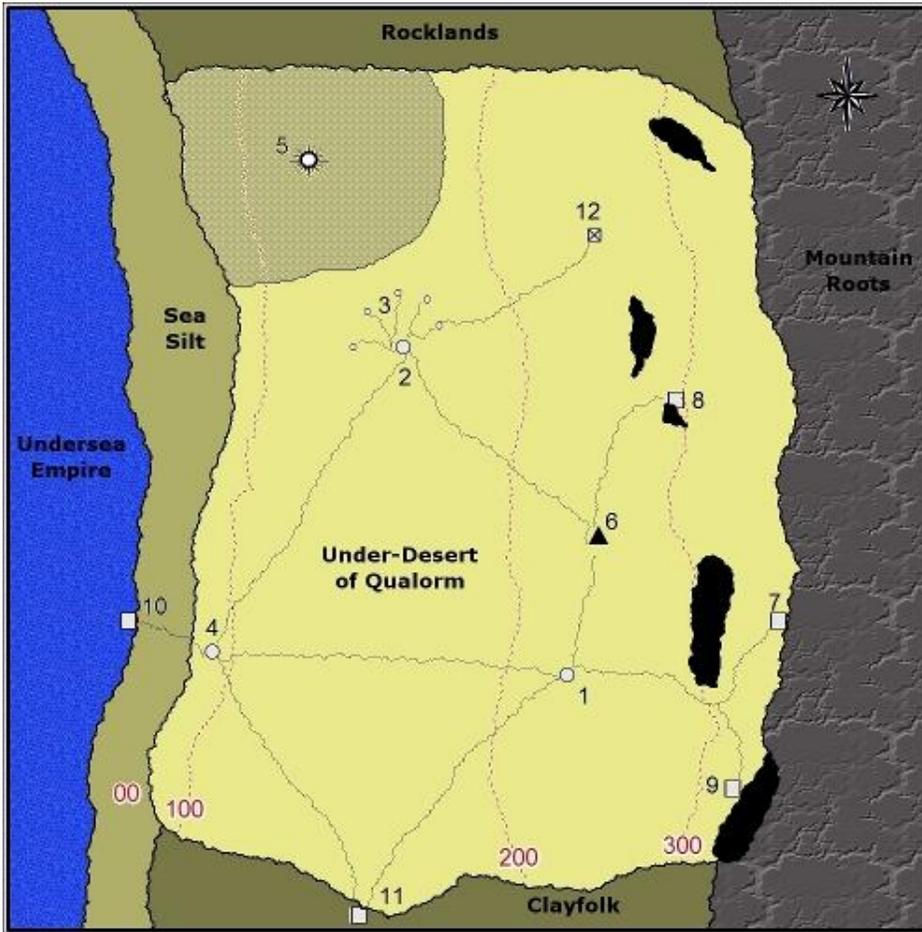


Under-Desert of Qualorm – (Suggested difficulty 4, 5, or 6 of 10 for entire dungeon level, std deviation ±2)



Legend – (1" : 20 miles/km)

- Living center
- Border living center
- ⊗ Ruins
- ☀ Hive colony center / Overland access
- ▲ Overland access
- ▨ Hive colony territory
- Rock upcropping
- Terrain border
- ⋯ Elevation line, bottom (red)
- ⋯ Pathway / Trade route

Navigation

Pathways – Stone trails with stone placement 5' apart line trade routes for easy travel between common destinations.

Edges – Depending on the terrain changes, travel is possible according to the terrain restriction on either side. Lost rules still apply.

Roaming – Use your own wilderness survival system with inclusion of trailblazing and points of interest creation methods.

Travelling Encounters (Pathways & Edges)

3 checks/day: morning, evening, night (3d6 curve)

Very Rare: 3-4, 17-18 Zorn(1), Landshark(1), Outsider Caravan(20-80), Dwarf Miners(4-24)

Rare: 5-6, 15-16 Clayfolk, Buried Undead Remains, Hive Warriors(10), Quicksand Cavity, Large & Small

Uncommon: 7-8, 13-14 Sandworms(3-18), Hive Workers(1-8 x10), Sandfish(3-18), Oasis Pool

Common: 9-12 Sandpeople [trade caravan(20-80), scouting party(4-24)], Mudmen [trade caravan(10-40), raiding party(2-12)]

This under-desert is small in size measuring about 60 x 80 miles or kms. The sand is fine and white at higher levels, while coarse and dull near the bottom. Top elevation lines are in flux marking the gaseous roof rising up westwards towards the tops of the mountain roots. Bottom elevation lines show stable rock flooring sloping down westward towards the undersea. The strip farthest west is mixed wet sand and sea silt. Rocky upcroppings penetrate the east of the under-desert. Both terrain hazards mean travel is more difficult east and west.

The sandpeople have resided in Qualorm for their whole living memory. The mudmen arrived sometime later from the sea. The creatures of the overland desert dungeon level above (difficulty 1-3) have dug down, disappeared, and reappeared throughout the under-desert's history. The Hive came from above and has destroyed a sandhome to become the area's newest residents.

Trade is strong, both within Qualorm and with surrounding territories on all sides. The level below, the hard stone layer, has never had trade to anyone's knowledge. This may be why Qualorm's wet and soggy bottom border is rarely visited and considered taboo by the sandpeople.

From / To	Sandies	Mudmen	Hive	Clayfolk	Dwarves
Sandpeople (lawful)	Prefer	Trading	Hostile	None	Prefer
Mudmen (neutral)	Trading	Prefer	Hostile	Trading	None
Hive (chaotic)	Hostile	Hostile	Hostile	Hostile	None
Clayfolk (neutral)	None	Trading	Hostile	Prefer	Trading
Dwarves (lawful)	Prefer	None	None	Trading	Prefer

Others - dragon (lawful), sorcerer (chaotic), zorn (neutral), = no open relations

Suggested Outsider Travelling Methods – Movement is in 3D with unerring travel along pathways or along border planes with direction sense. Find the Path, or similar. Freedom of Movement (earthgliding) is the most common travel method. Passwall, Ethereal travel, encapsulation by earthglider (mudmen, sandpeople), or earthgliding ability are less common. Light and light sources are rare. Locating is commonly done by touch, scent, or vibration.

Common Magic Items - Sleeping sand, magic stone weaponry and armor, healing mud, Freedom of Movement potions, Mindmeld ant regurgitate, mirrors.

Common Trade Goods – Worked stone, glass, mirrors, earth, domesticated animals, ore, water, fuel sources, and information. Priced by location and seller.

Strategies & Traps – Cavity cave-ins and quicksand, stone deadfalls, pits, mudslides, mirror mazes, glass shards, and tremor alerts are common. Magic-based traps are used for valuable items and locations.

Strategy is by intelligence and alignment. Loyalty is high for all obedient life except Clayfolk and Mudmen.

Room Key

1. **Sandhome Hollow:** 4 layer, clay mortared stone-walled, sand-filled globe. Concentric interior has no increase in difficulty, Pop:224 adult sandpeople, metal ingots & gems, stone weapons & supplies, -175' center elevation.

1A. Defensive layer: Coal heatpits, stone & sand guard, quicksand cavities

1B. Homes: Defined rooms, stone shield doors, barracks, armory, prison

1C. Supplies: Separated by type needs, authority figure homes, treasury

1D. Hall: Defensive center, an undefined area of open sand for meetings.

2. **Sandhome Surface Mine:** 4 layer hemisphere with a layout as Sandhome Hollow, Pop: 98, also comparable treasure type, -0 to -80' elevation range.

2A. Stone-walled cavity traps line gas layer above for fine sand & supplies.

2B. Supply rooms / cells for 2A traps, workrooms, treasury, main hall

2C & 2D as 1B and 1A above.

3 **Sandpeople Watchstones:** 5 hollow boulders 30' in dia., each with one entrance hole, guard the northern border. 10 fortified sandwarriors in each.

4. **Mudmen Mudpit:** A large drainage of wet dirt and sand running from a roof edge to a bedrock crack. Transport via swimming, storage cavities, cut coral as field defenses, Pop: 431 adult mudmen, pearls, assorted treasure.

4A. Mudhall cavity at bedrock for religious ceremonies, sacrifices to zorn.

4B. Birthing Mudpod is rock lined and guarded for asexual reproduction.

5. **Hive Colony:** An ever changing ant farm of tunnels interlaces this zone.

The density of tunnels increases closer to the core. One main entrance, others are built for exploration. Overland travel speeds are halved within long tunnels. Pop: 1000+ workers, 300+ warriors, 1 queen, 1 pseudo-deity: Nuno

5A. Colony design has multi-use room clusters with radiating tunnels.

5B. Rooms contain food storage, pupa, worker resting, and weaponry.

5C. Queen's chamber is in the cluster's center with treasure and guards.

6. **Pyramid Foundation Trademoot:** Undefined sublevel, from -0 elevation.

7. **Dwarfhold Trademoot:** A warehouse compound spurred off from the main hold for regular Qualorm trade. Stone & water works defend multiple rooms.

8. **Sorcerer's Labyrinth:** Sublevel where bizarre creations often escape.

Trade with some inhabitants is ongoing, but the sorcerer's traps are deadly.

9. **Dragon's Lair:** Sand tunnels lead to a maze for a possible encounter with an oracular, but temperamental dragon revered by Sandpeople and Dwarves

10. **Coral Gateway:** The Aquatic Empire's formal entrance to their realm. A trademoot is common with mudmen and aquatic creatures in attendance.

11. **Clayfolk Outpost:** A grid of tunnels comprises a defensive fort with a trading post for many stonework goods. Pop. 200-300. assorted treasure.

12. **Buried Overland Ruins:** Quarried stone from an ancient human civ.

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