



## Wandering Monsters

### Caverns (d8)

**1:** underground gnomes (1d8 of level 1-4; scouting the area from deeper underground; they assume the Lithomancer is human; if they don't like the look of the party they will remain statue still among the other statues until they can sneak away)  
**2-3:** crystal servitors (1d6 running a local errand)  
**4-5:** crystal servitors with crystal sentinels (1d6 humanoid servitors with 1d3 minotaur shaped sentinels on their way to or from a distant errand; probably carrying goods of some sort or other)  
**6-8:** gargoyles (1d6 hiding among the statues; will probably attack stragglers or if they outnumber the party)

### Garden (d10)

**1:** underground gnomes  
**2-4:** crystal servitors  
**5-6:** crystal servitors with crystal sentinels  
**7:** gargoyles  
**8-9:** The Lithomancer (see below for details)  
**10:** visitors (1d6 dark elves, dark dwarves, brain-eaters, etc)

### House (d6)

**1-2:** crystal servitors  
**3:** crystal servitors with crystal sentinels  
**4:** crystal sentinels (patrolling or standing guard)  
**5:** The Lithomancer  
**6:** visitors

**Crystal Servitor** (Armor 4 [15], hits 3d8, 1 attack, 1d6 damage)

**Crystal Sentinel** (Armor 4 [15], hits 5d8, 2 attacks, 2d6 damage)

## Room Key (1 square = 10 feet)

**The Caverns:** Natural stone caves, with many seemingly petrified adventurers/monsters (at least one per square). Many are in the classic poses (surprised, fighting, cowering), but many others seem to be fighting among themselves, and perceptive and educated observers may notice some scenes from history or mythology being re-enacted here. If characters use magic to unpetrify some of them, about half will be actual petrified victims and half are well-made statues. Incidental treasure (ie chump change) may be found here.

**C1:** This is the entry cave, either leading (eventually) to the surface or to the local megadungeon.

**C2:** Among the other petrified creatures found here is a basilisk in a fighting pose. A few shards of broken mirror lie nearby.

**C3:** This cave's exit leads either deeper underground or to a deeper level of the local megadungeon.

**The Garden (G1):** Dimly lit by magic (twilight level of brightness), filled with stone trees, flowers, walking paths, benches, and statues of deer, birds, rabbits, etc. Many of the smaller details are very fragile, and the Lithomancer will not be happy to see them damaged. To the east is a portico guarded by 2 crystal sentinels with double doors of what appears to be a house. The statues here may be of some value to a collector but will be hard to carry out.

**The House:** All walls are covered in carved patterns or bas-relief sculptures of mythological scenes. The only stretch of wall not adorned this way is the wall between H3 and H4. Behind this wall is the Lithomancer's treasure trove (12,000 gp value). Occasionally, the Lithomancer will host a big soiree, inviting dark elves, brain-eating octopus men, etc, and all double doors in the house will be opened to provide party space.

**H1 Entry Hall:** Chairs, benches, and small tables along the walls. Art objects worth 1000gp can be looted, but are bulky to pack up and carry.

**H2 Kitchen:** A crystal servitor is here, cooking food, cleaning, and preparing for the next underworld shindig.

**H3 Library:** A wide variety of books, with quite a few on the underground realms and the element of earth. Overall usefulness and value left to the DM.

**H4 Baths:** Benches and shelves for clothing, towels, soaps, etc. Three alcoves to the south have pools of hot, warm, and cold water.

**H5 Dining Room:** A large table dominates the center, with hutches around the sides for plates and cutlery. 2000 gp of bulky, fragile treasure (plates, glasses, silverware, etc) can be found here.

**H6 Ballroom:** Benches and chairs along the sides of the room, with a few gathered into circles for socializing.

**H7 Blue Parlor:** A sitting room decorated in shades of blue. Many chairs, a few couches and tables. The Lithomancer sometimes takes breakfast or tea here, with or without a guest.

**H8 Boudoir:** A room for dressing and sleeping. Bed, wardrobes, a small bookshelf.

**H9 Green Parlor:** As the Blue Parlor, but made up in green.

**H10 Alchemical Lab:** Long tables with various alchemical equipment. A few bookshelves of alchemical lore. Among the various substances scattered around the room are 3 potions of stone to flesh. There are also 2 doses of a potion that softens stone to the consistency of clay for 1 hour, and the reagents and alchemical notes needed to create 4 more, assuming the party searches thoroughly enough. Randomly mixing reagents here will (30%) cause an explosion (6d6 damage, 10' radius), (50%) generate poisonous fumes (fill the room, save each round or take 2d6 damage), or (20%) create an alchemical ooze (treat as gray ooze).

**The Lithomancer** is a powerful medusa with spellcasting abilities of at least high enough level to cast stone shaping magic, which she uses to beautify her house and garden. She wears a hood to conceal her face until combat breaks out. Her exact powers and total numbers of minions are up to the DM.