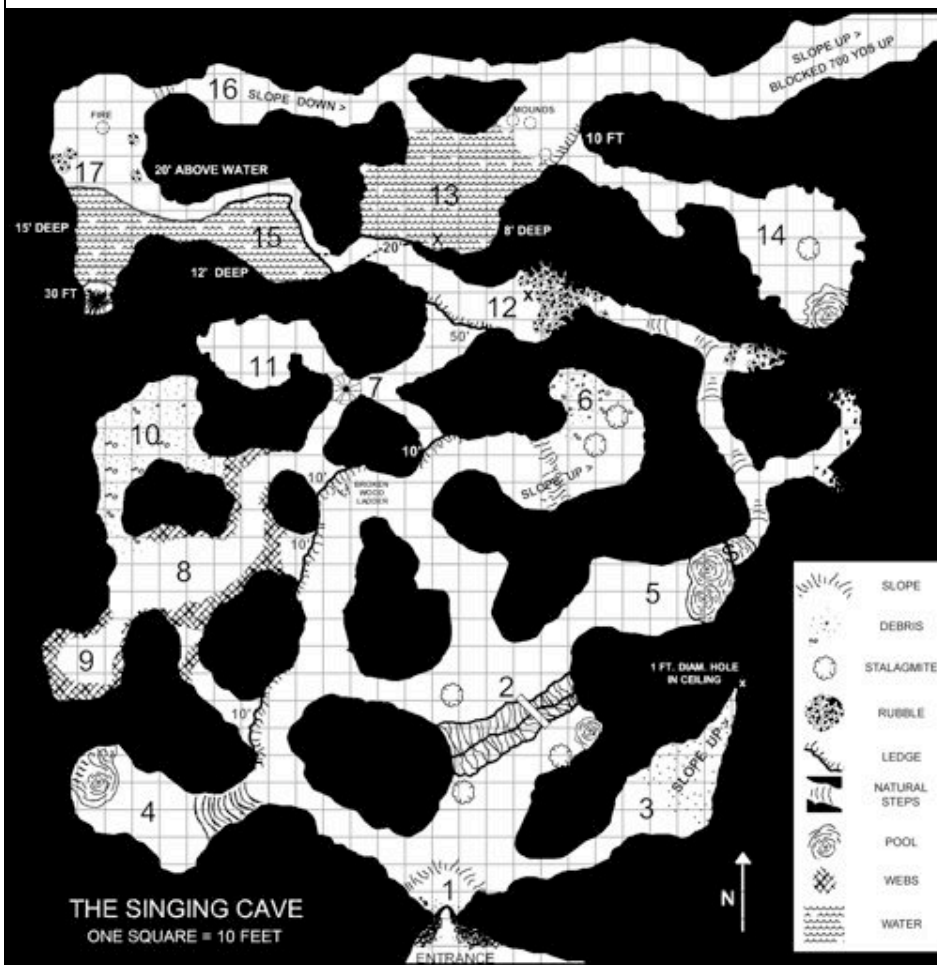


THE SINGING CAVE For 3 or more PCs, Levels 2-3 – by Mark J Allen



ABOUT: Cave expedition. Location: A hillside. All natural cave (dark, stalagmites, stalactites, stone walls, silt floor, damp air, musty odor, molds, cobwebs, puddles, echoes, dripping water).

DM'S NOTES: Lair for a pair of troublesome Harpies that terrorize nearby settlements and travelers. Their song does not affect a group of bandit Lizard Men who pay tribute to the Harpies with treasure items (on an altar) from raids, and sometimes captives (in shackles), for co-habitation of the caves. For the background story, your PCs may know about the Lizard Men, but should know nothing about the Harpies. The Harpies should be a surprise. The waylaying Lizard Men keep their stash of stolen loot in the flooded cave, near their mound encampment (which sits on the edge of the water). All other monsters are cave vermin that have set up nests. Lots of ledges, holes, pools, hurdles, cliffs, slopes, some rubble, things to climb. Areas 1 and 3 are the only ways in and out of the caves. Passage at Area 13 is gradual incline up (heading north) and is blocked with rubble 700 yards down the tunnel. 50% chance small edible mushrooms are nearby, anywhere in the caves (% chance of stigma? Not all food is just free like that).

MONSTERS IN CAVE:

Giant Killer Bees, Giant Centipedes, Giant Toads, Giant Rats, Giant Black Widow Spiders, Normal Bats, Carrion Crawler, Lizard Men, Harpies

WANDERING MONSTERS (1d8)

1-2 **Giant Centipedes** (1d4)
 3-4 **Norm. Bats** (2d10) (warns/brings nearby creatures)
 5-6 **Giant Rats** (2d6)
 7-8 **Stirges** (1d10)

At least **3737 possible XPs** in adventure (excluding bats). 786 in monsters. 2951 in treasure. 6 magic items.

- 1. ENTRANCE:** 5' x 10' cave opening draped with dead vines. Slope downward into cave (silt floor 10' lower than entrance). Red writing on wall, inside, to left of opening ("*Silence this cursed song of death!*"). On floor under writing is human skull, black "X" painted on forehead. Half-melted black candle by skull.
- 2. BEE CHASM:** 20' ceiling. Chasm: 50' deep (filled to the brim with ice cream if you wanted to be funny). Wood plank: 1.5" thick, 12' long, 1' wide. Bee hive on wall of chasm, 20' down. **5 Giant Killer Bees** attack any who cross plank. **6 more bees** attack any who mess with hive, along with **4 more bees** (1 HD each), plus **Queen Bee** (2 HD + stings repeatedly without dying). Hive: honey (cures 1d4 hps, limit 1 person). **Ring of water walking** in bottom of chasm. Melee on plank = 80% chance of falling. Muddy pool nearby with old compass lying in it (waterlogged – 2 days to dry out and use – works good).
- 3. CENTIPEDE NEST:** 30' ceiling. Steep silt incline (erosion), conical, up to a 1' diameter hole in ceiling (characters can see light, lets out in a field, "X" on map). **8 Giant Centipedes** nest against south wall in dead leaves. No treasure. Possible cave-in if PCs try to widen hole??
- 4. FOUNTAIN OF WEIRDNESS:** 20' ceiling. Pool of cold clear spring water, 2' deep, sinkhole. Waterfall from thin horizontal fissure 4' up wall. Pool maintains level. Drinking causes hallucination: walls turn pink & membranous, pool vanishes, entrance shrinks to size of coin, pink tentacles rise from floor and attack drinker. Same effect for anyone who drinks. PCs must think this is real. Non-drinkers = no hallucination, no melee. Treat hallucination as a HD 3+1 monster, (AC 2, 4 poison attacks/round). When characters reach "0" hps, PC falls to ground, hallucination stops. No damage to PC. 2 turn recovery.
- 5. HIDDEN TUNNEL:** 20' ceiling. **2 Giant Toads** in 2' deep pool. Stone secret door should be hard to find (roll of 1? Lizard Men use it.). 6' high tunnel descending. End of tunnel (at 12) is 4' rubble but is passable by climbing over (2' space, half speed). A broken shovel & broken pick in tunnel.
- 6. RATS NEST:** 6' ceiling. **14 Giant Rats**. Foul smell. 6" dung. Con. check: fail = vomit 2 rounds w/ -2 "to hit", rats gets +2 bonus. **Crystal Ball** in dung.
- 7. SINK HOLE:** 40' deep, 8' diameter. No ledge around. Light haze in tunnel. Smoky odor. 2 human skeletons and **+1 sword (+3 against undead)** at bottom. Hatch marks on wall in chasm, like counting days.
- 8. HALL OF WEBS:** 10' ceiling. Webs from floor to ceiling. A few cocoons, high up. A few dead bats caught in webs. Web destruction: treat as web spell. Noise or PC caught in web will attract spider from 9. Touch webs = 40% chance stuck, treat as web spell. No treasure.
- 9. SPIDER LAIR:** 15' ceiling. **2 Giant Black Widows Spiders**. Webs, cocoons, bones, dead bats, scraps of armor. Leather pouch w/ **85 gps**. **Wand of Paralyzation** camouflaged in some bones on the floor.
- 10. HALL OF BONES:** 10' ceiling. Entire floor is bones, husks, and remains. 50% chance trip on bones = attract spider from 9. **Rope of Climbing** in bones.
- 11. BAT COLONY:** 50' ceiling. **80 Normal Bats**. 70% chance of disturbance on entering. Disturbance will cause bat swarm and attract spider from area 9 (in 3 rounds). Attacks rolls against spider in this room at -2 with bats swarming. Bats do not attack PCs – only cause confusion. No treasure.
- 12. RUBBLE:** 60' ceiling. 4' high rock rubble. Hear faint melodic tone (non-discernable). Climb over (half speed) to east tunnel. **Carrion Crawler** feeds on Lizard Man below rocks ("X"). Combat on rocks at -2 "to hit". Pouch w/ **2 rubies (100 gps each)**, and **250 gps** are on Lizard Man carcass. Club on ground.
- 13. FLOODED CAVERN:** 80' ceiling. **6 Lizard Men** w/tridents. Water 8' deep at south wall, cold, murky. 3 mud/clay mounds (shelters). Leather sack, weighted down underwater ("X") - contains **400 gps**, and **3 rubies (100 gp each)**. Water goes under "bridge" in south of chamber, into 15. No clearance.
- 14. GLOW CONE:** 20' ceiling. Entrance 10' up ledge from #13. 9' tall stalagmite center of room. Gives off faint hum and green pulsing glow. **Permanent -2 to CHA** to any who touch it. That's all it does. **Gold ring (10 gps)** in 1' deep pool.
- 15. NARROW LEDGE:** 30' ceiling. 2' wide ledge. Hazy. Smoke Odor. Water 20' below, 12' deep. Bones and rusty arms & armor at bottom. Hear ghostly song. Save vs. Spells or Harpies song lures PCs to 17. 50% chance of walking off ledge under Harpies' spell. Fall in water will attract Lizard Men from 13.
- 16. HARPIES' ALTAR:** 10' ceiling. Hazy. Smoky Odor. 3' sq. stone block in middle of cavern. Dried blood and empty pouch on block, **6 gps** on ground. Pair of bloodstained shackles bolted to north and south walls. Hear ghostly song. Save vs. Spells or Harpies song lures PCs to 17.
- 17. HARPIES' LAIR:** 40' ceiling. Smoky, inhibited vision. Blazing fire pit in middle of north floor, bones all around it. North ledge 20' above water. Water 15' deep, cold, murky. Large nest on south cliff (dry brush). Nest 30' above water. **2 Harpies** use nest. Rubble piles 4' high. Bones & rusty armor underwater. Bones, wood, metal scattered about ground. Some skulls neatly stacked on a pile of rubble. Iron box in nest: locked, poison trap, **2000 sps**, **silver & diamond necklace (350gps)**, **gold headband w/ small rubies (250 gps)**, **ring of sapphires (300 gps)**, **amulet of bloodstone (400 gps)**. **Gauntlets of Ogre Power** in nest.