



THE BROOD VENTRICLE



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AN ADVENTURE FOR CHARACTER LEVELS 10-14

Background: The heart of an ancient dead god from the astral plane has served the githyanki for centuries as an egg hatchery. Erosion caused by some local construction has exposed one of the alien looking entrances. Commoners have begun to go missing and reports of skeletal men are rampant. Heroes are called to investigate!

Dungeon Notes: The massive disembodied heart still beats ever so slowly while buried in the earth of the prime material plane. A new batch of eggs has been delivered to incubate inside the heart. Githyanki assigned to guard the eggs have grown impatient and raided the surface world for human flesh. The heart's chambers are sealed extradimensional spaces composed of slimy membrane. If pierced or cut it they will immediately seal back up. The only passage through the walls is by finding secret apertures (5 in total marked with an S on the map) which should be very difficult rolls for the PCs.

Room Key

1. Vena Cava: Disgusting slime coated entrance; odor of blood; intermittent thumping sound; barely visible descending stone stairs. Any creature other than githyanki which proceed down the stairs will be subject to the rubbery walls constricting them to death. Each target on their turn must make a successful strength check of 20 or suffer 4d6 damage per round. The constriction will only end after the walls have been dealt 100 points of damage. Waiting for the PC's at the base of the stairs will then be **Githyanki (2)** which serve as guards.

2. Blood Clot: Walls covered in pulsating veins; metallic sweet smell; enormous pool of partially coagulated blood on floor; ruddy colored boot prints everywhere. The pool is 25' deep and composed of thick viscous blood which the githyanki can use as a healing source or sustenance. Any PC's partaking in the astral blood will be healed to full but risk a 50% chance of permanently becoming a cannibal.

3. Atrium Stable: Two massive black saddles on rests; extremely hot temperature; smoky air assaults senses; githyanki head pedestal inset with red diamond eyes. If a diamond is touched it will recess into the pedestal conjuring forth one of two **Adult Red Dragon** steeds. Simultaneously an artery used as a flight chute will open which leads to the surface. The former will close after five rounds. The dragon(s) will attack intruders immediately. The red diamonds are so rare they should be considered priceless. Wars have been fought over similar gemstones.

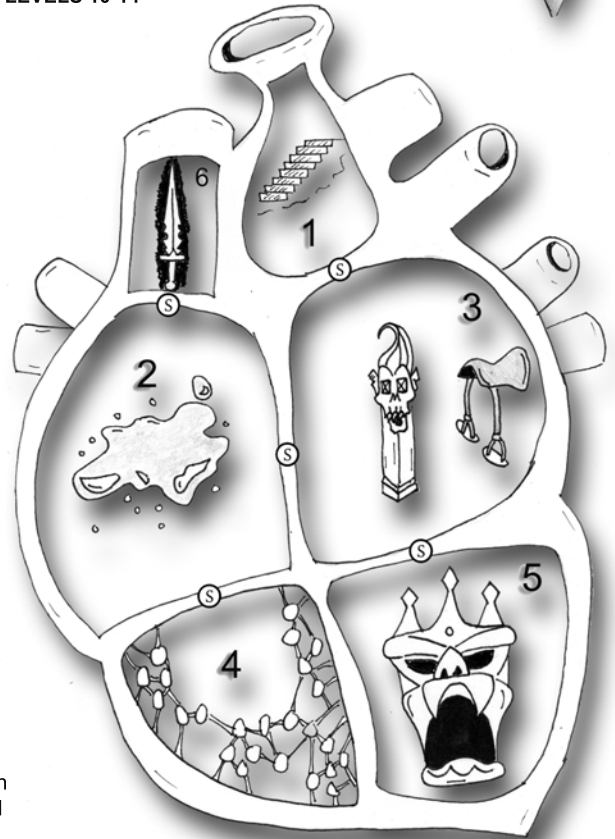
4. Brood Ventricle: Clusters of upright ovoid shapes; mucous strands on walls and floor; toxic smelling air; dull headache immediately upon entering chamber. Hundreds of fresh githyanki eggs are found here. **Githyanki (4)** hatch mothers assigned to watch over this chamber will fight to the death defending it. Every round spent here the PC's must make a difficult constitution saving throw or become unconscious from the euphoric calming gases of the chamber.

5. Portal Ventricle: Strange constant metallic hum; antiseptic smell; large stone face with gaping mouth; strange shadows cast about. The mouth of the face contains a portal to the Astral Plane that the githyanki have used for centuries. If entered by the PC's their astral bodies will be tethered to silver cords which are highly susceptible to the silver swords of the githyanki. Destroying the portal (200 HP) will also cause the heart to wither and rot in 1d6 days. Every time the portal is damaged a **Githyanki (1)** knight will step through in order to defend it.

6. Armory: Stone racks of swords and armor; sickening smell of oil; two mounted heads with tentacles; obsidian box banded in rusted metal. This chamber contains armament for any visiting githyanki that wish to form a war expedition. Included is 5 two handed swords +2, 5 suits of splint mail +2, Oil of Sharpness (5 vials) and inside the obsidian box **Dying Light** (see **New Magic Item**). Non githyanki touching the box will animate the **Taxidermic Mind Flayer Heads (2)**. Each head screams a terrible cacophony of alarm and attacks with mind blast before becoming inert.

Random Encounters (1d4)

1. Githyanki (4) return from a surface raid with several human prisoners to eat.
2. Intermittent booming heart beat causes tremors. Hard dexterity save or fall to the ground prone.
3. Alien whispers create eldritch hallucinations. Hard wisdom save or panic and try to leave the heart.
4. A valve opens sending black blood splashing everywhere. Hard dexterity save or take 10d6 fire damage.



New Magic Item: *Dying Light*, two-handed silver sword +3. This legendary blade extinguishes all light in a 20' radius as a *Darkness* spell. In addition the wielder can see in any darkness as normal. If used astrally, *Dying Light* has a 40% chance of cutting the silver cord of any target hit. The githyanki will hunt relentlessly anyone stealing this sword.

