

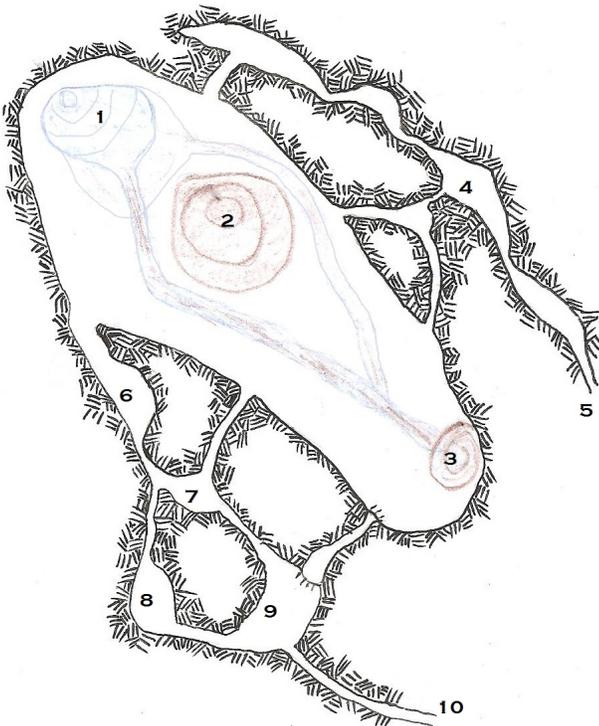
# The Midden of the Mewler

## A crappy encounter area for Underdark or Megadungeon

by Ken Moore <http://ohthesubhumanity.blogspot.com/>  
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A crevasse or sinkhole somewhere above serves as a sewer/dumping ground for that level's inhabitants. The cave immediately above this level narrows before opening up, funneling the ordure and filth from above into area 2. This whole area is dimly lit by numerous **fire beetles**. The overall light level is too dim to read by, but not too dim to fight by, as long as you're careful not to target any friends. The main cavern area (running between 1 and 3) is covered in a layer of filth spreading out from area 2 as well as guano dropped by the numerous **fledermen** (see below) living along the ceiling. The main cavern is literally crawling with **maggots**, ranging from normal size to 3' in length. They are harmless, but disgusting.

**Getting in:** Characters are most likely to enter this level by being swept away in an underground stream and falling into area 1, or falling (or being thrown) down the chasm into area 2. Climbing out through the stream is not possible without magic due to the force of the current. **Fledermen** harass climbers or fliers trying to leave via the area 2 entry.



- 1) **Cleanwater Falls** – a stream of clean water falls from somewhere above, only to mix into a disgusting brown mess in this pool. The pool usually fills the smaller, darker area with the stream running to the south of area 2.
- 2) **The Splatterhorn** – filth from above piles up here. Every once in a while, a craplanche occurs, spilling over in a random direction. Characters caught in a craplanche are likely to suffer 1-3d6 damage from debris, and may be trapped under a suffocating pile of ordure. If the stream is blocked, the pool fills the larger area before spilling over and running along the north side of area 2. Eventually, the obstruction will soften and erode and the stream and pool will return to their original state. This usually occurs in a sudden collapse of the obstruction and a surge of filthwater racing down the streambed. A truly unlucky character could be swept away and down the drain.
- 3) **The Drain** – the thick brown liquid swirls slowly around this hole before disappearing into the darkness. It will eventually open out

into an irrigated mushroom field tended by some Underdark race. Characters unaided by magic who try to swim for it will have drowned by that point. There is a paddle from a canoe embedded in the muck along the bank near here.

- 4) **The "Dragon"** – a **fire lizard** lairs here where the muck isn't as bad. It eats vermin that ventures this way, occasionally entering the main cave to hunt **fledermen**.
- 5) **The Wrong Way Out** – this tunnel narrows until even the smallest explorers are crawling on their bellies and dragging their gear behind. Then it narrows some more.
- 6) **Monks' Room** – 16 **myconid** monks (split evenly between 1HD and 2HD types) tend fungus farms here as well as small plots within areas 7 and 8. This circle of myconids is not the standard mix due to the predations of their god.
- 7) **Chapel** – 3 3HD **myconids** tend the outer shrine.
- 8) **Abbot** – a 4HD **myconid** broods here on his impending self-sacrifice to the **Mewler**.
- 9) **Holy of Holies** – **The Mewler** takes up the space between the two western tunnels. It is a pale, quivering fungal mass, and makes a noise like thousands of kittens. Characters who hear this noise must make a Will save each round to resist a suggestion to approach 10' and immerse themselves in **the Mewler**, where they will begin to suffocate (in CON/3 rounds). Those who make a save may retreat at full speed for that round if they wish. **The Mewler** takes 10HD of damage to destroy (piercing weapons do no more than 1 point, blunt weapons do ½), but will regenerate slowly (1HD per day) unless attacked with fire or acid. The elevated passageway from the main cavern is 10' off the floor in the main cavern and 20' up in here. If characters stealthily enter the Mewler's cavern using this passage, the hypnotic kitten noise will be muted (non-threatening) until they reach floor level or make some sort of loud noise. They could probably make it to the exit tunnel before it starts if they sprint.
- 10) **Finally!** – the way out. Make sure to bathe before presenting yourself to polite company.

**Epilogue:** Days or weeks after escaping, any gold the PCs had in this cavern will begin sprouting a fine, moldy covering. Left alone long enough, it will begin making a mewing noise like a kitten (it won't become dangerous unless given a large bed of gold and fertilized well). It is easily wiped away, but will return unless burned or wiped with vinegar. Just how much gold is buried under that thing down there?

### Random encounters, 1 in 6 chance each turn (d8+d10):

- 2 – craplanche (see area 2)
- 3 – fire lizard from area 4 out hunting
- 4 – 1-4 phycomids
- 5 – 1-6 flies, giant bluebottle
- 6 – 5-20 rot grubs
- 7 – 3-18 bats, giant
- 8 – 3-12 beetles, giant fire
- 9 – 1-100 pigeon sized flies (treat as normal bats; may also include hunting fledermen 2 in 6 chance)
- 10 – 5-30 centipedes, huge
- 11 – 2-8 shriekers
- 12 – 2-8 fledermen
- 13 – 2-24 centipedes, giant
- 14 – 1-3 gray oozes
- 15 – 2-8 myconids from area 6-8 searching for gold or choice bits of carrion for their god (dead fledermen are a favorite)
- 16 – 1-2 basidroids
- 17 – methane pocket (flames turn blue when nearing, if party doesn't turn back, it will explode as a 3d6 fireball)
- 18 – craplanche (see area 2)

**Fledermen:** treat as humanoid bats of average intelligence. Most have 2 HD, AC 8, and do d4/d4 damage with claws. They may use swords, spears, or similar lightweight melee weapons in flight.