

The Lair of Lazhir

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The Lair of Lazhir

Beneath the paved roads of Kargeviste, a great staircase bores deep into the endless labrintine caverns of the Underworld and punctures through the very roof of Hell. Miles above the burning eternal lakes of flame, there is an empty warren. Almost all find their end there on the damp stone bathed in pale blue fungal lights. A creature, 40 feet in length and covered with tumorous sores from which tendrils burst and flail, has earned a name among those who escape it: **Lazhir**. Mountains of treasure, taken as meaningless nothings by Lazhir who seeks the greater prize of flesh, are rumored to be somewhere within the monster's lair. A local merchant has sent word that he seeks brave adventurers, so that they might slay the creature and secure a delivery that never arrived.

The Lair of Lazhir is designed for use with Old-School Essentials BX or Advanced Fantasy. The adventure is suitable for a party levels 1 - 4.

Wandering Monster Table 1A

Roll	Appearing
1	Gullygug (1d6)
2	Fire Beetle (1d4)
3	Brown Mould (1d4)
4	Giant Centipede (1d3)

Wandering Monster Table 1B

Roll	Appearing
1	Skeleton (1d4)
2	Zombie (1d4)
3	Rot Grubs (2d6)
4	Insect Swarm (1)

Wandering monster checks should be made when traveling between points, or when players linger in a room longer than 1 full round of exploration.

Important Characters

Alraana Dearn

Hailing from the Underworld, Alraan represents a mining and surveying organization known as Dearn Mechanical. She is not physically strong or particularly charismatic, but has a high aptitude for mechanics, geology, and Underworld geography. Her only motivations are wealth and self-preservation, always willing to sacrifice the former for the latter. She desperately wants to return to the tunnel and escape the cave system. She doesn't care if her men make it out, and is willing to sacrifice the treasure they had to secure her escape.

Gordonax

An unintelligent, territorial golem made of stripped bones. He has no motivation beyond protecting the Flesh Gate, cannot speak or comprehend languages, and does not consume food outside of strengthening his own bones with new additions. It will not continue to pursue those it engages, and will not leave the tunnel the gate is found within.

The King and Queen of Bahn Mohrda

The forgone king and queen of Bahn Mohrda, cursed to forever sit upon their greedy thrones as punishment for the release of Lazhir from her soul stone tomb buried within the cave system. They sit an eternal watch, their names and faces long since forgotten with time. So long have they sat unknown that their very ethereal forms have twisted into shadows.

Lazhir, Lady of Flesh

While presented as and behaving as a Carcass Crawler, is capable of intelligent speech and comprehension. Lazhir can speak telepathically to creatures within her lair, and will threaten and intimidate them. She is, in reality, an ancient demon who long ago entered the mortal world. Over time, she grew to enjoy the skin of a Carcass Crawler and took to permanently inhabiting one. Now obsessed with creating more of her 'perfect creature', she seeks out male Carcass Crawlers as mates and consumes them.

Points of Interest

1 | Collapsing Causeway

Elevated Bridge (cut stone, crumbling pillars into darkness). **Vault Door** (torn asunder and tossed, broken 60' wide entry). **Damp** (stagnant lingering humidity). **Blue Light** (dim, pulsating, radiating from fungal growth).

- **Northeast:** cavernous tunnel, fading signs of civilization. The echo of a drip.
- **Southeast:** sparkling floors and thick fungal growths. The sound of running water.
- **Encounter:** the entry portal is crawled over by 2 giant centipedes and 1 cave locust. The Referee should roll for reactions. By default, the creatures won't become hostile unless threatened. (see *Old-School Essentials*).

Glowing River | 3

Running Water (5' deep, running down a slight angle). **Overgrown** (with fungal structures, molds, and passive insects). **Difficult Traversal** (might slip getting down, hard climb back up). **Riverweeds** (3 clusters, 10' long, flowing). **Neon Lights** (in a dim phantasmagoria of color).

- **East:** water flows down a gentle slope, rapids heard in the distance.
- **South:** tunnel dries out, low humidity, no vegetation.
- **Encounter:** falling into the water will result in being attacked by Strangleweed, growing 10' apart and staggered. (see *Old-School Essentials*).

2 | Dripping Cavern

Remains (3 fresh corpses, waterlogged and bloating). **Supplies** (adventuring supplies, a large case cracked open). **Assaulting Smells** (the bodies, mucus and slime dripping from the ceiling).

- **Northeast:** groaning, whimpering, from an unknown thing.
- **Corpses:** sent by a merchant to transport goods. The item meant to be retrieved is missing, ripped from the iron-enhanced trunk.
- **Supplies:** torches, iron spikes, rope, arrows and bolts, loose swords, 200 gold pieces.
- **Wall Slime:** poisonous if somehow ingested. Save vs. poison or be paralyzed for 1 hour. Druids, Rangers, and others familiar can identify this as belonging to the Carcass Crawler.



4 | Ocean Drain

Massive Hole (100' wide in all directions, water torrenting from it). **Basin** (collecting water, 30' deep, draining down hill). **Feast** (stranded Gullygug, consuming human corpse, north side).

- **Southeast:** loud, roaring waters. Mist spray heavy in the air.
- **Encounter:** the feasting Gullygug can be ignored if careful. Loud noises or strong smells will attract their attention. They will immediately flee if the Carcass Crawler is nearby, potentially warning the adventurers to its presence. There are 6 Gullygug. (see Old-School Essentials).
- **Slipping:** there is a 1-in-6 chance of slipping every 120' feet of movement. Those in the river will travel at a rate of 60' in 1 turn of combat if left at rest.

Bending and Broken Bridge | 5

Unnatural Draft (strong winds blowing from the northeast, hard to march against). **Reversed Flow** (the river runs uphill, out through a ceiling krag). **Rope Bridge** (50' long over the river, rocking violently).

- **Northeast:** no sounds but torrent wind blowing misty air.
- **Ending Paths:** elevated cave path ends with the bridge turning 90 degrees, crossing to the continuing stone cliff face on the other side that leads northeast at a decline.
- **Rope Bridge:** must be traversed slowly. For every person that crosses, the chance of the bridge breaking under stress increases by 1-in-10.
- **Reversed Flow:** falling into the reserved waterflow will suck the victim up and through torrential waters, dumping them out at Point 4. Victims suffer 1d6 damage or half on a successful Dexterity check.



6 | Water Fall

Wondrous (calm and serene, cascading 200' down). **Stalagmite Staircase** (massive, naturally formed stairway bisecting the falls). **Stone Bridges** (two carefully curated, natural growths, 60' long, lead to stalagmite). **Slippery** (dangerous to traverse).

- **East:** bioluminescent algae lights a calm river, fades into darkness at some distance.
- **Falling:** falling from the top, save vs. death. On a failure, die instantly. On a success, take 2d6 damage.



Giant Flesh Gate | 7

Grotesque (made of piled flesh, rotting away and overwhelming). **Faces** (digested and digesting faces, some just skin, some still connected). **Reaching Arms** (extending outward, slowly and aimlessly, skin falling from meat). **Locked** (cannot be picked or forced open).

- **Southeast:** walls and roof made of interconnected bone and muscle, slapped together poorly. A rancid odor bursts from boils of gas.
- **Encounter:** Gordonax, a Bone Golem, has been hiding away in the upper cavern for decades almost undetected. Anyone who comes close to his Flesh Gate is dispatched. He is mindless, and his origins are unclear. Two key shaped bones are built into his form, one on his forehead and the other on his femur.
- **Hidden:** Gordonax is hidden in the flesh walls that comprise his gate, and will always have surprise. He will only engage if someone comes within 10' of the gate.
- **Locked:** two distinct imprints 6' apart and 15' high. Triggers a makeshift system of tendons and muscles when the Bone Keys are entered at the same time.

Massive Treasure Hoard | 8

Gold (heaps and piles, glistening in pale red light). **Trunks** (filled with weapons, armor, and relics). **Chests** (filled with ancient silver, scrolls, and tomes). **Bile** (mucous membrane covering the room, regurgitation).

- **Gold:** 11,000 pieces in total, if all taken.
- **Silver:** 10,000 pieces in total, if all taken.
- **Magic Items:** Short Sword, +1. 2x Potion of Healing. Ring of Weakness (Cursed).

B1 | Ancient Sewer Segment

Paved Walkways (left and right of the river channel, water shallows). **Putrid Gas** (sickening, mind numbing, orange tint). **Bubbling** (escaping gas from cracks in the channel floor). **Humming** (faintly, but growing louder).

- **East:** flickering lights that grow strong on approach, the gas thins.
- **Putrid Gas:** reacts with flame, will cause a massive explosion. Save vs. poison when inhaled or hallucinate for 1d4 turns. The referee should decide what hallucinations are seen.
- **Water:** burns the skin and strips the flesh overtime, but can protect from the gases.

B2 | Stranded Drow

Barricades (lining all four directions). **Makeshift Huts** (slapped together with broken rock, cement, and driftwood). **Piping Room** (a stand-in armory, valves and levers control once operational flood gates, one lock missing). **Inhabited** (by one Drow, and two Duergar).

- **Alraana Dearn:** a stranded Drow leading a mineral survey team, who accidentally found themselves wandering into the ancient kingdom of Bahn Mohrda. She is selfish and crude, but desperately wants to survive. Her team was slaughtered in the Great Hall by an unseen assailant, leaving behind 10,000 gold worth of mithril and raw gemstones. The adventurers can take it, in exchange for securing their passage out.
- **Duergar:** Murdus and Ghulduhr will be loaned out by Alraan as hired blades. They will only assist with traveling to and securing Points 3, 4, and 7.

Submerged Homes | B3

Dwarven (sharp, angular architecture with inlaid metals). **Rusting Gate** (30' wide and 40' tall, adorned with a great story). **Abandoned** (filled with skeletons and massive webs). **Eerie** (otherwise silent, echoing, empty).

- **Apartments:** 8 apartments, roughly 40' by 40' each, line the main roadway. They are packed tightly. Most of the metal doors remain, some wrenched from their hinges.
- **Home Goods:** each home has a 10% chance of containing a pouch of silver dust, and a 50% chance of containing 1d4 x 10 gold.

Level 3 Drow (Alraana Dearn)

AC 2 [17] (plate mail), **HP** 13, **Att** 1 x crossbow (1d6), **THACo** 19 [0], **MV** 60' (20'), **SV** D12 W13 P13 B15 S12, **AL** Chaotic, **STR** 10 **INT** 14 **WIS** 10 **DEX** 13 **CON** 9 **CHA** 13, **Spells** *cure light wounds (cause light wounds), light (darkness), hold person*, **Items** None

Level 1 Duergar (Murdus)

AC 6 [13] (leather armour + shield), **HP** 6, **Att** 1 x dagger (1d4), **THACo** 19 [0], **MV** 90' (30'), **SV** D8 W9 P10 B13 S12, **AL** Chaotic, **STR** 14 **INT** 11 **WIS** 9 **DEX** 12 **CON** 11 **CHA** 10, **Items** None

Level 1 Duergar (Ghulduhr)

AC 4 [14] (leather armour), **HP** 4, **Att** 1 x sling (1d4), **THACo** 19 [0], **MV** 90' (30'), **SV** D8 W9 P10 B13 S12, **AL** Lawful, **STR** 15 **INT** 14 **WIS** 5 **DEX** 16 **CON** 11 **CHA** 4, **Items** None

B4 | Dwarven Great Hall

Table (120' long, stools of stone and metal rusting and kicked over). **Dust** (on warped and bending plates, long rotted foods). **Statues** (of stone, warriors colliding with an unavailable assailant forever immortalized). **Engraving** (in Dwarvish, carved along the ceiling).

- **Engraving:** Long live the kingdom of Bahn Mohrda, standing strong against the Great Beneath.
- **Breach:** on the northern wall, there is a breach in the wall where Alraan and his team broke through. It is a long continuous tunnel that snakes into the Underworld.
- **Alraan's Curio:** a small chest labeled with his initials, containing 6,000 gold pieces worth of mithril and various gemstones. (enough mithril to create 1 weapon or piece of armor).
- **Encounter:** 1 Spawn of the Worm lays in wait, hiding in a trough pretending to be rotten food. 1d4 Skeleton can be animated, depending on party size. (see Old-School Essentials).

B5 | Dwarven Keep Gatehouse

Last Stand (weapons scattered, brittle bone piles, melted stone). **Imposing** (grand in size, carefully sculpted from solid rock with protruding battlements). **Mechanical Cannons** (falling from crumbling platforms and destroyed slits). **Missing Gate** (torn from adamantine hinges).

- **Eternal Battle:** 16 Skeleton will reanimate in total, 8 resembling Dwarves and 8 resembling a vaguely reptilian structure. They will fight each other over and over again, re-constituting after 1d8 hours. (see Old-School Essentials).
- **Dwarven Skeletons:** are not immediately hostile toward non-Underworld humans or demihumans. Will always be friendly to Dwarves.

- **Reptilian Skeletons:** will always be immediately hostile toward any creature, regardless of race.
- **Ending the Bone-shed:** a cleric may consecrate the dead, ending the ceaseless cycle of death and undeath. Alternatively, holy water can be used to de-animate the skeletons. Any skeleton damaged with holy water (or other blessed materials) will not re-animate.

Dwarven Throne Room | B6

Simple and Pragmatic (void of vanity and decoration, at least in elegant form). **Vaulted** (200' tall ceiling, held by great and numerous pillars). **Pillars** (carved of salt and pepper slate or granite). **Busts** (of former Kings and Queens, lining the offset wings).

- **Encounter:** 2 Shadows sit upon the thrones at the top of a 100' long staircase. All light sources will fade abruptly as the Shadows address those who enter, leaving the room in total darkness. (see Old-School Essentials).
- **Defeating the Shadows:** the pillars each depict the story of a different king and queen, with their names engraved on the bottom. One pillar's story is incomplete. Destroying the busts of both the king and queen will eradicate the shadows.
- **Treasure:** 1d10 + 3 gems worth 100 gold a piece can be taken from the busts. A large iron chest near the throne contains 7,500 silver pieces and 4,000 gold pieces. Lodged in the King's throne is a Dwarven Hand Axe, +1.

C1 | Final Chamber

Cavernous (extremely large, circular cavern). **Pond** (large collection of water in the center, ground angles downward). **Tunnels** (pocked the room like blisters, interweaving out of sight). **Pungent** (sickening smells, thick mucus layers, stacks of digesting creatures).

- **Lazhir's Roar:** the echoing, ear piercing insectoid clicking created by Lazhir summons the lesser insects of the cave, who out of fear will defend the final chamber.
- **Encounter:** 4 Giant Centipedes and 2 Crab Spiders emerge from the various tunnels surrounding the cavern when they hear Lazhir's call. They will arrive in 1d2 turns. (see Old-School Essentials).

C2 | Entry Chasm

Thin (long, narrow passage, 5' diameter). **Dark** (pitch black, no room for a torch). **Slimed** (covered in a thick, wet membrane). **Odorous** (reeks of blood and mildew). **Long** (travels downward for 300').

- **Southeast:** the sound of wet slime moving, eggs cracking, and slithering down the tunnel.

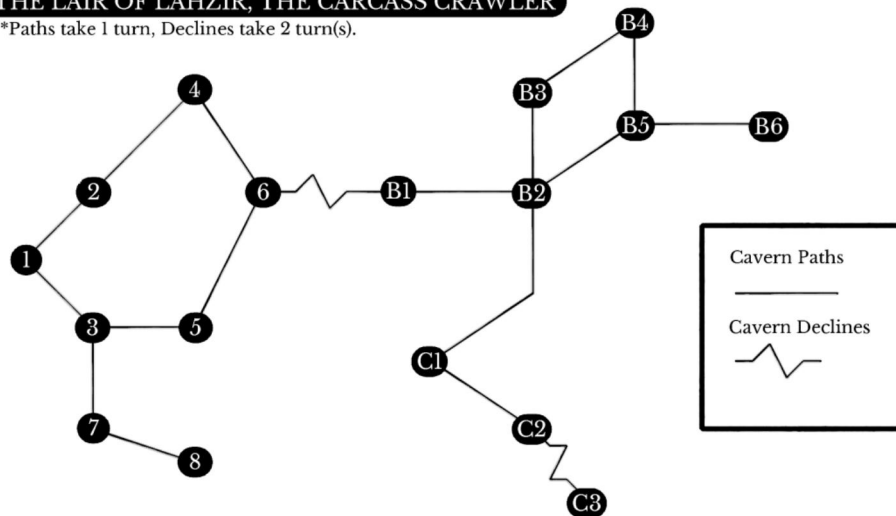
The Lair of Lazhir | C3

Tight Quarters (little navigable walking space, thin slither-paths). **Difficult Traversal** (blood and slime form a wet dirt, mounds all over). **Eggs** (belonging to Lazhir, dozens and dozens of them). **Burrows** (dark, empty tunnels interconnect out of sight). **Columns** (made of meeting stalagmite and stalactite, massive piles of bone clinging to the bases).

- **Lazhir, Lady of Flesh and Builder of Bones:** The legendary Carcass Crawler, Lazhir, awaits hidden in the nest. She will defend her babies at all costs, attempting to paralyze and hide the assailants that enter.
- **Destroying the Eggs:** will enrage Lazhir. Once a great number of eggs are destroyed however, Lazhir will attempt to secure the few remaining and flee into her tunnels. 1d4 eggs can be recovered, at a hefty price of 1,500 gold pieces each when sold.
- **Merchant's Cargo:** engraved with his initials, a small tubular case with a 7-digit locking mechanism. If somehow broken open, the reinforced tube contains a spell scroll with the words and listed components required to perform a 5th Level Commune spell. (see Cleric Spells, Old-School Essentials).

THE LAIR OF LAHZIR, THE CARCASS CRAWLER

*Paths take 1 turn, Declines take 2 turn(s).



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