

## THE DELVE

1

**Hermit's Shell** - Tais the Anchorite abides here, ragged and filthy, his black beard strung with shells. He exchanges shell souvenirs for food. The local shepherds call Tais holy - he professes no creed. Friendly and harmless, Tais will remove climbing ropes at night, flinging them into the Maw.

2

**Mound of Shells** - Millions of snail shells: red, yellow, blue, striped, spotted, pea-sized or as big as a skull. The crumbling approach to the Maw, where more snails boil up nightly to die in the morning sun, leaving pools of *acidic slime* (Save v. Poison 106/2 damage to cross unless covered) at the rim.

3

**The Maw** - Cool stinking air, acidic and damp, billows from the black pit. A 30' climb down acid slimed shell and living snails is necessary to reach the first shard of scaffolding below. Objects tossed into the Maw will land with a faint splash after a second (200').

4

**Gantries** - Rusted steel and rotten grey wood bolted to the shell caked walls with creaking straining rivets, encrusted with particolored snails. Where marked with a blue 'X' the *old metal will fail*, dropping the incautious to their doom (Save v. Paralysis to grab edge).

5

**Moribund Galleries** - Paneled in flimsy grey wood, engraved with circles by snail slime. Abandoned living spaces: wrecked, graffitied, and looted. The Stores hold dust and empty water casks, while the Barracks are home to the *Mine Haint*, and a hollow panel in the back wall of the Offices hides the *Pay Chest*.

6

**Adits** - Pick etched diggings and sagging timber buttresses festooned with snails and toadstools. The floor crunches with shells and the chambers are blanketed in a constantly shifting cannibalistic carpet of snails, that will turn on intruders as a *Snail Swarm*. The furthest chamber is a carved chapel of drooping eyed, masked saints and celestial thrones.

7

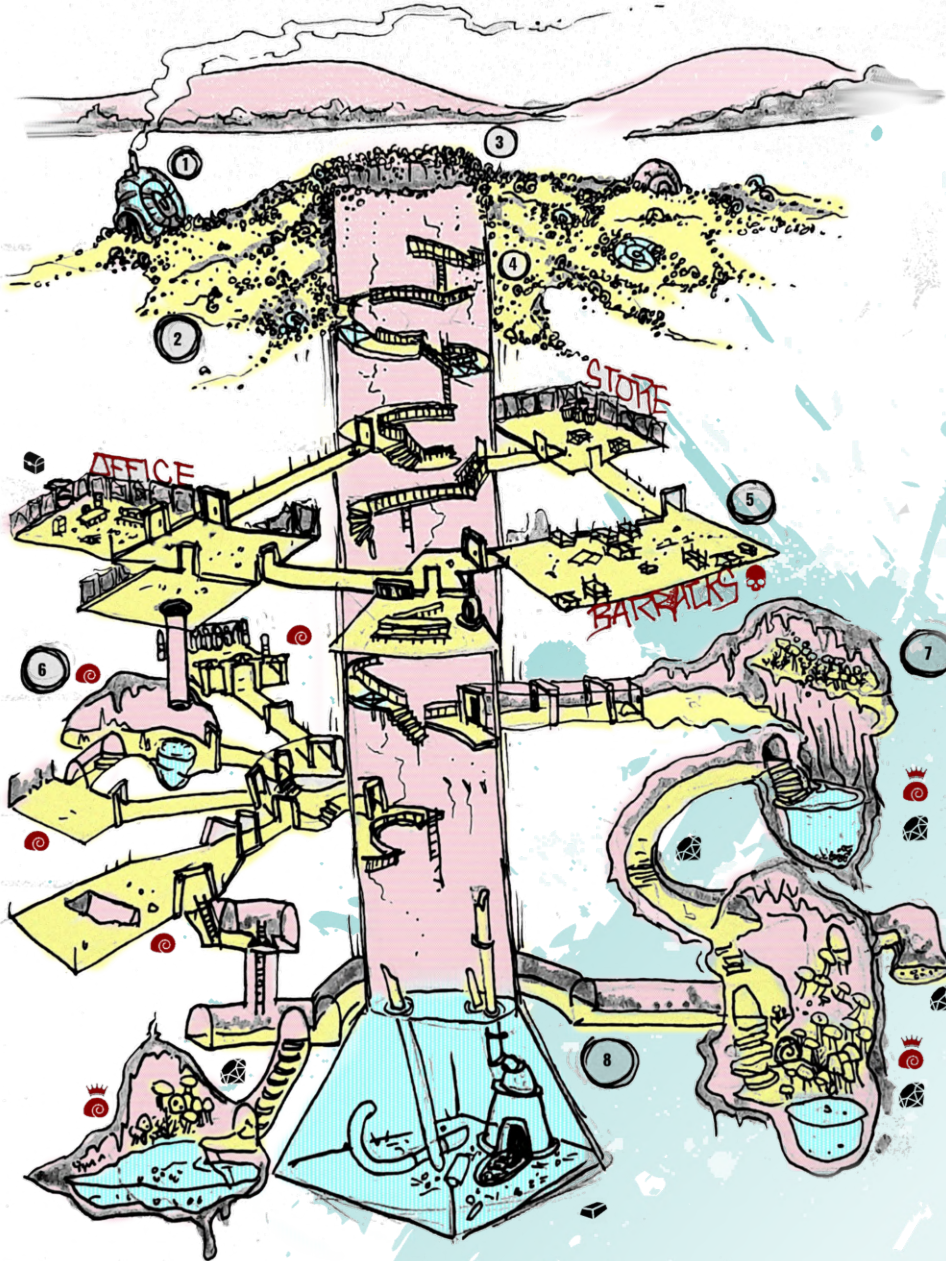
**Deep Shafts** - Ancient tunnels, rough, and cool. Cracked stone seeps water to form pools of bioluminescent algae, surrounded by fungi and albino ferns. Hiding in the foliage or pools are the *Snail Potentates* of the Maw. *Castoff Treasures* are scattered in these chambers and tunnels.

8

**Drowned Smelter** - The *water at the bottom* of the shaft glows faintly and mesmerizes, cursed to lure viewers compelling them to dive in and drown (Save v. Spells if examining from 100' above or closer.) Beneath 50' of cold black water, the hulk of an ancient smelter, garlanded with glowing algae rusts. Within the smelter's wreck of waterlogged coke and broken crucible clay hides a *Cache of Alchemic Steel*. The floor is carpeted with pipes, the bones of drowned miners (12 skulls) and snail shells.

# MAW OF SNAILS

North of the dry hills, East of the Pyre Sea, ancient diggings wound the earth. The Maw of Snails, a black shaft that births gastropod horrors each night to burn and wither in the unforgiving sun. Venerated as a portal to the underworld by the shepherd folk, scholars proclaim it a magical sink, a polluted arcane cyst, hoarding the lost treasures of history.



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## BEASTS AND SPIRITS



**Mine Haint** - Haunting the Barracks it manifests after 1 turn. The fused spirit of flood drowned miners: ancient, restless, and angry at their deaths, moaning through the Galleries and buffeting with dusty winds. It seeks peace and proper burial for its drowned skulls but manifests as a swarm of fiery faces and limbs to attack unless placated with promises and kind words. It knows the location of the *Pay Chest*. HD 3, AC 4\*, ATK 106 (per round) DAM 1 (106/2), SU F5, MC 10 (disappears) \*Immune to normal attacks.



**Snail Swarms** - 2 in 6 chance each time a group enters an *Adit*. Snails surge towards any heat source, moving faster the greater the heat to strip flesh in minutes. HD 2, AC 11/4\* ATK 1\*\* DAM 1 Sp\*\*, SU F1, MC 12 \*Auto hit, but non-area attacks do 1 HP. \*\*Cover one target and auto hit for 106 (4 for heavy armor, 2 medium)



**Snail Potentate** - Lair in marked locations. Will chase for 106/2 turns and instantly attack each other. Bulky bright patterned, scarred, and pitted shells over oily bodies of lashing tentacles and razored mouths. HD 4, AC 2, ATK 2, DAM 1 (108), SU F4\*, MC 10 \* Shell reflects magic spells.

## THE TREASURE



**Pay Chest** - A locked iron box containing 800 GP in ancient coins and crumbling parchment pay records naming long dead miners.



**Cache of Alchemic Steel** - 8 pomegranates of imperishable golden steel. Each ingot is suitable for forging one magical weapon and four will provide material for magical armor with proper sorcery and master craftsmanship (500 GP each.)



**Castoff Treasures** - Detritus of tragedy and exploration. One found at each icon.

- Empty jeweled book cover of black demon bone set with amber (200 GP)
- Skeleton in a rusted hauberk, wears red jade pectoral of noon sun (500 GP)
- Broken sword with silver wire hilt, gold chased guard and pommel. (150 GP)
- silver priest's mask, pitted with acid (150 GP)
- Shepherd Saint's ivory crook - Cast *Command* five times a day but only effects ungulates. The shepherd folk will reward its return, and ovine cultists hunt anyone who retains it.

