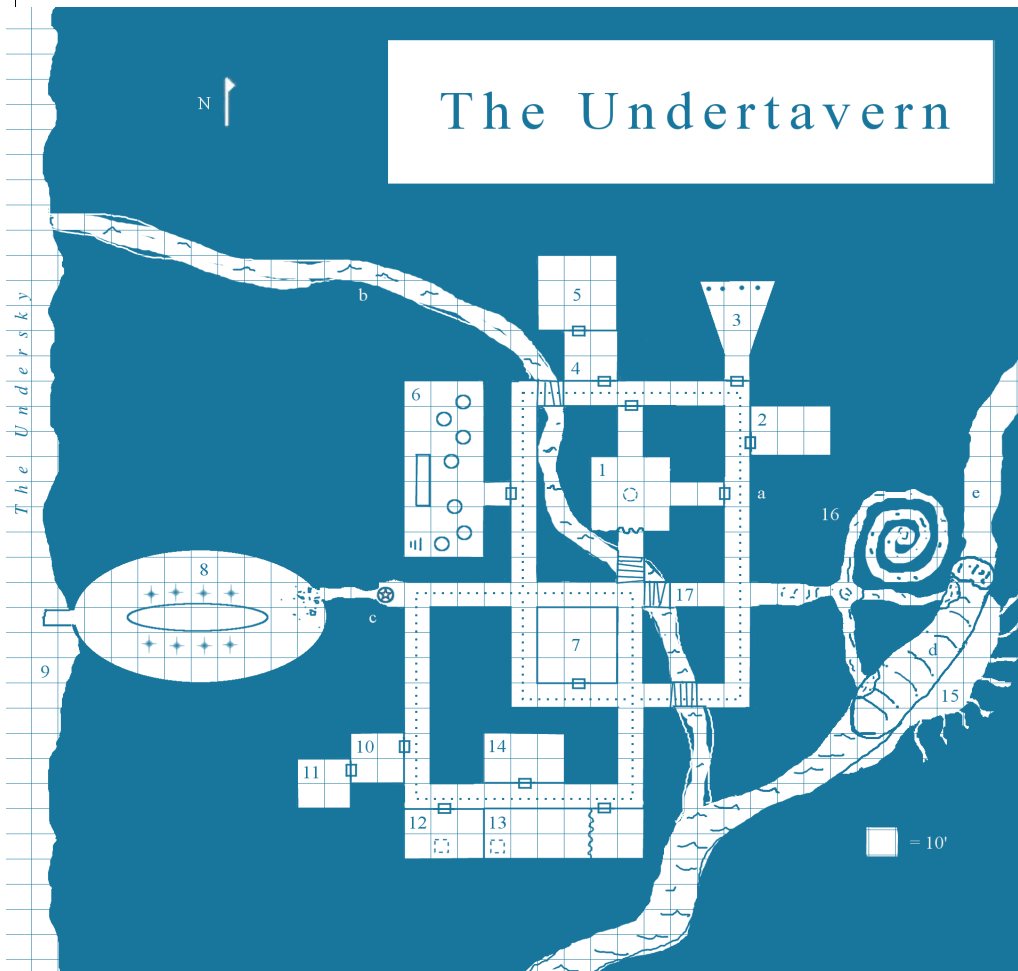


The Undertavern



John Jentilman owns the Two Moon Tavern, a cheerful if simple establishment. Always an odd sort, he constantly complains about rats in the cellar of the tavern. After coaxing the party into helping, he ushers them through the iron cellar door . . . and locks it behind them. Trapped in a bare room with a well in the center of the floor, they must seek a way out of their predicament. (well leads to 1)

Wandering Monsters

- 2-3 1d6 Dollfolk
- 4-5 1d6 Forsaken
- 6-7 Titch (if not encountered, see 17)
- 8-9 Giant Beetle
- 10-12 The Gulo Cometh

- a The Course. A track is carved in the stone floor. The Gulo is here: a ghoulish bear collared with a chain leading to a bolt that runs in this track. This hairless, white thing is ravenous, on a 1 in 20 it breaks the chain trying to reach food, 1 in 6 if on one of the wooden bridges. Its chain can be heard scraping in the track from far away. Gulo: HD 5; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 5/240
 - b Slow, muddy river. This gives the whole area a ripe, earthy smell. It can be accessed by tearing up one of the bridges.
 - c Seven foot tall, crude pottery statue in the shape of a rat. Completely blocks passage to 8. Is filled with dead rats.
 - d The Beached Behemoth. A humongous grub lodged in the river's course blocking water flow. It has huge oozing wounds next to the passages leading from the West, as if something has hacked its flesh off. Touching or harming it draws Dollfolk (see 15).
 - e Following this dry river bed for several hours leads to a gully above ground.
- 1 Two straw dummies of giant rats & what appears to be a straw cloak & hood on the floor. Used to feed it, the Gulo will not attack anyone wearing this.
 - 2 Door barricaded from inside. Two warriors have just returned from a failed foray to 15, one mortally wounded (treat as party level +1).
 - 3 Giant straw rats tied to posts, peppered with arrows. Closer inspection reveals humans inside, one alive.
 - 4 The floor is a foot below door level & completely covered in a writhing carpet of blind baby mice.
 - 5 Each wall has two alcoves at face height with wooden doors rigged to open at the same time. One of these contains a Dollfolk (see 15)
 - 6 A perfect model of the Two Moons. Customers are replaced with posed, giant straw rats. Stairs are false.
 - 7 Filled with the effects of victims past: 1700 gp in goods and coins, a battered suit of plate, & a medallion of ESP which, when used, will overwhelm the wearer with the anguished thoughts of the intelligent Behemoth (see d).
 - 8 The Ark. Carved from black basalt, this room appears to be of much older construction. An empty, canoe-shaped, glass vessel is surrounded by invisible, intangible spheres floating at chest-height. Each is filled with a colony of a different social insect: bees, ants, wasps, termites, etc. Disturbing a colony will result in the insects producing a unified hum of a perfect musical note. In order, this produces a scale (Do, Re, Mi, Fa, Sol, La, Ti (Do)). Different musical sequences may have different effects but the following causes the glass vessel to rise up, float, & respond to mental movement commands:
 Row, row, row your boat, gently down the stream
 C C C D E E D E F G
 - 9 The Undersky. Miles in all directions of dark abyss. Luminescence from far, far below looks like stars.
 - 10 Empty
 - 11 A model of a rat cobbled together from rotting chunks of meat on an iron framework.
 - 12 Trapdoor in ceiling. Opening dumps tiny, blind mice. A passage leads to 13.
 - 13 The Forsaken. 10 Men, women, & children left to die under the tavern who have lost their minds & become savage. Armed with axes, knives, & swords (treat as berserkers). Trapdoor in ceiling leads to 12.
 - 14 Empty
 - 15 Lair of the Dollfolk. Six inch humans, perfectly proportioned. Ivory white with huge coal black eyes & knives (treat as kobolds). They treat the Behemoth as a god; anyone approaching or touching it will be attacked suicidally. 1d6 appearing each round.
 - 16 Mud Labyrinth. Mud gets thicker & deeper as the spiral progresses. At the center a sinkhole acts as quicksand.
 - 17 One of the few places unreachable by the Gulo, a small boy with an iron rat mask bolted onto his head hides here.